From -6415086849571812963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a437b69807d9dabc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 11:04:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Resistor Weirdness
Message-ID: <1413@cwruecmp.UUCP>
Date: Fri, 14-Feb-86 14:04:27 EST
Article-I.D.: cwruecmp.1413
Posted: Fri Feb 14 14:04:27 1986
Date-Received: Sun, 16-Feb-86 04:17:27 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 33

We finally got some ROMS and we had four machines that we had upgraded to 1 Meg. Here is a set of experiences that may help some people that may run in the same problems that we did.

All the machines were running fine with the upgrade and without the resistors. I put all 6 68 O (O == ohms) resistors in, and it worked fine with the Roms and all.

Now we went to do my office mate's machine. We put the 68 O resistors, no roms and the machine recognized the upper 512K, but we started getting random errors (looked like the rams we not holding data). So we took one resistor out of the pin 4 (RAS) bus of the upper 512K and hooked the bus directly to the MM chip. Worked fine (the 68 O resistors were in on the 2 pin 15 (CAS) busses of the upper 512K). The lower 512 K was doing just fine with all the resistors in. The only difference between between this machine and mine was that I had Hitachi chips and this machine had Oki chips. So we guessed that they had different operating points, and so we tried a lower value resistor, 39 O on the pin 4 (RAS) bus. This time we started getting consistent errors (every alternate address above 512K read FE instead of FF). So we went for a even lower value resistor, 27 O, and then everything worked out just fine. Now we have the Rom in, and its doing just fine. Has anyone else come across such problems??

We mounted our resistors on a little piece of PCB and stuck it to the left of the Rams, and ran wires from the MM chip to the appropriate spots (after cutting the 3 lines (RAS and the two CAS's of the lower 512K), instead of soldering the resistors to the traces or the memory chip directly.

--

Jwahar R. Bammi
Usenet: .....!decvax!cwruecmp!bammi
CSnet: bammi@case
Arpa: bammi%case@csnet-relay
CompuServe: 71515,155

From -3721812668449616789
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5649a3a51329e7db
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 13:43:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: Re: Where Can I Find An Atari Touch Tablet?
Message-ID: <692@mtuxn.UUCP>
Date: Fri, 14-Feb-86 16:43:38 EST
Article-I.D.: mtuxn.692
Posted: Fri Feb 14 16:43:38 1986
Date-Received: Sat, 15-Feb-86 05:12:17 EST
References: <1027@voder.UUCP>
Reply-To: rb@mtuxn.UUCP (01161-R.BOTWIN)
Distribution: na
Organization: AT&T Information Systems, Holmdel NJ
Lines: 4
Summary:

[]
Atari touch tablet (and 850!!) available from Computer Systems Consultants
Hightstown, NJ   (609) 448-8888.

From -5094818788199768 11
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ec719963c311a37
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 14:13:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!lll-crg!lll-lcc!vecpyr!atari!neil
From: neil@atari.UUCP
Newsgroups: net.micro.atari
Subject: Atari Online
Message-ID: <109@atari.UUcp>
Date: Fri, 14-Feb-86 17:13:29 EST
Article-I.D.: atari.109
Posted: Fri Feb 14 17:13:29 1986
Date-Received: Mon, 17-Feb-86 05:02:53 EST
Organization: Atari Corp/Mktg
Lines: 21
Keywords: Atari ST XE XL

OK, looks like I am on through the Atari VAX now. So let me introduce
myself.

Name: Neil Harris Title: Director of Communications
Marketing Dept. Atari Corp.

I make sure we are letting everyone know what we are up to. I do this via our magazine, "Atari Explorer", our dealer newsletter, and on every online service I can find including CompuServe, BIX, the WELL, GENIE, and the official Atari BBS (408-745-5308, 4 lines, no waiting!).

If you have serious technical questions they should probably go through Landon Dyer who has already checked in here (yes, he's the one on the BIOS listing). I can help with many technical matters and with most product availability questions - I was an applications programmer in a previous life. If I do anything silly here it is because I'm a beginner at UNIX -- have been playing with itty bitty computers for too long.

Some interesting news: the first shipment of 1040ST computers has arrived in the Atari warehouse, according to Sam Tramiel (our President). We also got the first batch of 520's with TOR in ROM and with modulators.

From 6413356526561766321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,92160f144667e448
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 18:20:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ncrcae.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!mcnc!ncsu!ncrcae!wingard
From: wingard@ncrcae.UUCP (wingard)
Newsgroups: net.micro.atari
Subject: Re: 1040st availability
Message-ID: <2267@ncrcae.UUCP>
Date: Fri, 14-Feb-86 21:20:21 EST
Article-I.D.: ncrcae.2267
Posted: Fri Feb 14 21:20:21 1986
Date-Received: Sun, 16-Feb-86 05:15:23 EST
References: <12182787187.18.LOOSEMORE@UTAH-20.ARPA>
Reply-To: wingard@ncrcae.UUCP ()
Organization: NCR Corp, E&M-Columbia, W Columbia, SC
Lines: 11
Keywords: three weeks
Summary:

The latest thing I've heard is that there hasn't been a single 1040 sent over from Japan yet. When they do get here (about a week, I was told), they'll probably spend a week in Atari's QA department for testing and then be shipped. There will be only 4 (!) distributors for 1040s in the US. So the bottom line from my dealer is that it will be about three more weeks before I see my 1040. *sigh*

Steve Wingard

From -8117188906538459409
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,aef97a07b035a421,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 19:02:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site voder.UUCP
Path: utzoo!decvax!decwrl!pyramid!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari
Subject: Need info on modems for 8-Bit Ataris
Message-ID: <1029@voder.UUCP>
Date: Fri, 14-Feb-86 22:02:43 EST
Article-I.D.: voder.1029
Posted: Fri Feb 14 22:02:43 1986
Date-Received: Sat, 15-Feb-86 10:29:59 EST
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 17

I'm going to be purchasing a modem for my Atari 800 and need some info on what to get. I definately want the kind that connects to the SIO port, no 850 interface needed, and I would perfer a 1200 BAUD unit to a 300 BAUD.

The two I'm most interested in are the Supra MPP1200AT which is Hayes command compatible for about $189, and the Digital Devices Pocket Modem which is available both as a 1200 BAUD unit and a 300 BAUD which can be upgraded to 1200.

I have some manufacturers literature on both of these but that's all advertising. Anyone ever use either of these? Or have experience with any other brands that you would recommend? Any information would be appreciated.

Kevin Thompson {ucbvax,ihnp4!nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
myself but I'm told they can be very effective."

From -7174549592133355422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,31da30accb3b0cd5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-15 05:06:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari

Subject: Re: Splitting the group.
Message-ID: <500040@iuvax.UUCP>
Date: Sat, 15-Feb-86 08:06:00 EST
Article-I.D.: iuvax.500040
Posted: Sat Feb 15 08:06:00 1986
Date-Received: Tue, 18-Feb-86 03:48:04 EST
References: <623@baylor.UUCP>
Lines: 2
Nf-ID: #R:baylor:-62300:iuvax:500040:000:63
Nf-From: iuvax!franco   Feb 15 08:06:00 1986

Poor Peter has obviously not come within three miles of an ST.

From 5220530269145750772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d228f33a30a6516d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-15 07:06:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Proff for 520ST available???
Message-ID: <15700059@unido.UUCP>
Date: Sat, 15-Feb-86 10:06:00 EST
Article-I.D.: unido.15700059
Posted: Sat Feb 15 10:06:00 1986
Date-Received: Mon, 17-Feb-86 05:35:29 EST
Sender: notes@unido.UUCP
Lines: 8
Nf-ID: #N:unido:15700059:000:306
Nf-From: unido!uh   Feb 15 15:06:00 1986

Has anybody adapted the proff sources, distributed in net.sources to the
520ST? If so, please let me know! Many thanks in advance.

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address: uh@unido.uucp, uh@unido.bitnet

From 2991915241475530 35
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bd93b55a18af4fca
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-15 17:30:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site riccb.UUCP
Path: utzoo!linus!decvax!bellcore!ulysses!mhuxr!mhuxt!houxm!hropus!riccb!djb

From: djb@riccb.UUCP (Dave J. Burris)
Newsgroups: net.micro.atari
Subject: Re: Look Ma, No Resistors
Message-ID: <629@riccb.UUCP>
Date: Sat, 15-Feb-86 20:30:47 EST
Article-I.D.: riccb.629
Posted: Sat Feb 15 20:30:47 1986
Date-Received: Sun, 16-Feb-86 09:12:35 EST
References: <500037@iuvax.UUCP>
Organization: Rockwell Telecommunications, Downers Grove,Il.
Lines: 14

>
> This message is coming to you via a 1 Meg upgraded Atari 520ST with TOS in
> ROM but with no (i.e. zero) resistors in the RAS and CAS lines of either
> memory bank. It appears the resistor myth is exploded (but not the ST).
>

I have made the expansion with no resistors and no problems. The schematic
I got with the developer's package shows no resistors in RAS or CAS for the
original chips either.

--
Dave Burris
..!ihnp4!ihopa!riccb!djb
Rockwell Switching Systems, Downers Grove, Il.

From -1636645754959217949
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ec719963c311a37
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-16 15:55:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!lll-crg!lll-lcc!vecpyr!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari
Subject: Re: Atari Online
Message-ID: <111@atari.UUcp>
Date: Sun, 16-Feb-86 18:55:44 EST
Article-I.D.: atari.111
Posted: Sun Feb 16 18:55:44 1986
Date-Received: Tue, 18-Feb-86 03:45:10 EST
References: <646@well.UUCP> <860214-101757-2380@Xerox>
Organization: Atari Corp/Mktg
Lines: 14

> Hopfully you will be able to improve the accuracy of net
> information. Can you also supply technical information
> (hardware/software) when specific questions are asked about them?

Can do. Since I am not a systems programmer, there are some questions I

won't know the answers to right away -- but I have access to those who do. And, of course, I have the availability info that seems to have been lacking here.

Speaking of which, as stated in my last message -- the 1040ST shipment has definitely arrived in the US warehouse and should be going out to dealers shortly. Dealers who buy through distributors should call to find out which distributors carry the 1040's, all others should call their rep or Atari direct.

From -697163072536595689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5649a3a51329e7db
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-16 15:59:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!decvax!genrad!panda!talcott!harvard!seismo!lll-crg!lll-lcc!vecpyr!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari
Subject: Re: Where Can I Find An Atari Touch Tablet?
Message-ID: <112@atari.UUcp>
Date: Sun, 16-Feb-86 18:59:59 EST
Article-I.D.: atari.112
Posted: Sun Feb 16 18:59:59 1986
Date-Received: Mon, 17-Feb-86 07:10:40 EST
References: <1027@voder.UUCP>
Distribution: na
Organization: Atari Corp/Mktg
Lines: 16

In article <1027@voder.UUCP>, kevin@voder.UUCP (The Last Bugfighter) writes:
>
>   Does anyone know of a mail-order place that carries the Atari Touch
> Tablet? I believe it's part number CX77. I've called a number of places
> that advertise in ANTIC and ANALOG magazines and have been unable to find
> one. Any info would be appreciated.

Atari Bonanza, a mail order program from Atari Corp., is selling the touch tablets direct from the Atari warehouse. The price is $44.99. Send to:

Atari Bonanza, Dept. X3
PO Box 3427
Sunnyvale, CA 94088

Please allow 6 to 8 weeks for delivery. Price includes shipping & handling.
California residents add 6.5% sales tax.

From -7909834792259456043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c959e610cabed965

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-17 10:05:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!mtuxo!houxm!whuxl!whuxlm!akgua!
gatech!seismo!mcvax!cernvax!jmg
From: jmg@cernvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: snide comments on Re: help
Message-ID: <276@cernvax.UUCP>
Date: Mon, 17-Feb-86 13:05:30 EST
Article-I.D.: cernvax.276
Posted: Mon Feb 17 13:05:30 1986
Date-Received: Wed, 19-Feb-86 01:02:24 EST
References: <508430239.bro@Dione.ARPA>
Reply-To: jmg@cernvax.UUCP (Mike Gerard, DD Division, CERN.)
Organization: CERN, Geneva/Switzerland
Lines: 14

I think that I should apologise to the (Atari) world in general, and
Mr Weisman in particular, about my snide comments on spelling and grammar.
For once, irritation overrode good sense. In fact, I have seen worse
examples of misspelt words and gramatically incorrect sentences elsewhere.
A philosophical discussion on whether the meaning of a message is more
important than the presentation should move to another group (net.junk?).

Since this is Atari, a question relative to the 1040ST. I see comments
that it is being released in Europe, but have not yet seen references
to it in the European Atari (or general PC) journals. Is the 1040ST
really being released in Europe, or is it simply a smokescreen to hide the
fact that it does not yet exist?

Caesar (or Reagan?) non supra grammaticos.

From -2365798177291209954
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bd93b55a18af4fca
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-17 11:05:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekig5.UUCP
Path: utzoo!linus!decvax!tektronix!tekig5!waynekn
From: waynekn@tekig5.UUCP (Wayne Knapp)
Newsgroups: net.micro.atari
Subject: Re: Look Ma, No Resistors
Message-ID: <497@tekig5.UUCP>
Date: Mon, 17-Feb-86 14:05:05 EST
Article-I.D.: tekig5.497
Posted: Mon Feb 17 14:05:05 1986
Date-Received: Wed, 19-Feb-86 20:15:13 EST
References: <500037@iuvax.UUCP>
Organization: Tektronix, Beaverton OR
Lines: 8

>
> In any case we now have 1 failure and 1 successful ROMing without resistors.
> Anyone else care to try?
>
   Make that 1 failure and 2 successful. I was just to lazy to add the
   resistors with the roms. I have masked ROMS, could make a difference
   with EPROMs.
                        Wayne Knapp

From 2504116473192138205
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,389759bddba6ae8c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-17 11:58:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!decvax!genrad!panda!talcott!harvard!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: 1040ST and ROM TOS questions
Message-ID: <1973@uwmacc.UUCP>
Date: Mon, 17-Feb-86 14:58:32 EST
Article-I.D.: uwmacc.1973
Posted: Mon Feb 17 14:58:32 1986
Date-Received: Tue, 18-Feb-86 00:57:25 EST
Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 16

*** ***

   Since we now have an official source for Atari news here on USENET,
could we get beyond the rumors of what the 1040ST actually is?
What I've gathered is that it will be 100% compatible with 520 software,
have 1 meg of RAM, TOS on ROM, a double sided drive, a list price of
$200 more than the 520, and come nicely packaged in a single box. Is
that correct? Any additions?
   About TOS in ROM... a friend has a 520ST, and would like to know how
one goes about getting the ROM chips. Should they be available from
dealers, or do you have to go directly to Atari?

 - Joel ({allegra,ihnp4,seismo}!uwvax!uwmacc!oyster)

P.S. Jim at Nicolet-- you've got a customer for your first 1040ST. I'd be
interested in hearing what you know about availability.

From -2073352980139358429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,14b89eeeeee06220,start
X-Google-Attributes: gid1517c1,public

X-Google-Thread: 140593,14b89eeeeee06220,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-02-17 12:50:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpm!rtb
From: rtb@ihlpm.UUCP (Todd)
Newsgroups: net.micro.atari,net.micro.atari16
Subject: Need help with 520ST
Message-ID: <714@ihlpm.UUCP>
Date: Mon, 17-Feb-86 15:50:07 EST
Article-I.D.: ihlpm.714
Posted: Mon Feb 17 15:50:07 1986
Date-Received: Tue, 18-Feb-86 04:08:55 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 22
Xref: watmath net.micro.atari:2839 net.micro.atari16:3

Does anybody know how to use the new EPSON LQ800 (24 pin) with
the 520ST in graphics mode (like a screen dump from the OS).
THe LQ800 works fine in text mode, but I get nothing but garbage
when I try to send graphics. The basic problem is that the 24
wire head needs 3 times the information. I know that there is a way
to default the LQ800 to regular FX80 graphics codes but I haven't
figured out how yet. I have tried sending ESC L and ESC Y befor the
dump but this didn't work. I have called EPSON but they don't
seem to know either. How do I know that this is possible? I have
seen it done at a store, but since I didn't buy the ST at this particular
store, they weren't willing to tell me how to do it. Also,
my phone numbers for Atari don't seem to work any more.
Does anyone have a phone number that actually gets answered.
(tape recorders don't count)

Thanks
R.T. Bradstrum

From 8519040739983165124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b3e264af41dfbd64,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-17 14:33:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: ATWELL@UTAH-20.ARPA (Bart Atwell)
Newsgroups: net.micro.atari

Subject: Downloading Un*x files
Message-ID: <12184175161.9.ATWELL@UTAH-20.ARPA>
Date: Mon, 17-Feb-86 17:33:08 EST
Article-I.D.: UTAH-20.12184175161.9.ATWELL
Posted: Mon Feb 17 17:33:08 1986
Date-Received: Fri, 21-Feb-86 04:12:45 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

I have been trying to download some files from a Un*x machine
and apparently what arrives doesn't have carriage returns. Can
anyone send me a program to convert from Un*x to ST text format,
either to run on the ST or the host?

Thanks in advance

Bart Atwell

From -6743076620756822611
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7a889f9b5ede54af
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-17 15:31:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site well.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!well!
espen
From: espen@well.UUCP (Peter Espen)
Newsgroups: net.micro.atari
Subject: How do I subscribe to INFO-ATARI16 ?
Message-ID: <667@well.UUCP>
Date: Mon, 17-Feb-86 18:31:36 EST
Article-I.D.: well.667
Posted: Mon Feb 17 18:31:36 1986
Date-Received: Wed, 19-Feb-86 07:03:56 EST
References: <8602051021.AA08835@ucbvax.berkeley.edu> <160@atux01.UUCP>
<236@argon.kcl-cs.UUCP>
Organization: Whole Earth Lectronic Link, Sausalito, CA
Lines: 5
Summary: INFO-ATARI16 Question

     Could someone please send me send mail or post a reply explaining
how I can get access to the INFO-ATARI16 stuff.
     Thanks!
     Peter Espen

From -2549352055090033998

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,389759bddba6ae8c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-17 17:11:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: Loading and sizing fonts...
Message-ID: <1436@gitpyr.UUCP>
Date: Mon, 17-Feb-86 20:11:45 EST
Article-I.D.: gitpyr.1436
Posted: Mon Feb 17 20:11:45 1986
Date-Received: Tue, 18-Feb-86 06:47:48 EST
References: <1973@uwmacc.UUCP>
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Distribution: na
Organization: Georgia Institute of Technology
Lines: 19

The last time I asked Richard Frick when a Font Editor/Loader would be
available for the ST, he said 'maybe never.' Has this changed? Does the
VDI load_font routine work, or is yet another of the VDI functions that DRI
hasn't gotten around to implementing?

Also, I've been trying to figure out how to scale down the system font to a
smaller size. I've been able to use vst_height() call to increase the
character size, but every time i try to shrink it I get mushrooms. How does
one get the small font that Icons are labeled with and the Doodle prog uses?

=-=
No problem is so formidable that you can't just walk away from it.

    Steve Tynor
    Georgia Instutute of Technology

 ...{akgua, allegra, amd, harpo, hplabs,
     ihnp4, masscomp, ut-ngp, rlgvax, sb1,
     uf-cgrl, unmvax, ut-sally} !gatech!gitpyr!tynor

From -3181949691490918407
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ffb39a7fbd1d6e9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-17 18:32:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!genrad!panda!talcott!harvard!seismo!rochester!ritcv!
ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.atari
Subject: Re: Atari ST Hard Disks (And other expansion options?)
Message-ID: <409@ccivax.UUCP>

Date: Mon, 17-Feb-86 21:32:19 EST
Article-I.D.: ccivax.409
Posted: Mon Feb 17 21:32:19 1986
Date-Received: Wed, 19-Feb-86 07:44:28 EST
References: <4961@alice.uUCp> <509@kontron.UUCP>
Reply-To: rb@ccivax.UUCP (Rex Ballard)
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 51

Now that Atari's on-line, I have a few (loaded) questions:

Will Atari be releasing an SCSI expansion option for the ST (Giving us
more and immediate expansion options including laser printers, shared
disk drives, CD-ROMs, WORMs, plotters, free networking, ethernet...)?

Is the 8 "slot" expansion 8 SCSI ports (giving 64 possible devices),
1 SCSI "circuit" with 8 connectors, or 8 "Proprietary DMA (yecch)" ports?

Will/Do the Atari hard disks have SCSI in/out ports for daisy chaining
devices?

What kind of "Boot" is required for the SCSI (or SASI) port?

Will there be any sort of internal RAM expansion pins (molex type?)
on the 1040 or Rev B or C 520 machines?

Are the CPU's socketed on the new machines?

Will TOS in ROM support a 68010?

VDI and AES are re-entrant right? What about BIOS and XBIOS?

Any plans on adding full pre-emptive multi-tasking (running N applications
at once so that Paint can print while the user Draws another document)?

Any effort being made to keep software products from "stepping on each other"?

Are 'hooks' available for 1 meg chip expansion (18 pin sockets, sips...)?

Any plans for a real MMU replacement for the memory controller chip?

Which of these are reserved for the TT machines?

When are the TT machines coming?

Is high res 70hz really non-interlaced? If so, why jump to 70hz (and
eat bus bandwidth)? It's a beautiful display, so it doesn't really matter
whether it is or not, but I have a Ball monitor that only goes up to 21Khz
horizontal, can it be used?.

By the way, just looked at the 'ST Internals' manual from Abacus, the
improvements of TOS over CP/M are great, especially the 'C' compatibility.
Ya Done Gud :-)

These have been hot issues on the net for some time now, and it would
be nice to get some official answers.

Also, thanks for making TOS in ROM a bit "flexible", in case multi-tasking,
better version "patches", or new features become available, it appears
to be a good compromise (Get almost all the RAM, and upgrade flexibility).

From 1360757140011658193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b7131d2dc59e223b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-17 18:50:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucla-cs.ARPA
Path: utzoo!decvax!decwrl!pyramid!hplabs!sdcrdcf!ucla-cs!acm
From: acm@ucla-cs.UUCP
Newsgroups: net.micro.atari
Subject: UCLA Microcomputer Faire 1986
Message-ID: <9064@ucla-cs.ARPA>
Date: Mon, 17-Feb-86 21:50:32 EST
Article-I.D.: ucla-cs.9064
Posted: Mon Feb 17 21:50:32 1986
Date-Received: Wed, 19-Feb-86 21:56:48 EST
Distribution: na
Organization: UCLA Computer Science Department
Lines: 93

As part of Engineers' Week, the UCLA Student Chapters of the ACM and
the IEEE will be hosting the UCLA Microcomputer Faire 1986. To be held
in the John Wooden Center on Wednesday, April 16th, the Faire provides
both access to a large group of interested students, faculty, and staff,
as well as exposure to the future users and purchasers of microcomputer
systems and components. At the present time, the Microcomputer Faire
Organizing Committee is in the process of inviting companies that have
products in the following areas:

1. Complete Systems:
   -Hardware and Software

2. Hardware Systems:
   -Processors, etc.

3. Software Systems:
   -Operating Systems
   -Development Environments

4. Hardware Peripherals:
   -Printers, plotters, hard copy devices
   -Modems, communication devices

-Boards, cards, expansions units
-Disk drives, tape drives, secondary storage
-Mouses, tablets, digitizers
-Monitors, displays
-Miscellaneous

5. Software Packages:
-Games
-Languages
-Data bases
-Graphics
-Word Processing
-Text Formatting
-AI
-Engineering: CAD/CAE, simulation, etc.
-Spreadsheets (?)
-Business Applications
-Scientific
-Networking
-Miscellaneous

6. Microcomputer Magazines:
-End user oriented
-Industry magazines and newsletters (?)

7. Advanced Technologies:
-Optical CD ROM
-AI
-Networking (LAN's, micro-mainframe, etc)
-Distributed Architechtures
-RISC
-MISC

8. Miscellaneous:
-Miscellaneous

If there are any companies doing business in these areas that you think might benefit by attending the UCLA Microcomputer Faire and can show off their products to the next generation of computer system purchasers, we would appreciate it if you could send to us the name of the company, a representative's name and phone number, and the product(s) that they would like to demonstrate. (Such as those related to the Atari 520 ST and the Atari 1040...) As well, we would be most grateful if you could show this to friends or acquaintances that are involved with microcomputers to ask for suggestions.

Thank you,

David Lee
Microcomputer Faire Chairman
UUCP: ...!{inhp4,trwspp,cepu,ucbvax,sdcrdcf}!ucla-cs!acm
ARPA: acm@LOCUS.UCLA.EDU

VOICE: (213) 825-7597

p.s. In previous years, we have only invited companies that manufactured
general purpose systems and had audiences of 2000 in THREE hours.
This year, with the expansion of the Faire to accomodate more
companies, a registration fee of $100 will be charged to each
company in attendance and the Faire will be 5 hours in length.
Also, light breakfast, refreshments, a reception with deans and
professors, and possibly lunch will be available to the company
representatives.

David Lee
UCLA ACM Chairman UUCP: ...!{inhp4,trwspp,cepu,ucbvax,sdcrdcf}!ucla-cs!acm
4801 Boelter Hall ARPA: acm@LOCUS.UCLA.EDU
UCLA VOICE: (213) 825-7597
Los Angeles, CA 90024

From -8075812670725009938
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ec719963c311a37
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-18 05:26:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!hao!noao!hsi!tankus
From: tankus@hsi.UUCP (Ed Tankus)
Newsgroups: net.micro.atari
Subject: Re: Re: Atari Online
Message-ID: <315@hsi.UUCP>
Date: Tue, 18-Feb-86 08:26:54 EST
Article-I.D.: hsi.315
Posted: Tue Feb 18 08:26:54 1986
Date-Received: Fri, 21-Feb-86 06:49:32 EST
References: <646@well.UUCP> <860214-101757-2380@Xerox> <111@atari.UUcp>
Organization: Health Systems Int., New Haven, CT.
Lines: 31

> > Hopfully you will be able to improve the accuracy of net
> > information. Can you also supply technical information
> > (hardware/software) when specific questions are asked about them?
>
> Can do. Since I am not a systems programmer, there are some questions I
> won't know the answers to right away -- but I have access to those who do.
> And, of course, I have the availability info that seems to have been lacking
> here.
>
> Product announcement went here ...
>

Neil,

Maybe one of the questions you could answer for us is: What is your pathname
and can we send you mail?

I have looked over the newsite info but can not find out to which machine(s)
you are connected. Can you or anyone else help out?

Thanks!

--

    "   For every word there is a song upon which inspiration lies ..."

    Ed Tankus
    Net : {noao!ihnp4!yale!}!hsi!tankus
    Snail: Health Systems Int'l, 100 Broadway, New Haven, CT 06511

From 4526729151894448863
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,106ee9042792bbda,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-18 05:40:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
ucbvax!info-atari
From: EEMA031@MAINE.BITNET (Michael W. Picher)
Newsgroups: net.micro.atari
Subject: atari/kmart
Message-ID: <8602181815.AA01419@ucbvax.berkeley.edu>
Date: Tue, 18-Feb-86 08:40:16 EST
Article-I.D.: ucbvax.8602181815.AA01419
Posted: Tue Feb 18 08:40:16 1986
Date-Received: Fri, 21-Feb-86 04:19:25 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

i was in fact looking forward to the 520 coming out in kmart stores.
this would mean lower prices for good equipment. i was however diswturbed
when i heard rumors that the atari/kmart deal was falling through...
can anyone confirm this?

Remember: Better to be strange, than a stranger...

Michael Picher
eema031@maine.bitnet
University of Maine at Orono
Electrical Engineering

From 2183843715844043274
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,d0edfa01aab8c2d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-18 09:12:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site hpvclc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!uw-beaver!tikal!
hplsla!hpvclc!ericr
From: ericr@hpvclc.UUCP (ericr)
Newsgroups: net.micro.atari
Subject: Re: 520 cost, OSS Pascal, and ST Interna
Message-ID: <9700003@hpvclc.UUCP>
Date: Tue, 18-Feb-86 12:12:00 EST
Article-I.D.: hpvclc.9700003
Posted: Tue Feb 18 12:12:00 1986
Date-Received: Fri, 21-Feb-86 07:40:16 EST
References: <1769@druxu.UUCP>
Lines: 16
Nf-ID: #R:druxu:-176900:hpvclc:9700003:000:766
Nf-From: hpvclc!ericr   Feb 18 10:12:00 1986

If you want the lower level features with a language very similar to
Pascal, I recommend the TDI Modula 2 compiler. The documentation is
superb and has many examples for using the GEM operating system. In
fact, even if I was going to do everything in C, the manual would be
a significant help in deciphering the developers kit manuals. I have
been using it currently with one double sided drive(my other drive is
in the shop) and can compile/link a reasonbly sized graphics program
in about 3.5 minutes. The package has all of the bindings necessary
to talk to GEM. The language allows address manipulation as well as
inline machine code(hex codes, not mnemonics).

For the $60-$70 price tag, its well worth the price.

Eric Ross
ihnp4!hpfcla!hpvcla!ericr

From -1543535651585934089
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5649a3a51329e7db
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-18 10:44:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: Re: Where Can I Find An Atari Touch Tablet?
Message-ID: <8602181844.AA07378@mitre-bedford.ARPA>
Date: Tue, 18-Feb-86 13:44:55 EST
Article-I.D.: mitre-be.8602181844.AA07378

Posted: Tue Feb 18 13:44:55 1986
Date-Received: Fri, 21-Feb-86 04:19:52 EST
References: <1027@voder.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 18

Is the touch tablet the keypad-like thing that is used with some versions of Star Raiders on the video game machines? I bought two copies of Star Raiders for a game machine I do not own because they contained these keypads and were selling for $1.99 each on a closeout. I think it was at Child World or Toyland or some such place in Chestnut Hill Mall here in the Boston area. I figured that the joystick port connector alone was worth that much, and I was getting a keypad and a ROM containing the code for Star Raiders "to boot" (so to speak). (Does anybody need Star Raiders for a 2600?)

If you can determine that this is the gadget you want, I would be amenable to dropping by this store to see if they still have any more of the gadgets, and I MIGHT be induced to part with one of the two I got in December, if additional copies are not available.

Oh, by the way, you also get an "Atari Force" comic book for your $1.99!

-John Sangster
jhs at mitre-bedford.arpa

From -1388716340252895718
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7e68aa7fe68896e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-18 11:04:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: re: K-Mart 520ST
Message-ID: <8602181904.AA07839@mitre-bedford.ARPA>
Date: Tue, 18-Feb-86 14:04:03 EST
Article-I.D.: mitre-be.8602181904.AA07839
Posted: Tue Feb 18 14:04:03 1986
Date-Received: Fri, 21-Feb-86 04:20:09 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 8

It was pointed out weeks ago on the net that the 520ST at K-Mart will not be a reduced-price version but rather an un-bundled version. At $300 for just the keyboard/CPU console, you'll be up to $700 or $800 if you add a disk and a TV set or monitor. Of course, the move to K-Mart might signal the start of price wars that will eventually bring the price down.

-John Sangster
jhs at mitre-bedford.arpa

From 16298104514385071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5bfff1128e76ec63,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-18 11:08:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: accessing CPM/68K on the 520ST
Message-ID: <8602181908.AA07989@mitre-bedford.ARPA>
Date: Tue, 18-Feb-86 14:08:07 EST
Article-I.D.: mitre-be.8602181908.AA07989
Posted: Tue Feb 18 14:08:07 1986
Date-Received: Fri, 21-Feb-86 04:20:22 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 10

Have any of you hackers out there figured out how to access CPM/68K without
buying the $300 "developers' kit"? According to COMPUTE! Magazine, the
GEM desktop is "really" built on top of CPM and can be "peeled away" if you
know how. It seems that getting rid of GEM should cost negative, not positive
dollars! Has anybody figured out how to do this?

(I dunno why I care - I haven't bought my ST yet!!!)

-John Sangster
jhs at mitre-bedford.arpa

From 976808100793823262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,389759bddba6ae8c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-18 11:50:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!decvax!mcnc!akgua!gatech!seismo!lll-crg!lll-lcc!vecpyr!atari!neil
From: neil@atari.UUCP
Newsgroups: net.micro.atari
Subject: Re: 1040ST and ROM TOS questions
Message-ID: <114@atari.UUcp>
Date: Tue, 18-Feb-86 14:50:30 EST
Article-I.D.: atari.114
Posted: Tue Feb 18 14:50:30 1986
Date-Received: Thu, 20-Feb-86 23:34:35 EST

References: <1973@uwmacc.UUCP>
Distribution: na
Organization: Atari Corp/Mktg
Lines: 21

*****

In article <1973@uwmacc.UUCP>, oyster@uwmacc.UUCP (Vicious Oyster) writes:
>   Since we now have an official source for Atari news here on USENET,
> could we get beyond the rumors of what the 1040ST actually is?
> What I've gathered is that it will be 100% compatible with 520 software,
> have 1 meg of RAM, TOS on ROM, a double sided drive, a list price of
> $200 more than the 520, and come nicely packaged in a single box. Is
> that correct? Any additions?
>   About TOS in ROM... a friend has a 520ST, and would like to know how
> one goes about getting the ROM chips. Should they be available from
> dealers, or do you have to go directly to Atari?

The 1040ST also has a built-in power supply for both the computer and the
drive. It looks like a 520 except for a couple of extra inches in the back
of the system Otherwise, exactly as described above. Look for the next
issue of Byte (March 1986) to have a full preview of the 1040ST.

The ROM chips are available from dealers. Suggested price is $25. If
your dealer does not know about them, tell the dealer to call Atari's
service dept.

From -7324887558786492899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ec719963c311a37
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-18 11:53:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!vecpyr!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari
Subject: Re: Atari Online
Message-ID: <115@atari.UUcp>
Date: Tue, 18-Feb-86 14:53:05 EST
Article-I.D.: atari.115
Posted: Tue Feb 18 14:53:05 1986
Date-Received: Fri, 21-Feb-86 06:49:20 EST
References: <646@well.UUCP> <500039@iuvax.UUCP>
Organization: Atari Corp/Mktg
Lines: 6

In article <500039@iuvax.UUCP>, franco@iuvax.UUCP writes:
>
> Welcome aboard. What did you say your name is?

My name is Neil Harris. My title is currently "Director of Communications",
and I serve in the marketing dept. to help communications on product matters.

From 3181163733214359729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,99559e47df2e4dec,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-18 12:03:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: PLEASE pay attention to this!!!
Message-ID: <860218150355.00000407.AEKN.AA@UMass>
Date: Tue, 18-Feb-86 15:03:55 EST
Article-I.D.: UMass.860218150355.00000407.AEKN.AA
Posted: Tue Feb 18 15:03:55 1986
Date-Received: Fri, 21-Feb-86 04:16:02 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

Sorry I have to broadcast this, but I have sent about 10
messages already to this effect, and I am STILL recieving Info-Atari16!

PLEASE change the UMass mailing from
     ICONS@UMASS.BITNET
to
     ATNOTES@UMASS.BITNET

                                Thanks, I hope!

From -2451219079677583619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1f5ca21b1ce284df,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 140593,1f5ca21b1ce284df,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-02-18 15:22:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!ritcv!ref0070
From: ref0070@ritcv.UUCP (Robert E. Fortin)
Newsgroups: net.micro.atari,net.micro.atari16
Subject: OS/9 for 520 ST
Message-ID: <9369@ritcv.UUCP>
Date: Tue, 18-Feb-86 18:22:20 EST
Article-I.D.: ritcv.9369
Posted: Tue Feb 18 18:22:20 1986
Date-Received: Fri, 21-Feb-86 06:48:04 EST
Reply-To: ref0070@ritcv.UUCP (Bob Fortin)
Organization: Rochester Institute of Technology, Rochester, NY

Lines: 11
Keywords: Coming soon
Xref: linus net.micro.atari:2813 net.micro.atari16:6

I just read in the March issue of Analog that the OS/9 operating
system *is* being adapted to run on the ST. They didn't mention
the name of the company though. Also they reinforce my opinion
that almost all of the software HIPPO puts out is rushed and that
you should check out your other options before buying their inferior
software :-)> (This opinion doesn't apply to their hardware, as I
have no information on it).

Bob

{allegra decvax siesmo}!rochester!ritcv!ref0070

From -6377578558437834098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1e2bfc881af14878,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-18 15:31:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihwpt.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihwpt!knudsen
From: knudsen@ihwpt.UUCP (mike knudsen)
Newsgroups: net.micro.atari
Subject: Serious ST Questions
Message-ID: <708@ihwpt.UUCP>
Date: Tue, 18-Feb-86 18:31:22 EST
Article-I.D.: ihwpt.708
Posted: Tue Feb 18 18:31:22 1986
Date-Received: Wed, 19-Feb-86 04:20:02 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 32

First, I'd like to know how many chips in the ST are
soldered in instead of socketed, and which these are.
Please answer this for the early STs, the current models,
and the future shipments. I'd like to decide which
vintage model would be best for doing hardware upgrades
(piggy back RAM, 68010, etc).

More serious: How can the ST be bus-expanded?
The *other* brand brings its entire bus to the side connector,
but the ST has only a read-only 128K game cart socket
(what, games? on an Atari??). How can there be an
expansion chassis into which we can plug boards with
lotsa RAM, 32000 co-procs, or whatever else needs some
direct bus access? Will we be stuck with a box hung
off the floppy or hard disk serial ports?
Which can't be accessed directly?

Tecmar is already advertising a true expansion box
for the you-know-what.

Finally: Is it possible to write directly to the graphics
bitmap in RAM (from an assembler or C program)?
Where speed is of the utmost, we'll need to be able
to do our own custom bit-blits, quickdraws, etc.
to compete with the custom graphics chips in the
high-priced machine.
I heard that on one of the machines (forget which)
you were somehow prevented from direct access to the
graphics area (this may just be a BASIC restriction,
as there is no MMU in either machine to stop machine
code routines from doing it).

Hoping to get an ST soon, mike k

From -2941851896639158012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e9ae4beba53eb064,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-18 15:42:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihwpt.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihwpt!knudsen
From: knudsen@ihwpt.UUCP (mike knudsen)
Newsgroups: net.micro.atari
Subject: Re: ST & ordinary monochrome monitors
Message-ID: <709@ihwpt.UUCP>
Date: Tue, 18-Feb-86 18:42:27 EST
Article-I.D.: ihwpt.709
Posted: Tue Feb 18 18:42:27 1986
Date-Received: Wed, 19-Feb-86 04:20:27 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 24

Someone asked whether an ordinary monochrome monitor
could be tweaked up to run on the ST.
In color modes, yes (with some interface work).
But for the 640x400, nope!
I took a closer look at the pretty colored Atari flyer
spec sheet, and not only is the vertical frequency
up to 71 Hz, but the Horizontal is a whopping
35.7 KHz, or 2.13 times the NTSC standard 15.75!

This answers a long-standing question--
ST Monochrome is NON-INTERLACED!
It really draws all 400 lines in each of 70 frames/sec!
Atari really went all the way on this.

Maybe the IBM PC monitors are already up there

(I think the Mac is only 22 KHz or so),
but no 15.75 KHz monitor could be tweaked to over
double its design freq.

     mike k

PS: This assumes that the spec sheet is correct.
PPS: The sheet also sez the RGB uses separate,
not green, Sync.

From 8215154593989825433
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1de5a164f69e7e1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-18 17:09:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Density ---
Message-ID: <8602190116.AA00406@ucbvax.berkeley.edu>
Date: Tue, 18-Feb-86 20:09:00 EST
Article-I.D.: ucbvax.8602190116.AA00406
Posted: Tue Feb 18 20:09:00 1986
Date-Received: Fri, 21-Feb-86 04:14:40 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 21

In a reply to a recent query about disk densities, Rob Botwin said
that the PERCOM density command format was copied by everyone including
Atari. Sorry to say, from what I understand, Atari is the ONLY company
making disk drives for the Atari which does NOT follow this standard.

This is definately true for the 810. I cannot vouch for the 1050, but
as far as I know it also is 'dumb' as far as density settings. It can
read single density format disks, but unless upgraded, it cannot read
or write true double density. Nor can you use the PERCOM commands to
ask it it's current density or reset it.

I assume that the "read the first sector" method that David suggested
was meant for 1050 disk drives. (NOTE: David Young, (sorry)).

If I am misteaken in any of these statements or beliefs, please someone,
correct me.

              -Richard Hartman
              max.hartman@ames-vmsb

From 5617570804271789811
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,17acb6fbccfb4b0c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-18 20:51:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: cyrus 3d chess program
Message-ID: <276@imagen.UUCP>
Date: Tue, 18-Feb-86 23:51:48 EST
Article-I.D.: imagen.276
Posted: Tue Feb 18 23:51:48 1986
Date-Received: Fri, 21-Feb-86 05:40:22 EST
Distribution: net
Organization: The Houses of the Holy
Lines: 18

~~~~~~~~~~~~~~~~~~~~~~~~\ lineater,\~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

i just say a very nice demo of a 3d chess program for the st, does
anyone know if the program was ever completed ? is it available ?

N.B. to info-atari, should i be posting this to net.micro.atari or
net.micro.atari16 ?
--

     The master is not yet married, nor do I think he ever will be.
                -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
         Santa Clara, CA 95052-8101
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From -7476624449219659287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e784d60af5b1e62e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-19 04:14:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
ucbvax!info-atari
From: I6191008@DBSTU1.BITNET
~~~~~~~~~~~~~~~~~~~~~~~~

Newsgroups: net.micro.atari
Subject: re accessing CPM/68K on the 520 ST
Message-ID: <8602191213.AA05450@ucbvax.berkeley.edu>
Date: Wed, 19-Feb-86 07:14:22 EST
Article-I.D.: ucbvax.8602191213.AA05450
Posted: Wed Feb 19 07:14:22 1986
Date-Received: Fri, 21-Feb-86 04:22:06 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 31

>Have any of you hackers out there figured out how to access CPM/68K without

>buying the $300 "developers' kit"? According to COMPUTE] Magazine, the

>GEM desktop is "really" built on top of CPM and can be "peeled away" if you

>know how. It seems that getting rid of GEM should cost negative, not positive

>dollars] Has anybody figured out how to do this?

PLEASE John]]]: The 520 ST is NOT using CPM/68K. It is using TOS

(Tramiels Operating System). By using the program COMMAND, you enter

the TOS which LOOKS LIKE an CPM environment, but it isn't.

ATARI wanted to use CPM/68K but it was far to slow so they wrote their

own OS. TOS is more like UNIX. So you CAN NOT run CPM/68K programs on

the ST without making some software interfacing. Anyway, COMMAND comes

with the "developers' kit". Maybe there is also a public domain version

around. Does anyone know?

Johann Zuschlag (I6191008@DBSTU1.BITNET)

PS.: I hope you don't mind John, but I get tired telling people the

     facts...

From -7066030791128894563
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7388cee0d44b7605
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-19 06:33:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!brl-smoke!nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari

Subject: Re: Wanted: Kermit for ST
Message-ID: <2212@nlm-vax.ARPA>
Date: Wed, 19-Feb-86 09:33:50 EST
Article-I.D.: nlm-vax.2212
Posted: Wed Feb 19 09:33:50 1986
Date-Received: Sun, 23-Feb-86 05:58:16 EST
References: <8602131729.AA25362@utah-cs.ARPA>
Reply-To: randy@nlm-vax.UUCP (Rand Huntzinger)
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 7

The developer's kit has a version of Kermit in it, but it is not clear to me whether this program can be freely distributed. The Kermit documentation Atari includes comes from Columbia, and the Kermits you get from Columbia can be distributed as long as it is not for profit. [It looks a bit like one of their older Unix Kermit programs]. Now that Atari is on the net, perhaps they can comment on whether we are free to distribute this program.

From -257548614686880052
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1e2bfc881af14878
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-19 08:39:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site druhi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!druhi!lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari
Subject: Re: Serious ST Questions
Message-ID: <128@druhi.UUCP>
Date: Wed, 19-Feb-86 11:39:49 EST
Article-I.D.: druhi.128
Posted: Wed Feb 19 11:39:49 1986
Date-Received: Thu, 20-Feb-86 07:45:45 EST
References: <708@ihwpt.UUCP>
Distribution: net
Organization: AT&T Information System Labs, Denver, Co
Lines: 74
Summary: clarifications and answers to some of the questions

> First, I'd like to know how many chips in the ST are
> soldered in instead of socketed, and which these are.
> Please answer this for the early STs, the current models,
> and the future shipments. I'd like to decide which
> vintage model would be best for doing hardware upgrades
> (piggy back RAM, 68010, etc).

In the revision B board, all of the chips are soldered except for the custom chips (Memory Manager, Glue, Video). This probably will not change in the future, except that the custom chips might also get soldered in also.

I have done the ram upgrade on my board with no problems. I have also
talked with several people who have done the upgrade on newer machines
with no problem. Get the latest vintage machine you can.

>
> More serious: How can the ST be bus-expanded?
> The *other* brand brings its entire bus to the side connector,
> but the ST has only a read-only 128K game cart socket
> (what, games? on an Atari??). How can there be an
> expansion chassis into which we can plug boards with
> lotsa RAM, 32000 co-procs, or whatever else needs some
> direct bus access? Will we be stuck with a box hung
> off the floppy or hard disk serial ports?
> Which can't be accessed directly?
> Tecmar is already advertising a true expansion box
> for the you-know-what.

The floppy disk and hard disk ports are parallel ports, NOT serial ports.
The hard disk port is really a general purpose DMA port for the Atari.
This port, with some massaging, can be made to look like a SASI or SCSI port.
This, of course, takes a little extra hardware on a PC board. The Atari
hard disk is a disk connected to the extra hardware which is
then connected to the Atari. The hard disk thinks it is talking SASI (or
SCSI, I can't remember at the moment). Presumably, one could build an
expansion cabinet using this method of communicating. It isn't as good
as a full bus expander, but it can be very useful.
>
> Finally: Is it possible to write directly to the graphics
> bitmap in RAM (from an assembler or C program)?
> Where speed is of the utmost, we'll need to be able
> to do our own custom bit-blits, quickdraws, etc.
> to compete with the custom graphics chips in the
> high-priced machine.
> I heard that on one of the machines (forget which)
> you were somehow prevented from direct access to the
> graphics area (this may just be a BASIC restriction,
> as there is no MMU in either machine to stop machine
> code routines from doing it).
>
There IS a primitive MMU in the Atari that will prevent access to certain
areas of memory if you are not executing in 'supervisor' mode. And yes, it
is possible to write directly to the bitmap RAM. You won't need to write your
own bit-blits, quickdraws, etc. because they are already provided in the
line-A interface in the ROM of the Atari. This code is what the low-level
routines in GEM and VDI end up calling. If you wish to bypass GEM to get
ultimate speed, all you need to do is use these routines.
> Hoping to get an ST soon, mike k

I hope you do too. Order a development kit also, it will be worth the time
it takes to delve through all of the crud to get the juicy parts. Atari and
Digital Research are introducing a new version of the kit within a month that
is supposed to have many bug fixes and a total (and much needed!)
reorganization of the documentation. You should probably wait until that

comes out to buy one.

Good Luck.

Barry Locklear
AT&T Information Systems Labs
Denver, CO
(303) 538-4954
ihnp4!druhi!lbl

From -7570634917068632279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e43ece0ff3c78ada,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-19 09:36:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: I6191008@DBSTU1.BITNET
Newsgroups: net.micro.atari
Subject: FORTRAN for the ST?
Message-ID: <8602191736.AA00962@ucbvax.berkeley.edu>
Date: Wed, 19-Feb-86 12:36:48 EST
Article-I.D.: ucbvax.8602191736.AA00962
Posted: Wed Feb 19 12:36:48 1986
Date-Received: Fri, 21-Feb-86 05:14:27 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

Is there already an FORTRAN compiler available for the ST?

Thanks in advance,

Johann Zuschlag (I6191008@DBSTU1.BITNET)

From 2878986301424599599
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,742fb18a9bf07ce7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-19 09:42:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Cate3.EIS@XEROX.COM
Newsgroups: net.micro.atari
Subject: Headbands...
Message-ID: <860219-104309-2916@Xerox>
Date: Wed, 19-Feb-86 12:42:22 EST
Article-I.D.: Xerox.860219-104309-2916
Posted: Wed Feb 19 12:42:22 1986

Date-Received: Fri, 21-Feb-86 05:17:37 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

A year or two ago there was an ad in some magazine about an input device to the Atari 400 and 800 computers which was wrapped around the heade like a headband. Does anyone have any information about this? Are they still being made? How do they work?
Thanks.

Henry III

From -7572062707013231408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,389759bddba6ae8c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-19 09:52:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site drivax.UUCP
Path: utzoo!decvax!decwrl!sun!amdahl!drivax!holloway
From: holloway@drivax.UUCP (Bruce Holloway)
Newsgroups: net.micro.atari
Subject: Re: Loading and sizing fonts...
Message-ID: <283@drivax.UUCP>
Date: Wed, 19-Feb-86 12:52:46 EST
Article-I.D.: drivax.283
Posted: Wed Feb 19 12:52:46 1986
Date-Received: Thu, 20-Feb-86 00:33:09 EST
References: <1973@uwmacc.UUCP> <1436@gitpyr.UUCP>
Reply-To: holloway@drivax.UUCP (Bruce Holloway)
Distribution: na
Organization: Digital Research, Monterey, CA
Lines: 37

In article <1436@gitpyr.UUCP> tynor@gitpyr.UUCP (Steve Tynor) writes:
>Does the
>VDI load_font routine work, or is yet another of the VDI functions that DRI
>hasn't gotten around to implementing?

Digital Research is not responsible for writing Atari's VDIs. If there are any unimplemented functions, talk to Atari. Also, the VDI specification allows for functional subsets. These limitations can usually be found in the return from the Open Workstation call, the Extended Inquire function, and the other Inquire Functions.

To answer your question though, Load Fonts is implemented. The reason it is so difficult to create a font is due to the odd format fonts are required to use. But I can't believe that no one will come out with a font editor! Didn't I see one in ANTIC a while back?
>

>Also, I've been trying to figure out how to scale down the system font to a
>smaller size. I've been able to use vst_height() call to increase the
>character size, but every time i try to shrink it I get mushrooms. How does
>one get the small font that Icons are labeled with and the Doodle prog uses?
>
The system font can not be scaled down; in fact, no font can be. They can,
however, be doubled in size, but that's it. Please send the code that
creates the Unhandled Exception (aka mushrooms) so that I can see why it's
failing. I'm working on a new set of VDIs now, and I'd really like to know
why this happens.

--

Bruce Holloway
Digital Research, Inc.
60 Garden Court
Monterey, CA 93942

....!ucbvax!hplabs!amdahl!drivax!holloway
(I'm not THAT Bruce Holloway, I'm the other one.)

From -9133964936245977662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6beeaf4f6ef4f734,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-19 09:57:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site utecfa.UUCP
Path: utzoo!utcsri!utai!uthub!utecfa!mugc
From: mugc@utecfa.UUCP (ModemUserGroupChairman)
Newsgroups: net.micro.atari
Subject: PC/Intercom problem
Message-ID: <1787@utecfa.UUCP>
Date: Wed, 19-Feb-86 12:57:04 EST
Article-I.D.: utecfa.1787
Posted: Wed Feb 19 12:57:04 1986
Date-Received: Wed, 19-Feb-86 15:47:42 EST
Organization: Engineering Computing Facility, University of Toronto
Lines: 24

-

     While using PC/Intercom (V 3.03) sometime back, I noticed that
if the program freezes, all you have to do is hit the UNDO key and when
it asks, "Do you really wish to exit?", type "n" (so that it does not
exit). This usually fixes the problem and rebooting is not required. If
the problem is really severe, you may also need to choose the reset
option from the menu (after you have unlocked the program by hitting
the UNDO key etc.).

     Also, I noticed that the copy-protection on this program makes

the drive go to track 2 or whatever and the drive makes a really scary noise (at least mine does). Is this like the infamous destructive "head-banging" that the C64's drives are made to do? I would appreciate a comment on this from someone who knows what the inside of the 31/2 inch drive is like and what it does when it makes that grating noise. (This noise has tempted me to "fix" the code...)

--

Anees Munshi @ University of Toronto
Engineering Comp. Facility :A
{allegra,ihnp4,linus,decvax}!utzoo!utcsri!utecfa!mugc

From -3299106689983834265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1e2bfc881af14878
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-19 11:23:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Re: Serious ST Questions
Message-ID: <1419@cwruecmp.UUCP>
Date: Wed, 19-Feb-86 14:23:48 EST
Article-I.D.: cwruecmp.1419
Posted: Wed Feb 19 14:23:48 1986
Date-Received: Fri, 21-Feb-86 04:22:44 EST
References: <708@ihwpt.UUCP>
Distribution: net
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 77

> First, I'd like to know how many chips in the ST are
> soldered in instead of socketed, and which these are.
> Please answer this for the early STs, the current models,
> and the future shipments. I'd like to decide which
> vintage model would be best for doing hardware upgrades
> (piggy back RAM, 68010, etc).
>

In all the ST's that I have seen, Only the Glue, MMU, Roms and Dma chip are socketed. The rest are soldered. Having participated in 4 piggy back memory upgrades, I don't see how socketed memory chips would help. It would help ofcourse in replacing chips, but then the socket may be put in at that time.

> More serious: How can the ST be bus-expanded?
> The *other* brand brings its entire bus to the side connector,
> but the ST has only a read-only 128K game cart socket
> (what, games? on an Atari??). How can there be an

> expansion chassis into which we can plug boards with
> lotsa RAM, 32000 co-procs, or whatever else needs some
> direct bus access? Will we be stuck with a box hung
> off the floppy or hard disk serial ports?
> Which can't be accessed directly?
> Tecmar is already advertising a true expansion box
> for the you-know-what.

Well it depends on how you look at it, if you really need a bus coming out to the edge. If you do a co-processor box with its own backplane etc, then all you need the ST for is to do I/o for you. Further, a hard disk could be used directly without the need for going through the ST. So now you would need the St for graphics,Screen/Kbd i/o, floppy and for access to the various ports. If you do the interface right, the 10 Mhz DMA port is plenty fast. I know of two such boxes, the TT (apparently it will be announced at the Hanover Fair next month) and the $199 Ibm Pc compatible 8088 box. Most people who critisize the St for not having expansion slots fail to point out how many of the ports that normally sit on expansion cards on things like the Ibm Pc are built in. Further, a lot of people seem to have the misconception that a particular hardware subsystem has to sit on processors/backplane bus for efficiency. If the functinal partitioning is done correctly (ie. you dont need to get at every signal of the processor/backplane bus, but just need to pass data fast between the two subsystems, and the minimum amount of control or state info that you can get away with) then i claim that the Dma approach is superior (No electrical loads, simpler control, clean interface beween subsystems, no bus - are some of the reasons that i come to mind). I am not totally convinced that a backplane is required. But then I may be totally wrong. Can anyone convince me otherwise?

(BTW for the price that Tecmar is charging for the expansion box i can have 3 1/2 St's sitting on my desk!!)
>
> Finally: Is it possible to write directly to the graphics
> bitmap in RAM (from an assembler or C program)?
> Where speed is of the utmost, we'll need to be able
> to do our own custom bit-blits, quickdraws, etc.
> to compete with the custom graphics chips in the
> high-priced machine.
> I heard that on one of the machines (forget which)
> you were somehow prevented from direct access to the
> graphics area (this may just be a BASIC restriction,
> as there is no MMU in either machine to stop machine
> code routines from doing it).
>
     yes you can write directly to screen memory. In fact you can designate any 32K chunk of memory on a 256 word boundary to be the screen memory (gets switched at the next Vblank). In the V blanking period the screen memory/ pallette can be manupulated to get interesting effects. It is also possible to dynamically link in your own handlers for the blanking interrupts.

> Hoping to get an ST soon, mike k
--

Jwahar R. Bammi
Usenet: .....!decvax!cwruecmp!bammi
CSnet: bammi@case
Arpa: bammi%case@csnet-relay
CompuServe: 71515,155

From 7030859242176067640
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e9567232da7b0688,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-19 20:34:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Knott@DOCKMASTER.ARPA
Newsgroups: net.micro.atari
Subject: Help
Message-ID: <860220043442.295970@DOCKMASTER.ARPA>
Date: Wed, 19-Feb-86 23:34:00 EST
Article-I.D.: DOCKMAST.860220043442.295970
Posted: Wed Feb 19 23:34:00 1986
Date-Received: Fri, 21-Feb-86 05:17:56 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

GTE or AT&T had an ad offering a deal for $25.00 that would permit
almost unlimited connect to bboards throughout the nation at other that
peak hours. Does anyone know anything about who to call (numbers).

Also, are there public domain archives for software available on the
net?

Thanks in advance for any assistance provided.

(Knott at Dockmaster)

From -4602183155831130286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6f9f65d47239a1ac,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 120a1f,6f9f65d47239a1ac,start
X-Google-Attributes: gid120a1f,public
X-Google-ArrivalTime: 1986-02-19 21:00:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site oblio.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!hplabs!oblio!paf
From: paf@oblio.UUCP (Paul Fronberg)

Newsgroups: net.micro.atari,net.wanted.sources
Subject: request for part 6 of atari-st xlisp
Message-ID: <309@oblio.UUCP>
Date: Thu, 20-Feb-86 00:00:07 EST
Article-I.D.: oblio.309
Posted: Thu Feb 20 00:00:07 1986
Date-Received: Fri, 21-Feb-86 05:39:56 EST
Organization: Counterpoint Computers
Lines: 2
Xref: watmath net.micro.atari:2866 net.wanted.sources:1919

A few weeks ago, a version of xlisp was posted in net.micro.atari for the st.
Our site is missing a section. Could someone mail me part 6. Thanx in advance.

From 515717115011001108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1de5a164f69e7e1
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-20 04:42:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!seismo!ut-sally!pyramid!decwrl!ucbvax!
info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: --- Density ---
Message-ID: <8602201253.AA16088@ucbvax.berkeley.edu>
Date: Thu, 20-Feb-86 07:42:58 EST
Article-I.D.: ucbvax.8602201253.AA16088
Posted: Thu Feb 20 07:42:58 1986
Date-Received: Mon, 24-Feb-86 05:38:32 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

Since there have been two notes expressing disbelief of the "read the
first sector" method to switch drive densities, I feel that I must
respond. How do you think that a drive knows which density to use
beyond sector 3 when it boots a double density drive? I admit I am a little
fuzzy on the matter since it has been a good while since I thought about
it, but I believe that the first byte of the first sector is the flag
that the drive is looking for. I have both a Percom and an ATR8000 and
I know that if the drive is not at the right density to read the disk
that I have just stuck in the drive I can use OMNIMON to read sector 1
and I am then free to read any other sector on the disk.

David Young

From 8084428174798195788
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8ca17997a466f1b0

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-20 07:29:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!bullwinkle!uw-beaver!tikal!
hplsla!hpvclc!ericr
From: ericr@hpvclc.UUCP (ericr)
Newsgroups: net.micro.atari
Subject: Re: Question about C for the ST
Message-ID: <9700004@hpvclc.UUCP>
Date: Thu, 20-Feb-86 10:29:00 EST
Article-I.D.: hpvclc.9700004
Posted: Thu Feb 20 10:29:00 1986
Date-Received: Wed, 26-Feb-86 04:48:58 EST
References: <500036@iuvax.UUCP>
Lines: 19
Nf-ID: #R:iuvax:500036:hpvclc:9700004:000:566
Nf-From: hpvclc!ericr   Feb 20 08:29:00 1986

To redirect to the printer:

```
batch c prog >PRN:
```

```
          ^
          Note that there is no space.
```

The stdio routine gets(and therefore scanf) requires a CTL-J to terminate
the line. This is an acknowledged bug and is supposed to be fixed in the
next software release. You can use the BDOS read string command to come
close to a gets. The documentation is in error in that the returned
string is NOT null terminated. If you are interested, I can send you
a short routine which emulates gets quite effectively.

Eric Ross
ihnp4!hpfcla!hpvcla!ericr
Vancouver, WA.

From 128378724076054900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b3e264af41dfbd64
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-20 08:43:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Downloading Un*x files
Message-ID: <8602201643.AA07836@ulysses.UUCP>
Date: Thu, 20-Feb-86 11:43:29 EST
Article-I.D.: ulysses.8602201643.AA07836
Posted: Thu Feb 20 11:43:29 1986

Date-Received: Mon, 24-Feb-86 04:30:58 EST
References: <12184175161.9.ATWELL@UTAH-20.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

While I don't have an ST, you may want to check what the value of a
carriage return is on the ST, then use the UNIX 'tr' command to translate
a UNIX CR ('^J' or 012 octal) to the ST CR (lets say it's '^M' or 015 octal).
So on UNIX issue the command:

    tr "\012" "\015" <Unix_file >ST_file

this will change the '^J' to '^M' in the Unix_file and put the result in the
ST_file, which can then be downloaded. This is what I do to download UNIX
files to my Atari 8-bitter (CR=233 octal).

                        Owen Alexander

From 5855028899022961327
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5bfff1128e76ec63
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-20 09:14:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site drivax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!amdahl!
drivax!holloway
From: holloway@drivax.UUCP (Bruce Holloway)
Newsgroups: net.micro.atari
Subject: Re: accessing CPM/68K on the 520ST
Message-ID: <285@drivax.UUCP>
Date: Thu, 20-Feb-86 12:14:20 EST
Article-I.D.: drivax.285
Posted: Thu Feb 20 12:14:20 1986
Date-Received: Fri, 21-Feb-86 07:44:11 EST
References: <8602181908.AA07989@mitre-bedford.ARPA>
Reply-To: holloway@drivax.UUCP (Bruce Holloway)
Organization: Digital Research, Monterey, CA
Lines: 32
Keywords: CP/M-68K, GEMDOS, TOS

>>====>

In article <8602181908.AA07989@mitre-bedford.ARPA> jhs@MITRE-BEDFORD.ARPA writes
>Have any of you hackers out there figured out how to access CPM/68K without
>buying the $300 "developers' kit"? According to COMPUTE! Magazine, the
>GEM desktop is "really" built on top of CPM and can be "peeled away" if you
>know how. It seems that getting rid of GEM should cost negative, not positive
>dollars! Has anybody figured out how to do this?

Agh, what does COMPUTE! magazine know about anything? The GEM Desktop (and

GEM in general) is NOT built on CP/M-68K. CP/M-68K doesn't support sub-directories (aka folders), so we wrote a new operating system called GEMDOS (renamed by Atari to TOS) that supported subdirectories and an MS-DOS compatible file system.

You can peel GEM away if you really want; you won't have any means of talking to GEMDOS then. What you want is the command line interpreter, which uses that familiar old {A} prompt. And that comes with the developer's kit. However, Dr. Dobbs has been publishing a command line interpreter for the PC; somebody could merely adapt this for the ST and make it public domain.

--

Bruce Holloway
Digital Research, Inc.
60 Garden Court
Monterey, CA 93942

....!ucbvax!hplabs!amdahl!drivax!holloway
(I'm not THAT Bruce Holloway, I'm the other one.)

From -4920915025372087708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ffb39a7fbd1d6e9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-20 09:17:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site drivax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!amdahl!
drivax!holloway
From: holloway@drivax.UUCP (Bruce Holloway)
Newsgroups: net.micro.atari
Subject: Re: Atari ST Hard Disks (And other expansion options?)
Message-ID: <286@drivax.UUCP>
Date: Thu, 20-Feb-86 12:17:36 EST
Article-I.D.: drivax.286
Posted: Thu Feb 20 12:17:36 1986
Date-Received: Fri, 21-Feb-86 07:45:54 EST
References: <4961@alice.uUCp> <509@kontron.UUCP> <409@ccivax.UUCP>
Reply-To: holloway@drivax.UUCP (Bruce Holloway)
Organization: Digital Research, Monterey, CA
Lines: 20

In article <409@ccivax.UUCP> rb@ccivax.UUCP (Rex Ballard) writes:
>
>VDI and AES are re-entrant right? What about BIOS and XBIOS?

VDI and AES are reentrant, wrong. We at DRI are currently rewriting both to be reentrant and multi-tasking; whether or not Atari picks this up is up to them. Look for a Multi-tasking GEM sometime this year. But bug

Atari to make sure they buy it from us!

--

Bruce Holloway
Digital Research, Inc.
60 Garden Court
Monterey, CA 93942

....!ucbvax!hplabs!amdahl!drivax!holloway
(I'm not THAT Bruce Holloway, I'm the other one.)

From 3667436771488729166
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b3e264af41dfbd64
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-20 09:45:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!talcott!panda!genrad!decvax!decwrl!
pyramid!nsc!voder!kontron!cramer
From: cramer@kontron.UUCP (Clayton Cramer)
Newsgroups: net.micro.atari
Subject: Re: Downloading Un*x files
Message-ID: <522@kontron.UUCP>
Date: Thu, 20-Feb-86 12:45:55 EST
Article-I.D.: kontron.522
Posted: Thu Feb 20 12:45:55 1986
Date-Received: Mon, 24-Feb-86 06:17:06 EST
References: <12184175161.9.ATWELL@UTAH-20.ARPA>
Organization: Kontron Electronics, Irvine, CA
Lines: 15

> I have been trying to download some files from a Un*x machine
> and apparently what arrives doesn't have carriage returns. Can
> anyone send me a program to convert from Un*x to ST text format,
> either to run on the ST or the host?
>
> Thanks in advance
>
> Bart Atwell
>
> -------

One of the annoying things about UNIX (compared to SENSIBLE operating
systems) is that "line feed" is the end of line marker. Your best
bet is to write a filter under UNIX to replace '\n' with "\0x0d\n" in
the file you are downloading.

From 3160168899306764530

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2f759acfb05a4b66,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-20 09:53:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!ut-sally!pyramid!decwrl!ucbvax!info-atari
From: jeff@JPL-MILVAX.ARPA (SKALETSKY@SU-SCORE.ARPA:jeff@jpl-milvax.arpa,)
Newsgroups: net.micro.atari
Subject: Re: Command Interpreters
Message-ID: <8602201913.AA22345@ucbvax.berkeley.edu>
Date: Thu, 20-Feb-86 12:53:00 EST
Article-I.D.: ucbvax.8602201913.AA22345
Posted: Thu Feb 20 12:53:00 1986
Date-Received: Mon, 24-Feb-86 20:42:07 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: SKALETSKY@SU-SCORE.ARPA:jeff@jpl-milvax.arpa, JEFF <jeff@jpl-
milvax.arpa>
Organization: The ARPA Internet
Lines: 35

>(Tramiels Operating System). By using the program COMMAND, you enter
>the TOS which LOOKS LIKE an CPM environment, but it isn't.
>ATARI wanted to use CPM/68K but it was far to slow so they wrote their
>own OS. TOS is more like UNIX. So you CAN NOT run CPM/68K programs on
>the ST without making some software interfacing. Anyway, COMMAND comes
>with the "developers' kit". Maybe there is also a public domain version
>around. Does anyone know?
>Johann Zuschlag (I6191008@DBSTU1.BITNET)

Not public domain, but how about $50 for a pretty complete C-Shell?
David Beckmayer sells Micro C-Shell for the 520ST, and, though I haven't
received my copy yet, Art Leyenberger of Analog Magazine claims it's great.
The $50 version comes with various development tools, and I think there's
a $25 version which is just the shell itself.

David's address:

Beckmeyer Development Tools
592 Jean Street #304
Oakland, CA 94610

He has also mentioned on CompuServe that he has a *multitasking* kernel
for the ST called Micro-RTX, and will send the specifications to those
interested. Not sure if he's shipping it yet. This kernel is for
development on the ST only, and is not designed as a general multitasking
environment.

Hope my facts are right...

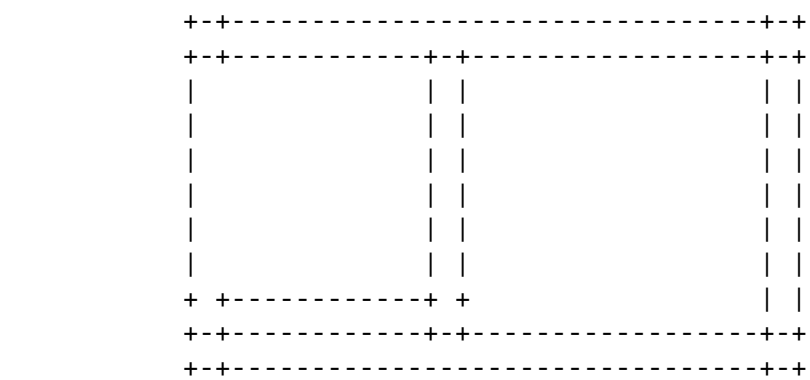
Jeff Skaletsky
Jet Propulsion Lab
(JEFF@JPL-MILVAX)

From 7092293916945461858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9cf403bf7ae62c0a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-03 07:59:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: AES windows help sought
Message-ID: <1488@gitpyr.UUCP>
Date: Mon, 3-Mar-86 10:59:25 EST
Article-I.D.: gitpyr.1488
Posted: Mon Mar 3 10:59:25 1986
Date-Received: Tue, 4-Mar-86 05:23:15 EST
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Organization: Georgia Institute of Technology
Lines: 65

Attention Atari and/or DRI:

GEM AES Help Needed!

I'm trying to write code to support a two paned window by creating two windows with one fixed in the left side of the workspace of the larger one like this:



The large window is a complete window, with SIZER, MOVER, SCROLL-BARs, CLOSER, etc. the SUB-window has only SIZER and SCROLL-BARs. the SUB-window is fixed in position with respect to the large window (ie. when the large window is moved, the sub window moves with it...)

The problem centers on the fact that only one window can be active at a time. Thus, in order to detect SIZE-EVENT from both windows, I add the MOUSE-EVENT to the EVENT-FLAGs. Thus when I enter the

rectangle defined by the SUB-WINDOW, I TOP the SUB-window, when I exit that rectangle, I TOP the large window.

Here are the problems:

  1) when the mouse enters or exits the event rectangle, the large window's borders are redrawn, but the SUB-window's borders never are... Why? This has the effect of making both windows look 'active' when only the large one is, but when the SUB-window is the active one, only it looks active...

  1.5) It's pretty annoying to see the large window pop in and out of its 'active' state just because the mouse happens to move through the SUB-window. Is there a way to fool the AES into making 2 windows active concurrently?

  2) When trying to RESIZE the SUB-window to larger than current size, the EVENTMULTI catches the MOUSE1EVENT (and my window handler puts the large window on TOP) before it catches the RESIZE EVENT. The RESIZE EVENT is ignored! I don't think it is ever getting recieved by my application.

How do you suggest I do what I need to do? Expert advice from ATARI or DRI would be much appreciated...

=-=-=-

References: <5057@alice.uUCp>
Reply-To: bruceb@hunter.UUCP (Bruce Barrett)
Organization: Commodore-Amiga Inc., 983 University Ave #D, Los Gatos CA 95030
Lines: 3

Amiga pays Atari?
     No way!

From 5557475330681177582
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,513c9608d1b649cf,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15c82e,513c9608d1b649cf,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 140593,513c9608d1b649cf,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-03-04 06:36:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (Malloy)
Newsgroups: net.micro.atari,net.micro.atari8,net.micro.atari16
Subject: Foul language
Message-ID: <1174@ihlpa.UUCP>
Date: Tue, 4-Mar-86 09:36:09 EST
Article-I.D.: ihlpa.1174
Posted: Tue Mar 4 09:36:09 1986
Date-Received: Wed, 5-Mar-86 05:28:20 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 37
Xref: watmath net.micro.atari:2952 net.micro.atari8:32 net.micro.atari16:91

> From uucp Mon Mar 3 09:47 CST 1986
> >From ucbvax!@SUMEX-AIM.ARPA:MRC@PANDA Mon Mar 3 08:30:17 1986 remote from
ihnp4
> Received: by ihnp4.ATT.COM id AA17647; 3 Mar 86 08:30:17 CST (Mon)
> Received: by ucbvax.berkeley.edu (5.45/1.9)
>   id AA20904; Sat, 1 Mar 86 21:08:53 PST
> Received: from PANDA by SUMEX-AIM.ARPA with Cafard; Sat 1 Mar 86 21:09:22-PST
> Date: Sat 1 Mar 86 20:14:28-PST
> From: Mark Crispin <ihnp4!ucbvax!SUMEX-AIM.ARPA!MRC%PANDA>
> Subject: Re: The correct use of the atari sub-groups
> To: ihlpa!freak
> In-Reply-To: <1159@ihlpa.UUCP>
> Postal-Address: 1802 Hackett Ave.; Mountain View, CA 94043-4431
> Phone: +1 (415) 968-1052
> Message-Id: <12187383027.8.MRC@PANDA>
> Status: RO
>
> Clancy Malloy -

>
>   Will you cut your goddamn fucking shit-sucking whining? It is bad
> enough that there is trash on the list without you flaming to everybody
> on the net about misdirected postings.
>
>   No wonder AT&T is going down the tubes, if this sort of bullshit is
> all AT&T's employees worry about.
> -------
>

     Why don't you grow up. And try to curb your foul language.

From inside the Tesseract of
     Clancy Malloy
     (ihnp4!ihlpa!freak)

```
-------------------------------------------------------------------------
| Everyone looked up and realized that we were only tenants of this world; |
|    We have been given a new lease, and a warning, from the landlord.     |
-------------------------------------------------------------------------
```

From 4564667926944467901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b42f853b59e1fe82,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15c82e,b42f853b59e1fe82,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-06 09:35:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site inuxm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!inuxm!tob
From: tob@inuxm.UUCP (T Burger)
Newsgroups: net.micro.atari,net.micro.atari8
Subject: Coldstart your XE
Message-ID: <327@inuxm.UUCP>
Date: Thu, 6-Mar-86 12:35:16 EST
Article-I.D.: inuxm.327
Posted: Thu Mar 6 12:35:16 1986
Date-Received: Fri, 7-Mar-86 07:29:46 EST
Distribution: net
Organization: AT&T Consumer Products, Indianapolis
Lines: 157
Xref: watmath net.micro.atari:2954 net.micro.atari8:45

ADD A COLD START RESET TO YOUR XE

After I got my new 130XE, I began to get a little frustrated by the ram chips in it. In order to do a cold start, I had to leave the machine off for at least 20 seconds. This is a *real* long time.

I was convinced there had to be a better way.

First of all a little history about what causes the problem. When Atari switched to the XL/XE line of computers, they changed the reset button to do a hard chip reset instead of an interrupt like on the old 800's. This means that every time the reset button is pressed the 6502 does a reset and starts over. The software must determine whether this is a cold start (power up) or a warm start (reset button). It does this by checking for a signature in the ram. On the XE there are three bytes $33D, $33E, $33F. If these three bytes are intact ($5C $93 $25) then it does a warm start. If any of them are wrong then it does a cold start.

The same day that I picked up my 130XE, I ordered the OMNIVIEW XE operating system from CDY. This OS gives you several advantages.

1. It does away with the need for a translator disk. It looks like the old Rev B operating system.
2. It gives me an 80 column mode for some applications.
3. It reverses the effect of the option key at coldstart.
4. It gives me ramdisk capability with any DOS.

This OS only uses the first byte of the signature ($33D).

I decided to fix my OMNIVIEW XE OS first.

You will need access to an EPROM burner and a 27128 EPROM to make this fix.

The fix.....

My fix involves 'stealing' the reset vector and checking the keyboard secondary buffer. This is a byte at $2F2 where the keyboard handler keeps the last button press to see if it should start auto-repeating on the next key stroke. I decided to use 'shift esc reset' as my cold start method. If the byte at $2F2 is $5C then the last key press was the 'shift esc' and I trash the byte at $33D and let the system continue with a normal reset. This will cause a COLD START without touching the power switch.

The program.....

```
LDA $2F2   load the last key buffer
CMP #$5C   check it for 'shift esc'
BNE EXIT   branch if it isn't
LDA #$00   load a zero
STA $033D  trash the signature
```

EXIT JMP RESET continue with the system reset vectors

I made this change on the OMNIVIEW XE rom from CDY first.
These are the changes for the OMNIVIEW XE rom.

   ********** DAVID YOUNG are you listening. ***********

The changes....

EPROM ADDRS	OLD	NEW	
3FFC	29	20	power up reset vector
3FFD	EF	E9	power up reset vector
2920	44	AD	
2921	61	F2	
2922	76	02	
2923	69	C9	
2924	64	5C	
2925	20	D0	
2926	59	05	
2927	6F	A9	
2928	75	00	
2929	6E	8D	
292A	67	3D	
292B	20	03	
292C	CF	4C	
292D	CD	29	
292E	CE	EF	

     These bytes were used for Dave's title 'David Young OMNIVIEW XE (C)1985'. Sorry Dave, but this was the only safe place I could find!!!!

If you boot without basic his message will be messed up.

NOW THE XE......

     There are about 30 bytes of $00 in the rom at address $24A0. This area was reserved for jump vectors, but was never needed. The XE OS does a rom checksum during power up. So I changed that routine so it will always pass the check.

     This fix should also work on the XL series, but you may have to find a new location for the code.

The changes....

EPROM ADDRS	OLD	NEW	
3FFC	AA	A8	power up reset vector
3FFD	C2	E4	power up reset vector

```
3F90     38      18   defeat the rom check
24A8     00      AD
24A9     00      F2
24AA     00      02
24AB     00      C9
24AC     00      5C
24AD     00      D0
24AE     00      05
24AF     00      A9
24B0     00      00
24B1     00      8D
24B2     00      3D
24B3     00      03
24B4     00      4C
24B5     00      AA
24B6     00      C2
```

If you have both systems installed with a switch to select one of them at a time, you may want to make an additional change. Right now both systems use $5C for the first signature byte. You might change one of them to use a different signature byte. This would require finding all the places in the OS that it checks this byte and making the neccessary changes.

Once in a while, if your system is 'locked-up' it may take two attempts to get a cold start. It seems the first attempt gets the interrupt system working, then the second attempt does the coldstart.

NO MORE FLIPPING THE POWER SWITCH FOR ME.

Hope this works for you.

Ted Burger
317-835-7635

All the standard disclaimers apply. I don't work for any of the above companies, some people claim I don't work at all!!

From 8685007436763950682
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7628200d0bdd2842,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-06 11:30:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 GARFIELD 20/11/84; site garfield.UUCP
Path: utzoo!utcsri!ubc-vision!garfield!hong

From: hong@garfield.UUCP
Newsgroups: net.micro.atari
Subject: atari serial interface review or info wanted
Message-ID: <1253@garfield.UUCP>
Date: Thu, 6-Mar-86 14:30:37 EST
Article-I.D.: garfield.1253
Posted: Thu Mar 6 14:30:37 1986
Date-Received: Fri, 7-Mar-86 16:33:16 EST
References: interface modem
Sender: paulc@garfield.UUCP
Reply-To: hong@garfield.UUCP (Hong Cheng)
Organization: Memorial U. of Nfld. C.S. Dept., St. John's
Lines: 9

I want to add an interface for a Hayes compt modem.
And I was told by someone there are a lot of serial interface availiable
, but I have no idea which will suit my requirement.
There are Atari 850, P:R CONNECTION (100 % 850 compt?), U-CALL and
R-VERTER.
Have you used any of the above?
Which one is better?
Thanks in advance.

From 8105819040648313758
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6918d8fa5d2bcf93,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-06 14:34:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!
seismo!lll-crg!lll-lcc!ucdavis!ucbvax!hplabs!hp-pcd!orstcs!jamesp
From: jamesp@orstcs.UUCP (jamesp)
Newsgroups: net.micro.atari
Subject: Re: Full Screen Editor Rqst
Message-ID: <2000004@orstcs.UUCP>
Date: Thu, 6-Mar-86 17:34:00 EST
Article-I.D.: orstcs.2000004
Posted: Thu Mar 6 17:34:00 1986
Date-Received: Wed, 12-Mar-86 01:51:42 EST
References: <1981@uwmacc.UUCP>
Organization: Oregon State University - Corvallis, OR
Lines: 7
Nf-ID: #R:uwmacc:-198100:orstcs:2000004:000:378
Nf-From: orstcs!jamesp   Mar 6 14:34:00 1986

There is a vi-like editor called TVX that was posted to net.sources a couple
months back -- if you would like me to send you the source (it's in C), just
drop me a line.

<><><>

From 5844649650915234009
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,513c9608d1b649cf
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 140593,513c9608d1b649cf
X-Google-Attributes: gid140593,public
X-Google-Thread: 15c82e,513c9608d1b649cf
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-03-08 07:06:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!hplabs!pesnta!pyramid!decwrl!sun!saber!
imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari,net.micro.atari8,net.micro.atari16
Subject: Re: Foul language
Message-ID: <298@imagen.UUCP>
Date: Sat, 8-Mar-86 10:06:46 EST
Article-I.D.: imagen.298
Posted: Sat Mar 8 10:06:46 1986
Date-Received: Wed, 12-Mar-86 03:47:24 EST
References: <1174@ihlpa.UUCP>
Distribution: net
Organization: The Houses of the Holy
Lines: 52
Xref: watmath net.micro.atari:2959 net.micro.atari8:55 net.micro.atari16:144

> > From uucp Mon Mar 3 09:47 CST 1986
> > >From ucbvax!@SUMEX-AIM.ARPA:MRC@PANDA Mon Mar 3 08:30:17 1986 remote from
ihnp4
> > From: Mark Crispin <ihnp4!ucbvax!SUMEX-AIM.ARPA!MRC%PANDA>
> > Subject: Re: The correct use of the atari sub-groups
> > To: ihlpa!freak
> > In-Reply-To: <1159@ihlpa.UUCP>
> > Postal-Address: 1802 Hackett Ave.; Mountain View, CA 94043-4431
> > Phone: +1 (415) 968-1052
> > Message-Id: <12187383027.8.MRC@PANDA>
> > Status: RO
> >
> > Clancy Malloy -
> >
> >   Will you cut your goddamn fucking shit-sucking whining? It is bad
> > enough that there is trash on the list without you flaming to everybody
> > on the net about misdirected postings.
> >
> >   No wonder AT&T is going down the tubes, if this sort of bullshit is
> > all AT&T's employees worry about.
> > -------
> >
>

>   Why don't you grow up. And try to curb your foul language.
>
> From inside the Tesseract of
>   Clancy Malloy
>   (ihnp4!ihlpa!freak)
>
> --
> | Everyone looked up and realized that we were only tenants of this world; |
> | We have been given a new lease, and a warning, from the landlord. |
> --

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

welcome to the club, i also recieved such a foul mouthed missive
from mrc; i was advised by people that i work with that know him
that he is a child and best ignored. I was also told that when he
left his last job to come out here, his old boss called his new one
to thank him, i don't know if that is true but after one email from
him i believe it. As my wife says consider the source and ignore him.
--

     The master is not yet married, nor do I think he ever will be.
                -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-8101
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From 5040699271344124485
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c4bb9667935d0a64,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-09 17:16:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sunybcs.UUCP
Path: utzoo!watmath!sunybcs!ugkubek
From: ugkubek@sunybcs.UUCP (Kevin Kubek)
Newsgroups: net.micro.atari
Subject: switching parity on atari 300 baud modem
Message-ID: <2921@sunybcs.UUCP>
Date: Sun, 9-Mar-86 20:16:35 EST
Article-I.D.: sunybcs.2921
Posted: Sun Mar 9 20:16:35 1986
Date-Received: Mon, 10-Mar-86 20:21:20 EST
Organization: SUNY/Buffalo Computer Science
Lines: 6

Anyone who knows how to change the parity for an Atari 830 modem
used with an Atari 800XL , PLEASE REPLY. The
software is Telelink(cartridge). NO DISC DRIVE.

From 4237173687455702879
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6918d8fa5d2bcf93
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-10 09:39:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!
seismo!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: Re: Full Screen Editor Rqst
Message-ID: <1528@gitpyr.UUCP>
Date: Mon, 10-Mar-86 12:39:43 EST
Article-I.D.: gitpyr.1528
Posted: Mon Mar 10 12:39:43 1986
Date-Received: Wed, 12-Mar-86 21:38:14 EST
References: <1981@uwmacc.UUCP> <2000004@orstcs.UUCP>
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Organization: Georgia Institute of Technology
Lines: 16

In article <2000004@orstcs.UUCP> jamesp@orstcs.UUCP (jamesp) writes:
>There is a vi-like editor called TVX that was posted to net.sources a couple
>months back -- if you would like me to send you the source (it's in C), just
>drop me a line.
>
Actually, a new improved TVX is now being posted to mod.sources.

=-=
Never put off until tomorrow what you can avoid altogether.

Steve Tynor
Georgia Instutute of Technology

...{akgua, allegra, amd, harpo, hplabs,
ihnp4, masscomp, ut-ngp, rlgvax, sb1,
uf-cgrl, unmvax, ut-sally} !gatech!gitpyr!tynor

From -162880839295325124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5bfff1128e76ec63
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-10 10:17:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site megamax
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!

convex!megamax!m5
From: m5@megamax
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response
Message-ID: <3000001@megamax>
Date: Mon, 10-Mar-86 13:17:00 EST
Article-I.D.: megamax.3000001
Posted: Mon Mar 10 13:17:00 1986
Date-Received: Fri, 14-Mar-86 05:15:16 EST
References: <285@drivax.UUCP>
Lines: 10
Nf-ID: #R:drivax.UUCP:285:megamax:3000001:000:256
Nf-From: megamax!m5   Mar 10 12:17:00 1986

About using GEM from C:

Sorry, rb@ccivax, but there really are glue routines to get from C to
GEMDOS. The parameters to the routines have to be moved from the
stack to the "intin", "intout", "control", etc. arrays.

Mike McNally

convex!ctvax!megamax!m5

From -4096490783246397600
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3538169783d986eb
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-11 10:34:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site dayton.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!stolaf!mmm!dicome!dayton!
bill
From: bill@dayton.UUCP (Bill Argyros)
Newsgroups: net.micro.atari
Subject: Re: Carriage_Returns Line_Feeds New_lines
Message-ID: <687@dayton.UUCP>
Date: Tue, 11-Mar-86 13:34:17 EST
Article-I.D.: dayton.687
Posted: Tue Mar 11 13:34:17 1986
Date-Received: Sat, 15-Mar-86 03:34:00 EST
References: <444@ucsfcca.UUCP>
Reply-To: bill@dayton.UUCP (Bill Argyros)
Distribution: net
Organization: Dayton Hudson Dept. Stores Mpls, MN
Lines: 15
Summary:

In article <444@ucsfcca.UUCP> root@ucsfcca.UUCP (Computer Center) writes:
>...
>

>Some brain damaged systems designed by people ignorant of the standard
>actually store both the "Carriage Return" and "Line Feed" within data
>files as a line break code, thereby wasting an average of 2 - 5 % of
>the file storage space and complicating the programs which deal with
>these files.
       This is the best description of the IBM PC I have yet heard.

--

UUCP: ihnp4!rosevax!dayton!bill
ATT : (612) 375-6651

Bill Argyros
Dayton Hudson Department Store Company
700 on the Mall
Mpls, Mn. 55408

From -5035125939492729741
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8b3c250ff6aa2391,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 140593,8b3c250ff6aa2391,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-03-14 10:26:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro.atari16,net.micro.atari
Subject: Help! 5.25_on_520ST
Message-ID: <390@ihnet.UUCP>
Date: Fri, 14-Mar-86 13:26:07 EST
Article-I.D.: ihnet.390
Posted: Fri Mar 14 13:26:07 1986
Date-Received: Sat, 15-Mar-86 21:48:29 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 16
Xref: watmath net.micro.atari16:204 net.micro.atari:2963

HELP!

I am trying to get a Mitsubishi 5.25 #M4853 80 track drive
to work with my ST.

I had problems with the select lead not selecting the drive
but I was able to buffer it and get the ST to find the drive
on power up. But know it will not format. There seems to
be a problem with stepping the head. The Mitsubishi drive
has a 3ms step rate and should work with the ST. Also
the drive does work on another (non ST) system.

Do any other lead(s) need to be buffered ?

ihnp4!ihnet!bryan

From 2641429279755473068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9b34f3ddec9b8d11,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9b34f3ddec9b8d11,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 124863,9b34f3ddec9b8d11,start
X-Google-Attributes: gid124863,public
X-Google-ArrivalTime: 1986-03-14 12:33:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site laidbak.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!laidbak!cg
From: cg@laidbak.UUCP (Chris Granner)
Newsgroups: net.micro.atari,net.micro.amiga,net.music
Subject: Re: Music Notational Programs
Message-ID: <730@laidbak.UUCP>
Date: Fri, 14-Mar-86 15:33:15 EST
Article-I.D.: laidbak.730
Posted: Fri Mar 14 15:33:15 1986
Date-Received: Sun, 16-Mar-86 10:48:03 EST
References: <3024@umcp-cs.UUCP>
Reply-To: cg@laidbak.UUCP (Chris Granner)
Distribution: na
Organization: LAI Chicago
Lines: 14
Xref: watmath net.micro.atari:2965 net.micro.amiga:2405 net.music:12634
Summary:

In article <3024@umcp-cs.UUCP> mangoe@umcp-cs.UUCP (Charley Wingate) writes:
>I am looking for packages with which to create and edit musical scores.
>...Amiga or the 520ST.
>
>Please mail responses to:
>
>   seismo!umcp-cs!mangoe or mangoe@mimsy.umd.edu

I'd also like responses to this; I'm also interested in packages which
run on a Sun, and/or stuff available in source (C pref.), public domain,
etc. Anyone out there doing anything about programs which expedite the
DESIGN of musical notational symbols (NOT JUST the standard stuff)?

cg (...!ihnp4!laidbak!cg, or ...!ihnp4!numusic!cg)

From -7470778222425373803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,13b1f654ac6465c5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-15 13:42:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/18/84 exptools; site ihu1n.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihu1n!tfilm
From: tfilm@ihu1n.UUCP (Lindenmeyer)
Newsgroups: net.micro.atari
Subject: Atari I/O Functions
Message-ID: <339@ihu1n.UUCP>
Date: Sat, 15-Mar-86 16:42:44 EST
Article-I.D.: ihu1n.339
Posted: Sat Mar 15 16:42:44 1986
Date-Received: Sun, 16-Mar-86 09:00:19 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 15

ATARI I/O PORT FUNCTIONS

A friend just bought a Radio Shack voice synthesizer and wants to drive it with his Atari computer. The synthesizer instructions call for a 13 pin connection to a host computer; his Atari has a male 13 pin peripheral port. The problem is that we do not know anything about the functional I/O of the Atari and hope there are some experts who can give us this vital information. Our questions are:

1. Are small computer 13 pin I/O ports all standard?
2. If so, what is the standard?
3. If not, what is Atari's standard?

Thanks for any and all help on this issue.

MEL ihu1n!tfilm
860315.1535

From -1239840756164870238
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5bfff1128e76ec63
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-17 13:45:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uokvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!
okstate.UUCP!uokvax.UUCP!jmiller
From: jmiller@uokvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response
Message-ID: <38700010@uokvax.UUCP>
Date: Mon, 17-Mar-86 16:45:00 EST
Article-I.D.: uokvax.38700010
Posted: Mon Mar 17 16:45:00 1986
Date-Received: Fri, 21-Mar-86 03:24:23 EST
References: <0@<860306215129>
Lines: 23
Nf-ID: #R:<860306215129:0:uokvax.UUCP:38700010:000:1472
Nf-From: uokvax.UUCP!jmiller Mar 17 15:45:00 1986

The RGB monitor is no problem since any medium resolution negative sync monitor can be used, however, the monochrome monitor requires a 31.5 KHz horizontal sweep rate and a vertical sweep rate that can be tweeked to 71 Hz. The 71 Hz Vertical sweep was chosen to reduce the

harringbone and barber polling that occurrs because of the internal frequencies present in the computer required to generate the color burst sync. Several monochrome monitors will fit this description if you are sure that the vertical freq. can be tweeked far enough.
  The monochrome monitor should have a high persistence phosphor so that flickering will be kept to a minimum. In monochrome mode, the video is output in interlaced mode and must scan two complete frames to complete one picture in the same amount of time that one frame is scanned in color mode. Thus the 400 line resolution in monochrome mode. There are rgb monitors that can scan at the 35 Khz rate and have a high persistence phosphor but their cost is around 800.00 plus dollars and that was evidently not considered a viable option. This would also require twice as much of aa graphics frame buffer also causing larger than needed overhead. The capability exists within the hardware to do this at a later date whenever the monitor technology get's to a more economical position. This would require different initialization of the graphics crt scan control registers as well as all the application software routines.

From 8493548792797148573
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,92cc136c0a8a68ef,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-18 05:47:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!
seismo!mcvax!ukc!warwick!cvaxa!unx1!chrisbr
From: chrisbr@unx1.UUCP (Chris Brew)
Newsgroups: net.micro.atari
Subject: failing to open windows in Metacomco Lattice C
Message-ID: <114@unx1.UUCP>
Date: Tue, 18-Mar-86 08:47:57 EST
Article-I.D.: unx1.114
Posted: Tue Mar 18 08:47:57 1986
Date-Received: Sat, 22-Mar-86 23:16:13 EST
Reply-To: chrisbr@unx1.UUCP (Chris Brew)
Organization: CC University of Sussex
Lines: 16

Followup-To:
Distribution:
Organization: University of Sussex, Brighton
Keywords: Lattice C 520ST ST window

I am finding it difficult to open a window of my own using the wind_open

function in metacomco C. Has anybody got a piece of minimal code to do this?

Maybe the problem is to do with GEM global parameter arrays, but it might even be hardware.

Chris Brew

...!mcvax!ukc!warwick!cvaxa!unx1!chrisbr

From -4977247653347217409
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7e37b1a3fa865f4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-18 11:41:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site bonnie.UUCP
Path: utzoo!watmath!clyde!bonnie!jw
From: jw@bonnie.UUCP (Jim Weaver)
Newsgroups: net.micro.atari
Subject: 65/135XE Documentation
Message-ID: <732@bonnie.UUCP>
Date: Tue, 18-Mar-86 14:41:08 EST
Article-I.D.: bonnie.732
Posted: Tue Mar 18 14:41:08 1986
Date-Received: Wed, 19-Mar-86 01:19:41 EST
Organization: AT&T Bell Laboratories, Whippany NJ
Lines: 6

I would appreciate information on 65/135XE documentation. All that I've seen so far is at a fairly high level. I'm particularly interested in something the equivalent of the Commodore Programmer's Reference Manual.

Thanks

From -3832546376376982098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5bfff1128e76ec63
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-19 17:15:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site vax135.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!dh
From: dh@vax135.UUCP (David N. Horn)
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response
Message-ID: <1335@vax135.UUCP>
Date: Wed, 19-Mar-86 20:15:11 EST
Article-I.D.: vax135.1335
Posted: Wed Mar 19 20:15:11 1986

Date-Received: Fri, 21-Mar-86 06:40:30 EST
References: <0@<860306215129> <38700010@uokvax.UUCP>
Organization: AT&T Bell Labs, Holmdel, NJ
Lines: 5

A rough calculation (31500/71=444) indicates that the monochrome mode does NOT use interlace, i.e. all 400 lines are scanned in one frame (vertical scan) period. Thus a long persistance phosphor is not needed.

     Dave Horn, AT&T Bell Labs, Holmdel, NJ, vax135!dh

From 4108005210833094496
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7daa72d72d8513,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-19 19:29:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesfiles
Path: utzoo!linus!decvax!hplabs!hp-pcd!orstcs!jamesp
From: jamesp@orstcs.UUCP (jamesp)
Newsgroups: net.micro.atari
Subject: Re: What is the new 520ST Price?
Message-ID: <2000005@orstcs.UUCP>
Date: Wed, 19-Mar-86 22:29:00 EST
Article-I.D.: orstcs.2000005
Posted: Wed Mar 19 22:29:00 1986
Date-Received: Sun, 30-Mar-86 08:19:02 EST
References: <771@well.UUCP>
Organization: Oregon State University - Corvallis, OR
Lines: 28
Nf-ID: #R:well:-77100:orstcs:2000005:000:801
Nf-From: orstcs!jamesp   Mar 19 19:29:00 1986

I suggest you pick up a recent copy of Antic magazine. On page 73 of the April issue, their is an advertisement for a

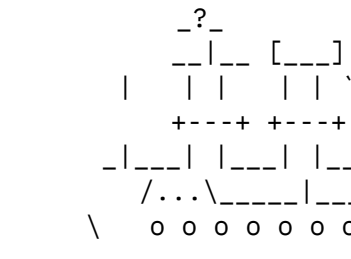
     520 ST
     Color Mon.
     S/S Disk Drive $788.00
     Keyboard
     5 free programs

And this ad was by:

     ELECTRONIC ONE
     (614)864-9994
     PO Box 13428
     Columbus, Ohio 43213

The price just keeps dropping (!)

<><><>


James T. Perkins
Terror
on the high seas
hplabs!hp-pcd!orstcs!jamesp
212 Poling Hall
Oregon State University
Corvallis, OR 97331

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Moving soon (March 24) to tektronix!dadla!jamesp...

From -5548222932276614236
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a5e39136c085a0ae,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-20 02:57:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site inmet
Path: utzoo!linus!decvax!ima!inmet!ted
From: ted@inmet.UUCP
Newsgroups: net.micro.atari
Subject: Re: More ST TROUBLES
Message-ID: <6100012@inmet>
Date: Thu, 20-Mar-86 05:57:00 EST
Article-I.D.: inmet.6100012
Posted: Thu Mar 20 05:57:00 1986
Date-Received: Mon, 31-Mar-86 03:44:53 EST
References: <1658@mtgzy.UUCP>
Lines: 7
Nf-ID: #R:mtgzy.UUCP:1658:inmet:6100012:000:191
Nf-From: inmet.UUCP!ted Mar 20 05:57:00 1986

Does this power supply problem extend to the disk drive power packs on the earlier model 520's as well? I'd like to find this out before I run out in a panic and by a new supply.

Thanx

From 3237499631839628868
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ea09d56d00ad9088,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-20 04:52:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site harpo.UUCP
Path: utzoo!linus!decvax!harpo!sso
From: sso@harpo.UUCP (Steven S. O'Connell)
Newsgroups: net.micro.atari
Subject: C compilers for 1040st
Message-ID: <3817@harpo.UUCP>
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

Date: Thu, 20-Mar-86 07:52:58 EST
Article-I.D.: harpo.3817
Posted: Thu Mar 20 07:52:58 1986
Date-Received: Sun, 30-Mar-86 06:31:07 EST
Organization: AT&T Bell Laboratories, Whippany
Lines: 7

I am thinking of purchasing a 1040st for music applications (sequencing,
voice librarian kind of things). Has anyone out there had any experiences
with C compilers? Which ones are available? Which ones do you
recommend?

Thanks very much   Steve O'Connell whuxn!harpo!sso ATT Bell Labs, Whippany,N.J.

From 1939630571124049876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6ddca127e5790ecd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-20 08:14:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!dec-rhea!dec-star!
fisher
From: fisher@star.DEC (Burns Fisher ZKO1-1/D42 DTN 381-1466)
Newsgroups: net.micro.atari
Subject: Voice Synthesizer
Message-ID: <1806@decwrl.DEC.COM>
Date: Thu, 20-Mar-86 11:14:19 EST
Article-I.D.: decwrl.1806
Posted: Thu Mar 20 11:14:19 1986
Date-Received: Sat, 22-Mar-86 04:03:32 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 33

ihuin!tfilm asks:

> 1. Are small computer 13 pin I/O ports all standard?

No way. Sorry.

> 2. If so, what is the standard?

N/A

  3. If not, what is Atari's standard?

(Assuming we are talking about 8bit Ataris, now) Loosely speaking, the
port is a serial TTL port which runs at 19.2 KBaud. It sends data in
frames with an address indicating which I/O device, and with checksums,
etc.

It would be lots easier to use the Joystick ports on your Atari. These
are 4-bit parallel I/O ports which use a standard peripheral interface
adaptor chip (sorry, I don't remember the number). The normal mode of
operation is to use them for input only for the joysticks, but it is
relatively easy to toggle a bit in the PIA and pump bits out.

Try such books as De Re Atari for details on all this.

There is an article in Analog magazine within the past couple of years
about constructing just such a thing as you propose using Shack parts.
You might want to look it up. I'm going to try it one of these days.

Burns

...decwrl!dec-rhea!dec-star!dec-fisher

From 9114347965842518606
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d781aec07a2d8735,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-20 13:54:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesfiles
Path: utzoo!watmath!clyde!cbosgd!hplabs!hp-pcd!orstcs!jamesp
From: jamesp@orstcs.UUCP (jamesp)
Newsgroups: net.micro.atari
Subject: relmod??
Message-ID: <2000006@orstcs.UUCP>
Date: Thu, 20-Mar-86 16:54:00 EST
Article-I.D.: orstcs.2000006
Posted: Thu Mar 20 16:54:00 1986
Date-Received: Wed, 26-Mar-86 02:46:03 EST
Organization: Oregon State University - Corvallis, OR
Lines: 1
Nf-ID: #N:orstcs:2000006:000:80
Nf-From: orstcs!jamesp   Mar 20 13:54:00 1986

What does relmod mean? You compile, then link, then relmod? What does it do??

From 9191072625179361688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,39aef30af0c6e352,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-24 10:05:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houem.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!houem!plp
From: plp@houem.UUCP (P.PFAUTZ)
Newsgroups: net.micro.atari
Subject: Qume/Sprint printer
Message-ID: <494@houem.UUCP>

Date: Mon, 24-Mar-86 13:05:28 EST
Article-I.D.: houem.494
Posted: Mon Mar 24 13:05:28 1986
Date-Received: Wed, 26-Mar-86 02:35:05 EST
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 7

I'm thinking about buying a Qume/Sprint 12/25 daisywheel printer for my
520 ST.
I believe this is the one that 1stword supports, but I'm not sure.
Does anyone know?
Has anyone had any experience with this item?
Also, is $180 a good price?
Thanks.

From 8540510022439777803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,84b88107b66090c9,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15c82e,84b88107b66090c9,start
X-Google-Attributes: gid15c82e,public
X-Google-Thread: 129c11,84b88107b66090c9,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1986-03-27 08:52:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sask.UUCP
Path: utzoo!utcsri!ubc-vision!alberta!sask!long
From: long@sask.UUCP (Warren Long)
Newsgroups: net.micro.atari8,net.micro.atari,net.micro
Subject: Using NTSC computers Down Under??
Message-ID: <352@sask.UUCP>
Date: Thu, 27-Mar-86 11:52:35 EST
Article-I.D.: sask.352
Posted: Thu Mar 27 11:52:35 1986
Date-Received: Thu, 27-Mar-86 17:11:45 EST
Distribution: net
Organization: University of Saskatchewan, CANADA
Lines: 47

<line eater>

I have a friend who is going to Australia for his sabbatical. He will
be taking a Macintosh with him. Since the Macintosh has a built-in
monitor, and the power requirements are '120v, 50-60Hz', I assume that
he will be able to use the machine down under, if he uses a transformer.
The Macintosh should work with the 50 cycles. Am I correct???

Part 2:

He also an Atari 800 which he will also be taking. The problem is much
trickier:

Using a TV:

-if he takes a standard colour TV, it will not work as a TV cuz the broadcast companies use a different format. PAL, I think, but different from Britain.
-it probably won't work as monitor for the computer using the RF output, cuz the TV is designed to work on 60Hz, not at 50Hz.
-if he buys an Australian TV it will most defineately not accept the RF signal from the Atari.
-I assume that if he takes a TV from here, that is capable of using batteries, ie converts the AC to DC before using it in any way, he should have no problems. The TV however will still be useless as a reciever of TV broadcasts.

Using a monitor:

-if he takes a monitor(eg. green screen) and drives it with the direct video signal, but has to plug it into 50Hz, will it work??
-if he buys a monitor in Australia, will it work with the signals that the Atari 800 puts out??
-is there an analog to the 'battery-driven' TV for monitors??

I am interested in any and all replies, comments, suggestions,

Thank you,

Warren Long
University of Saskatchewan
Canada

From -4168080091796841166
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1bc29fb97d33dc12,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,1bc29fb97d33dc12,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1986-03-27 20:29:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 SMI; site sfucmpt.uucp
Path: utzoo!utcsri!ubc-vision!sfucmpt!chapman
From: chapman@sfucmpt.uucp (John Chapman)
Newsgroups: net.micro.atari,net.micro
Subject: 520ST<--> SASI ?
Message-ID: <116@sfucmpt.uucp>
Date: Thu, 27-Mar-86 23:29:49 EST
Article-I.D.: sfucmpt.116
Posted: Thu Mar 27 23:29:49 1986

Date-Received: Fri, 28-Mar-86 00:23:37 EST
Distribution: net
Organization: Computing Science Dept
Lines: 31

Does anyone out there know what is required to convert the dma port on the ST to a real SASI interface. I would like to use a fast 40mb st506 drive and sasi interface I already have on my ST. Apparently the developers drive has a little board with a half dozen 7400 series ics plus one pal and this then connects between the ST and an Adaptec sasi controller. How about someone with the developers drive divulging the contents of the "little board" and which model adaptec controller is used?

Is there a schematic with the developers drive? Could someone post it?

Although complete compatibility with the developer's drive would obviously be nice I can live without that as I don't see writing a custom device driver as a problem - so if anyone has ideas for an interface circuit that wouldn't be 100% compatible that would still be interesting.

BTW - I (and I'm sure a lot of other people) would like to know how people with the hard drives feel about them & their performance (and just what the price is).

Many thanks in advance for any help,

john chapman

.....!{watmath, utcsri, alberta}!ubc-vision!sfucmpt!sfulccr!chapman

From -6390429373198268463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce3553b0b206ed70,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,ce3553b0b206ed70,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,ce3553b0b206ed70,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1986-03-29 02:44:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!glacier!Navajo!rokicki
From: rokicki@Navajo.ARPA (Tomas Rokicki)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: TeX
Message-ID: <473@Navajo.ARPA>

Date: Sat, 29-Mar-86 05:44:53 EST
Article-I.D.: Navajo.473
Posted: Sat Mar 29 05:44:53 1986
Date-Received: Tue, 1-Apr-86 05:12:01 EST
Organization: Stanford University
Lines: 92
Xref: watmath net.micro.amiga:2559 net.micro.atari:2978 net.micro.mac:5332

My earlier postings on TeX for the Amiga has generated sufficient interest and enough common questions for me to post this information about TeX in general and TeX for the Amiga, ATARI, and Macintosh. First, some comments, and then a description of TeX.

I am currently porting TeX to the Amiga, ATARI, and Macintosh computers. The software will not be public domain; however, it will not be terribly expensive, either. For distribution details, send me mail (ROKICKI@SU-SUSHI) and I will add you to the mailing list I am building up. I am using the Manx C compiler for all three ports. The C source was generated from the public-domain TeX by a translator I wrote using lex, yacc, and C. The port will come in two pieces; the TeX package and a screen driver as the primary part, and various printer drivers in the other. Currently TeX works on the Amiga, and a device driver for the QMS KISS works on the Amiga. The port to the Atari is expected to proceed very quickly; the screen drivers will probably be the most difficult part.

It must be realized that the TeX system requires a lot of memory and disk space. TeX works on a 512K Amiga with two floppies, but LaTeX probably won't fit, and you might have to change the floppies occasionally. A nicely set up TeX requires a megabyte of memory and several megabytes of disk space.

Now for a description of TeX itself.

TeX is a computer typesetting system developed and placed in the public domain by Donald Knuth of Stanford. I believe that it currently stands unrivaled in terms of quality and power for typesetting documents, especially those with complicated mathematics. It is written in WEB, which is essentially a preprocessor for Pascal which introduces an incredible degree of system independence. (WEB also has many other attributes, see Knuth's Literate Programming article from an issue of Communications of the ACM a few years back.) The input to TeX is prepared with a standard text editor, and contains formatting commands much as troff. TeX is NOT WYSIWYG (what you see is what you get); the actual 'formatting' of the input has no relation to the output. Nonetheless, TeX is very simple to use; the equation for the two roots of the quadratic equation can be typeset simply as:

```
$$r_1,r_2 = { -b \pm \sqrt{b^2-4ac} \over 2a }$$
```

(braces group, $$ chooses display math mode). And the output is beautiful. Check out The TeXbook by Donald Knuth (Addison-Wesley, ISBN 0-201-13448-9, available at any college bookstore) if you don't believe me. The TeXbook is a user's guide for TeX, and provides an example of its power.

The output of TeX is a DVI (or device-independent) file; it contains a low-level page description. Device drivers are required to convert this file to the appropriate commands (or bit maps) for the particular device being driven. Some device drivers come on the distribution tape; others are available from various companies and Universities. If you have a particular device, send me mail and I will see if I can find a device driver; otherwise, I will mail you the particulars of a couple of companies which specialize in TeX device drivers.

TeX has been ported to an incredible number of computers; these include Vaxen under VMS and Unix, Suns, Amdahls, Apollos, CDC Cybers, DEC 10s and DEC 20s, DG MV8000 and MV1000, HP1000, 3000, and 9000; IBM MVS and VM, PERQ, Prime, Siemens, IBM PC's, the Macintosh, just about anything which runs Berkeley 4.2, and others. Thus, it is usually available for whatever machine you happen to use; like EMACS, this can help ease the transition when moving to a different computer and operating system.

TeX is effectively public domain; Don Knuth has granted permission for full distribution of TeX, provided that it is not modified in any way. The WEB system allows for implementators to make system dependent changes to TeX in such a way that the original source file does not change. The TeX software distribution is available from Maria Code for effectively a tape charge, and it includes literally megabytes of source. The tapes available are:

TeX generic distribution tapes (PASCAL compiler required):
   ASCII format, EBCDIC format
TeX specific distribution tapes:
   VAX/VMS (backup format), IBM VM/CMS format, IBM MVS format,
   DEC 20/TOPS-20 Dumper format
Font tapes:
   Font library at 200/240 dots per inch
   Font library at 300 dots per inch

The tapes are under $100 each. Call Maria Code at (408) 735-8006; her address is DP Services, 1371 Sydney Dr., Sunnyvale, CA 94087. Please do not ask her questions about TeX; I believe what they have there is effectively a tape duplicating operation.

A Unix port (for Berkeley 4.2/4.3bsd) is available from the University of Washington; I think the correct person to contact is Pierre MacKay, Dept. of Computer Science, University of Washington, FR-35, Seattle, WA 98195.

Address specific questions to me (ROKICKI@SU-SUSHI); I will answer them if I have time; I may just refer you to someone who knows. -tom

From 2498524023674344302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8371d4f76e1382e0,start
X-Google-Attributes: gid1517c1,public

X-Google-Thread: 12da6b,8371d4f76e1382e0,start
X-Google-Attributes: gid12da6b,public
X-Google-Thread: 152df8,8371d4f76e1382e0,start
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,8371d4f76e1382e0,start
X-Google-Attributes: gid15517a,public
X-Google-Thread: 140593,8371d4f76e1382e0,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-03-30 17:32:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!bellcore!ulysses!allegra!mit-eddie!think!harvard!seismo!
columbia!garfield!kearns
From: kearns@garfield.columbia.edu (Steve Kearns)
Newsgroups:
net.micro.mac,net.micro.pc,net.micro.atari16,net.micro.atari,net.lang.c
Subject: Horrible Aztec C BUG!!!
Message-ID: <1427@garfield.columbia.edu>
Date: Sun, 30-Mar-86 20:32:01 EST
Article-I.D.: garfield.1427
Posted: Sun Mar 30 20:32:01 1986
Date-Received: Wed, 2-Apr-86 20:54:56 EST
Organization: Columbia University CS Department
Lines: 30
Xref: linus net.micro.mac:5284 net.micro.pc:7305 net.micro.atari16:287
net.micro.atari:2913 net.lang.c:7701
Summary: Horrible Aztec C BUG!!!

Just discovered a pretty gross bug in the Aztec C for the Macintosh.
If anyone uses the realloc function, expect random, devestating bugs.

The realloc function is supposed to change the amount of memory gotten from
a previous malloc. However, Aztec C (I looked at the sources, which are
included) implements this by first freeing the old block of memory, then
mallocing the new memory, and finally moving the old data to the new memory.
OF COURSE, ONCE A BLOCK IS FREED, ITS DATA CAN BECOME GARBAGE. In fact
on the Macintosh a subsequent malloc call after a free often causes the heap
to be compacted, expanded, etc.. each of which can trash the data.

The reason this code is written this way is a holdover from Unix, which
promises not to compact under certain circumstances.

The workaround for this is to call malloc yourself, then move the data, and
finally free the old block. The problem with this is that it requires twice
the memory of a realloc, because we have to have the old and new blocks of
memory at the same time. But at least it doesn't crash.

Their realloc routine may work as advertised on some systems; it depends on
the internals of the Macintosh. I found the problem when my Mac program
produced garbage at random intervals. Implementing my workaround fixed the
problem.

Note that Aztec C is an otherwise great package. However, I bought the
professional version for $500 and they didn't even include a lint. What
a ripoff.

From 1407355047769583134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,49ebb781250b13e2,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,49ebb781250b13e2,start
X-Google-Attributes: gid15517a,public
X-Google-Thread: 15f443,49ebb781250b13e2,start
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1986-03-31 17:21:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ho95e.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!ho95e!wcs
From: wcs@ho95e.UUCP (#Bill_Stewart)
Newsgroups: net.micro.pc,net.wanted,net.micro.atari
Subject: Cheap but fast PC clone wanted - Advice?
Message-ID: <596@ho95e.UUCP>
Date: Mon, 31-Mar-86 20:21:24 EST
Article-I.D.: ho95e.596
Posted: Mon Mar 31 20:21:24 1986
Date-Received: Wed, 2-Apr-86 03:15:40 EST
Reply-To: wcs@ho95e.UUCP (Bill Stewart 1-201-949-0705 ihnp4!ho95c!wcs HO 2G202)
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 16
Xref: watmath net.micro.pc:7623 net.wanted:8532 net.micro.atari:2979

I'm looking for a cheap PC clone; I've seen a lot advertised in the
$800-$1000 range, in varying speeds, qualities, and amounts-of-detail.
My primary concerns are reasonable compatibility, price, and speed, in
about that order, but I'd really like a >=6 Mhz model that can use an
8086, V20, or V30 instead of 8088. Are there any well-known lemons in
this price range I should avoid, or dealers I should avoid?

Alternatively, does anyone make an MS-DOS card for the Atari 520ST or
1040ST? Somehow a 68000 offers more promise than an 808*, and this
would be a good compromise.

Please mail any responses; I'll summarize and post.

              Thanks;
--
Bill Stewart, AT&T Bell Labs 2G-202, Holmdel NJ 1-201-949-0705 ihnp4!ho95c!wcs

From -1895943708761370963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e79749600020bfe6,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1986-04-03 09:20:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site ssp.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!ssp!bill
From: bill@ssp.UUCP (Bill Brown)
Newsgroups: net.micro.atari
Subject: 4010 emulation for 520ST
Message-ID: <119@ssp.UUCP>
Date: Thu, 3-Apr-86 12:20:32 EST
Article-I.D.: ssp.119
Posted: Thu Apr 3 12:20:32 1986
Date-Received: Wed, 9-Apr-86 09:53:31 EST
Organization: Scientific Software Products, Indianapolis, IN
Lines: 12
Keywords: atari,4010

****** T H A N K S ** I N ** A D V A N C E ******

Does anyone out in net land know of a product which
would allow a 520ST to emulate a Tektron*x 4010
graphics terminal?

Thanks :-}

Bill Brown
UUCP: ihnp4!inuxc!ssp!bill

From -634181479075362818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a95523a494656dd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-04-08 12:39:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site princeton.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!petrus!scherzo!allegra!princeton!
petsche
From: petsche@princeton.UUCP (Thomas Petsche)
Newsgroups: net.micro.atari
Subject: bigger screen size for monochrome moniters
Message-ID: <1266@princeton.UUCP>
Date: Tue, 8-Apr-86 15:39:07 EST
Article-I.D.: princeto.1266
Posted: Tue Apr 8 15:39:07 1986
Date-Received: Thu, 10-Apr-86 01:02:03 EST
Distribution: net
Organization: Princeton University EECS Dept
Lines: 27

  In part answer to my own question about the screen size on the

monochrome moniter: yes atari meant for the viewing area to be
smaller than the physical screen size.

  However, there is a rather straight-forward way of fixing this
which is described the April '86 issue of ST Applications. If you
can't get a copy and want to know how to do it, I'll email
(or post, depending on whether there are more than 3 mono systems
around) a summary. BTW, this fix voids your warrenty (so what doesn't?).

  Another question: The display on my mono moniter becomes "jittery"
after the system has been on for about 10-15 minutes. The problem
disappears after another 10-15 minutes. ("Jittery" means that the
horizontal hold appears to be off, pixels alternate between their
proper location and one location to the right or left.) Any ideas
or previous experience with this problem? Is it in the moniter or the
ST? Should I consider this grounds to try and return the ST?
(And get another, of course!)

  I saw a 1040ST this weekend. As a previous poster said, it makes
a whining noise that I would find intolerable for more than a
few minutes. Any explanations or fixes? (Me, I'll have 1Meg after
the warrenty on my 520 expires!)

Thomas Petsche
...!allegra!princeton!petsche   or   petsche@princeton

From 3611880360579642104
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b03f8f3f37bccaba,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-04-08 18:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uokvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!okstate.UUCP!
uokvax.UUCP!emjej
From: emjej@uokvax.UUCP
Newsgroups: net.micro.atari
Subject: 520ST OS-9--more info
Message-ID: <38700011@uokvax.UUCP>
Date: Tue, 8-Apr-86 21:00:00 EST
Article-I.D.: uokvax.38700011
Posted: Tue Apr 8 21:00:00 1986
Date-Received: Fri, 18-Apr-86 20:25:36 EST
Lines: 13
Nf-ID: #N:uokvax.UUCP:38700011:000:420
Nf-From: uokvax.UUCP!emjej   Apr 8 20:00:00 1986

The following information gleefully snarfed from the CompuServe OS-9 SIG:

#: 23565 S5/ OS9/68K(OSK)
    08-Apr-86 10:17:26

Sb: #23564-#Amiga
Fm: Peter Gallanis 76244,14
To: Ben Blish 72667,1341

Ben,
TLM Systems is currently doing a port of OS9 to the Atari and Amiga, and we (MicroTRENDS) will be marketting it. The port should be finished very soon for the Atari, and soon to be followed by the Amiga port....Pete G

From 2342111314517844600
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d8bba3225b1dcc44,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-04-15 15:39:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uokvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!okstate.UUCP!
uokvax.UUCP!emjej
From: emjej@uokvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response
Message-ID: <38700012@uokvax.UUCP>
Date: Tue, 15-Apr-86 18:39:00 EST
Article-I.D.: uokvax.38700012
Posted: Tue Apr 15 18:39:00 1986
Date-Received: Mon, 21-Apr-86 03:22:31 EST
References: <148@sfucmpt.uucp>
Lines: 17
Nf-ID: #R:sfucmpt.uucp:148:uokvax.UUCP:38700012:000:517
Nf-From: uokvax.UUCP!emjej   Apr 15 17:39:00 1986

by TLM Systems, the folks who make one of the 680x0 boards that you can plug into an International BM PC and run OS-9/68000 on. The people who will sell it are some outfit I've not heard of, called MicroTRENDS. (Anyone out there heard of these folks?) TLM has been advertising pretty steadily in recent issues of *BYTE*...their address & phone:

TLM Systems
404 West Jennifer, Suite 105
Fresno CA 93711
(209) 276-2345

James Jones

Companies rush to disassociate me from them--why should *I* bother?

From 3806499965045134095
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,1bf7103b3331619b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-04-16 21:03:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site ima
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ima!peterb
From: peterb@ima
Newsgroups: net.micro.atari
Subject: Need MIDI port info for 520ST
Message-ID: <9000001@ima>
Date: Thu, 17-Apr-86 00:03:00 EST
Article-I.D.: ima.9000001
Posted: Thu Apr 17 00:03:00 1986
Date-Received: Fri, 18-Apr-86 08:29:57 EST
Lines: 13
Nf-ID: #N:ima:9000001:000:587
Nf-From: ima!peterb   Apr 17 00:03:00 1986

x

Help... I bought my 520ST to use to drive my MIDI keyboards, and don;t
find any documentation on how to access them. And since I understand assembler,
could some kind soul give me a quick hack of a routine that can read and write
to the MIDI ports. Also if there is any other documentation on them, please point
me to it. It would be nice to get some C code to go with the stubs... (wishful
thinking). If worse comes to worse, send me the address of the ports and their
status addresses. I'll hack something together from that.

Peter Barada
{decvax|harvard|ihnp4}!ima!pbear!peterb

From 848929767601031351
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,da34e1ba3e54be87,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-04-17 07:46:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2b.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!houxm!hou2b!dwc
From: dwc@hou2b.UUCP (D.CHEN)
Newsgroups: net.micro.atari
Subject: how to get developer's kit?
Message-ID: <749@hou2b.UUCP>
Date: Thu, 17-Apr-86 10:46:46 EST
Article-I.D.: hou2b.749
Posted: Thu Apr 17 10:46:46 1986
Date-Received: Fri, 18-Apr-86 09:58:01 EST
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 11

i seemed to have misplaced the information about who
to contact for the atari developer's kit. could someone
out there post it or mail it to me?

could someone also briefly describe the advantages of
being a 'developer'?

thanks,
danny chen
ihnp4!hou2b!dwc

From 6276777328694144345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1bf7103b3331619b
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 140593,d7df1389e688d0a5,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-04-22 08:20:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!glacier!hplabs!sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP
Newsgroups: net.micro.atari,net.micro.atari16
Subject: Re: Need MIDI port info for 520ST
Message-ID: <2007@trwrba.UUCP>
Date: Tue, 22-Apr-86 11:20:42 EST
Article-I.D.: trwrba.2007
Posted: Tue Apr 22 11:20:42 1986
Date-Received: Thu, 24-Apr-86 06:44:23 EST
References: <9000001@ima>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Distribution: net
Organization: TRW EDS, Redondo Beach, CA
Lines: 196
Xref: watmath net.micro.atari:2987 net.micro.atari16:537

In article <9000001@ima> peterb@ima writes:
>
>Help... I bought my 520ST to use to drive my MIDI keyboards, and don't find
>any documentation on how to access them. And since I understand assembler,
>could some kind soul give me a quick hack of a routine that can read and write
>to the MIDI ports. Also if there is any other documentation on them, please
>point me to it. It would be nice to get some C code to go with the stubs...
>

The following program will give a rudimentary introduction to the ST's
MIDI capabilities. I pulled this from the net a couple of months ago.

Richard E. Sansom
TRW Electronics & Defense Sector
{...decvax,ucbvax,ihnp4}!trwrb!trwrba!sansom

```
------------------------------------------------------------------------------
/* mr.c */
/* Nigel Roles 1986 */

#include "osbind.h"

#define MIDI 3
#define CON 2
#define GM (Bconin(MIDI)&0xff)

struct event {
     int delay;
     char cmd[3];
};

struct event *buffer;

int empty=1;
long bc;
long memsize;
long bmax;

long hz200()
{
     register long save_ssp=Super(0L);
     register long uhz200= *(long *)0x4ba;
     Super(save_ssp);
     return uhz200;
}

record()
{
     register struct event *bp;
     long now,then;
     printf("Recording (any key to stop):\n");
     while (Bconstat(MIDI))
          Bconin(MIDI);
     then=0;
     bp=buffer;
     bc=0;
     for (;;) {
          if (Bconstat(CON)) {
               Bconin(CON);
               bp->delay= -1;
               bc++;
               break;
          }
          if (Bconstat(MIDI)) {
               int b=GM;
               if (b==0xfe)
                    continue; /* Ignore active sensing */
               if (b==0x90) {
```

```
                    now=hz200();
                    if (then==0)
                         bp->delay=0;
                    else
                         bp->delay=now-then;
                    then=now;
                    bp->cmd[0]=b;
                    bp->cmd[1]=GM;
                    bp++->cmd[2]=GM;
                    if (++bc==bmax) {
                         printf("Buffer full\n");
                         break;
                    }
               }
          }
     }
}

play()
{
     register struct event *bp=buffer;
     long target;
     printf("Playing:\n");
     while (bp->delay!= -1) {
          if (Bconstat(CON)) {
               Bconin(CON);
               break;
          }
          target=hz200()+bp->delay;
          while (hz200()<target) ;
          Midiws(2,bp->cmd);
          bp++;
     }
}

#define FNSIZE 20
struct filename {
     char lin,lout;
     char name[FNSIZE+1];
} fn;

int h;

getfn()
{
     printf("Filename: ");
     fn.lin=FNSIZE;
     Cconrs((char *)&fn);
     printf("\n");
     fn.name[fn.lout]='\0';
}

load()
```

```
{
     getfn();
     if ((h=Fopen(fn.name,0))<0) {
          printf("Can't open %s for reading (error %d)\n",fn.name,h);
          return;
     }
     if (Fread(h,memsize,buffer)<0)
          printf("Read error\n");
     else
          empty=0;
     Fclose(h);
}

save()
{
     getfn();
     Fdelete(fn.name);
     if ((h=Fcreate(fn.name,0))<0) {
          printf("Can't create %s (error %d)\n",fn.name,h);
          return;
     }
     if (Fwrite(h,sizeof(struct event)*(long)bc,buffer)<0)
          printf("Write error\n");
     Fclose(h);
}

main()
{
     char c;
     char *malloc();
     memsize=(long)malloc(-1L);
     if ((buffer=(struct event *)malloc(memsize))==(struct event *)0L) {
          printf("malloc failure\n");
          exit(1);
     }
     bmax=memsize/sizeof(struct event);
     printf("\033EMidi Recorder Version 1.0 (definitely)\n");
     printf("(C) N. G. Roles 1985\n\n");
     printf("Capacity: %D events\n",bmax);
     for (;;) {
          printf("MR> ");
          c=Bconin(CON);
          printf("%c\n",c);
          switch (c) {
          case 'q':
               break;
          case 'r':
               record();
               continue;
          case 'p':
               if (empty)
                    printf("Nothing to play!\n");
               else
```

```
                    play();
               continue;
          case 's':
               if (empty)
                    printf("Nothing to save!\n");
               else
                    save();
               continue;
          case 'l':
               load();
               continue;
          default:
               printf("???\n");
               continue;
          }
          break;
     }
}
```

--

Richard E. Sansom
TRW Electronics & Defense Sector
{...decvax,ucbvax,ihnp4}!trwrb!trwrba!sansom

From 1500667107771167366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,359c6ad8512766d1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-04-23 07:12:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site ada-uts
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ima!inmet!ada-uts!hedger
From: hedger@ada-uts
Newsgroups: net.micro.atari
Subject: Word Processing for ST?????
Message-ID: <16600006@ada-uts>
Date: Wed, 23-Apr-86 11:12:00 EDT
Article-I.D.: ada-uts.16600006
Posted: Wed Apr 23 11:12:00 1986
Date-Received: Sat, 3-May-86 17:42:48 EDT
Lines: 5
Nf-ID: #N:ada-uts:16600006:000:131
Nf-From: ada-uts!hedger   Apr 23 13:12:00 1986

Could someone tell me what word processing packages are available for
the 520 st and their prices???
thanx in advance
keith hedger

From -8329424918964594103
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,646a3579eef26ff0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-04-24 09:11:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!orsvax1!pyrnj!caip!topaz!
uwvax!derek
From: derek@uwvax.UUCP (Derek Zahn)
Newsgroups: net.micro.atari
Subject: Request for information
Message-ID: <827@uwvax.UUCP>
Date: Thu, 24-Apr-86 12:11:58 EST
Article-I.D.: uwvax.827
Posted: Thu Apr 24 12:11:58 1986
Date-Received: Sat, 26-Apr-86 04:52:21 EST
Organization: U of Wisconsin CS Dept
Lines: 30

I am looking to purchase a computer in the near future, and am deciding
between an Amiga and an Atari. I have heard good things about the ST,
but have some questions that hopefully some kind soul will answer (I
would ask an Atari dealer, except there doesn't seem to be one in Madison).

General Questions:

What is a 512ST? What is a 1000ST?
How much will I pay to get one, and what do I get for that money?
Details, like Processor, Disk specs, monitor, etc?

The major use I have for the thing is to drive the MIDI port. I want to
enter music and have it played to my Synth through the MIDI port. I would
like to be able to save music on disk, edit it, listen to it, tweak it, etc.
A convenient editing environment would be nice.

Is this possible? Who makes products like this for the ST and how much
do they cost? Does anyone out there have any of this stuff?

Thanks tremendously in advance.

derek

P.S. Also, if anyone knows of any Atari dealers in Wisconsin (or nearby states,
I guess) could you tell me about them?

--
Derek Zahn @ wisconsin
...!{allegra,heurikon,ihnp4,seismo,sfwin,ucbvax,uwm-evax}!uwvax!derek
derek@wisc-rsch.arpa

From 4032651606025873662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 157808,249e6859127c3652,start
X-Google-Attributes: gid157808,public

X-Google-Thread: 1517c1,249e6859127c3652,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 140593,249e6859127c3652,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-04-28 11:57:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!jfb
From: jfb@sun.UUCP
Newsgroups: net.micro.atari,net.micro.atari16,net.music.synth
Subject: Review: Midi Sequencer for Atari ST
Message-ID: <3594@sun.uucp>
Date: Mon, 28-Apr-86 14:57:29 EDT
Article-I.D.: sun.3594
Posted: Mon Apr 28 14:57:29 1986
Date-Received: Thu, 1-May-86 04:08:11 EDT
Distribution: net
Organization: Sun Microsystems, Inc.
Lines: 54
Xref: watmath net.micro.atari:2989 net.micro.atari16:569 net.music.synth:1085

Finally some MIDI software for my ST.

I finally bought a MIDI sequencer for my ST. I shopped around
and decided for 'Midirec-I'. Other contenders were 'Soundwave'
and something else whose name I do not remember.

The interface is simple and menu driven.

The basic features are:

```
     record up to 30,000 notes (less with key-velocity/pressure info)
     playback (with variable speed control)
        Save song to file
     Load song from file
     Built in metronome (really nifty, with beats/measure, tempo control and
             other nice features)
     +  others
```

MInimum requirements are a 520 ST with a disk drive, either monochrome
or color monitor (I have both ;-)).

The system is configured for future expansions such as patch librarians
and programmable sound effects.

I tested it on a Yamaha DX-7 and a Casio CZ-100 and it works without
any problems.

The program is really fast, written in forth, and they say you can
buy the sources to add your own features.

I discovered no bugs, and the price/performance was great.

After I decided to buy Midirec I went to the local music store
and they were all out, so I mailed 29.95 to the MIcroB (weird name)
people and got the program in 3-days (almost immediate gratification).

Microb's address is:

MicroB Software
1016 E. El Camino Real, Suite 392
Sunnyvale, CA. 94087

As usual

I am in no way related, even remotely to MIcroB software, and
all the usual stuff, just a happy customer getting the right
program for the right price.

jfb

P.s. Also, this is all only my opinion, and not that of my Employer (or
my mother).

From -7349906620502209347
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,973535a9d35fe88b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-05-07 19:21:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!
okstate.UUCP!uokvax.UUCP!emjej
From: emjej@uokvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response
Message-ID: <38700013@uokvax.UUCP>
Date: Wed, 7-May-86 22:21:00 EDT
Article-I.D.: uokvax.38700013
Posted: Wed May 7 22:21:00 1986
Date-Received: Sat, 10-May-86 07:48:53 EDT
References: <148@sfucmpt.uucp>
Lines: 25
Nf-ID: #R:sfucmpt.uucp:148:uokvax.UUCP:38700013:000:1184
Nf-From: uokvax.UUCP!emjej   May 7 21:21:00 1986

Well, it's finally happened officially. OS-9/68000 for the Atari 520ST
and 1040 ST was announced and demonstrated at COMDEX in Atlanta last week.
Languages listed as available are Basic09, C, Pascal, Fortran, and COBOL.

According to messages on the CompuServe OS-9 SIG, support is already there
for all ST hardware, including MIDI and CD-ROM ports (the latter not being
too surprising in view of the joint Sony-Philips-Microware work on CD-

ROM). The fellow who saw the beast saw it running with an Atari 20Mbyte hard disk, with a terminal hung off the RS-232 port. Basic09/68000, alas, is still slower than one would like.

People there say that Jack and Sam Tramiel had it demonstrated to them and were VERY interested and asking questions. Plans are for a graphics interface (I would presume VDI, considering Microware's work with GSS) and a facility whereby one could run TOS as a process under OS-9.

TLM (the folks who did the port) also had their 68010 board for the International BM PC AT/XT running OS-9 there.

Messages on CIS from folks at MicroTRENDS, the company marketing OS-9 for the 520ST, say that OS-9 for the Amiga should follow shortly.

James Jones

From 9223243589485175380
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ed8b196afd143a54,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-05-12 05:32:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!bunny!mdm0
From: mdm0@bunny.UUCP (Michael Maggio)
Newsgroups: net.micro.atari
Subject: Information on a musical score editor for 520ST
Message-ID: <442@bunny.UUCP>
Date: Mon, 12-May-86 08:32:35 EDT
Article-I.D.: bunny.442
Posted: Mon May 12 08:32:35 1986
Date-Received: Wed, 14-May-86 07:42:15 EDT
Distribution: na
Organization: GTE Laboratories, Waltham, MA
Lines: 9

Does anyone know of a musical score editor, such as Roland's MPS, that will work on the 520ST. Any information on available packages,, either in public domain or not, (i.e., where to find it, cost, etc.) would be greatly appreciated.

Thanks in advance!
--
Michael David Maggio
(Not one who would say NI)

From -318567795275846776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dc2ce38a8ff866a2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-05-23 09:43:00 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!
okstate.UUCP!uokvax.UUCP!emjej
From: emjej@uokvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response
Message-ID: <66300001@uokvax.UUCP>
Date: Fri, 23-May-86 12:43:00 EDT
Article-I.D.: uokvax.66300001
Posted: Fri May 23 12:43:00 1986
Date-Received: Tue, 27-May-86 07:21:18 EDT
References: <176@sfucmpt.uucp>
Lines: 29
Nf-ID: #R:sfucmpt.uucp:176:uokvax.UUCP:66300001:000:1069
Nf-From: uokvax.UUCP!emjej   May 23 11:43:00 1986

/* Written 11:18 am May 9, 1986 by chapman@sfucmpt.uucp in net.micro.atari */
Apparently os/9 for the ST was demonstated at comdex. Does anyone
know the price for the system? Do they supply any sort of windowing
system?
/* End of text from net.micro.atari */

Prices I've heard are as follows:

OS-9/68000	$250
+ Basic09	$299
C compiler	$295
Pascal compiler	$295

C, Pascal, and Basic09 jointly will go for some price I don't yet know,
but I am assured by a fellow at MicroTRENDS (a Schaumburg IL company that
is marketing OS-9/68K for the Atari and eventually for the Amiga) that
it will be <$500. These are "list prices," I presume; another message
on the CompuServe OS-9 SIG (which is where I get my data from) has already
popped up from a fellow who found a store that would sell it for a fairly
hefty discount.

Windowing? Not yet. Since Microware has gone for VDI with other OS-9
68K stuff, I'd presume that they would go that route here also. I
understand that one will shortly be able to run TOS as a process under
OS-9.

James Jones

From -933418687585107254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dc2ce38a8ff866a2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-05-25 09:23:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!okstate.UUCP!
uokvax.UUCP!emjej
From: emjej@uokvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response
Message-ID: <66300002@uokvax.UUCP>
Date: Sun, 25-May-86 12:23:00 EDT
Article-I.D.: uokvax.66300002
Posted: Sun May 25 12:23:00 1986
Date-Received: Fri, 30-May-86 05:27:08 EDT
Lines: 9
Nf-ID: #R:<8605162336.AA23370@ucbvax.Berke:-40:uokvax.UUCP:66300002:000:309
Nf-From: uokvax.UUCP!emjej   May 25 11:23:00 1986

In <some magic # I don't get to see> George Frajkor writes:
> DOES anybody know if someone is developing a networking or shared-
>peripheral system for the STs?

Well, if you are running OS-9 on your ST, just get yourself NFM and
a driver for the flavor of network you want, and off you go.

                        James Jones

From 1073601937282469390
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dc2ce38a8ff866a2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-05-30 21:53:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site water.UUCP
Path: utzoo!watmath!watnot!water!ljdickey
From: ljdickey@water.UUCP (Lee Dickey)
Newsgroups: net.micro.atari
Subject: Is Atari more popular?
Message-ID: <404@water.UUCP>
Date: Sat, 31-May-86 00:53:11 EDT
Article-I.D.: water.404
Posted: Sat May 31 00:53:11 1986
Date-Received: Sat, 31-May-86 06:01:35 EDT
References: <176@sfucmpt.uucp> <66300001@uokvax.UUCP>
Organization: U of Waterloo, Ontario
Lines: 6

> is marketing OS-9/68K for the Atari and eventually for the Amiga) that
                        ^^^

This is the second time I have heard of someone developing software
for the Atari first, Amiga to come along later. Is this just a
coincidence or does Atari software have a bigger potential market?

From -1336715149684206059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dc2ce38a8ff866a2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-06-02 06:47:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!caip!princeton!allegra!ulysses!mhuxr!
mhuxn!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Is Atari more popular?
Message-ID: <500047@iuvax.UUCP>
Date: Mon, 2-Jun-86 09:47:00 EDT
Article-I.D.: iuvax.500047
Posted: Mon Jun 2 09:47:00 1986
Date-Received: Thu, 5-Jun-86 19:36:59 EDT
References: <404@water.UUCP>
Lines: 6
Nf-ID: #R:water:-40400:iuvax:500047:000:325
Nf-From: iuvax!franco   Jun 2 08:47:00 1986

I would be surprized if even a small number of people buy OS/9 for the Amiga.
It seems the main reason ST owners are interested in it is the multitasking
capability of OS/9. The Amiga already has this. To answer the question, I
think OS/9 was developed first for the ST because that is where the market
is for this product.

From -7447729505876298132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,358248a215f062e2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-06-12 08:53:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!caip!topaz!think!harvard!
bu-cs!bucsb.bu.edu!riz
From: riz@bucsb.bu.edu.UUCP (Rizal Ishak)
Newsgroups: net.micro.atari
Subject: Mini survey
Message-ID: <331@bucsb.bu.edu.UUCP>
Date: Thu, 12-Jun-86 11:53:35 EDT
Article-I.D.: bucsb.331
Posted: Thu Jun 12 11:53:35 1986
Date-Received: Tue, 17-Jun-86 21:41:11 EDT
Organization: Boston Univ Comp. Sci.
Lines: 18

As an user, answering these two questions may ultimately benefit
you.

1. Would you like to have different colored diskette covers so that

you can more readily distinguish your disks at a glance?

2 a. Would you rather purchase brandless 5 1/4 inch diskettes priced at 50 cents each, or,

b. purchase brand name diskettes at $1.30 each?

Send your comments to riz@bucsb.bu.edu

Thank you for your co-operation with DISKOVERS, P.O BOX 684, Kenmore Square, Boston, MA 02215, U.S.A.

From 1853852513354063829
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fd0bad1e3412d891,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-07-06 08:14:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbatt!cbosgd!ihnp4!qantel!hplabs!pyramid!decwrl!fanelli@phdvax.dec.com
From: fanelli@phdvax.dec.com
Newsgroups: net.micro.atari
Subject: EDITORS
Message-ID: <4046@decwrl.DEC.COM>
Date: Sun, 6-Jul-86 11:14:02 EDT
Article-I.D.: decwrl.4046
Posted: Sun Jul 6 11:14:02 1986
Date-Received: Tue, 8-Jul-86 05:10:25 EDT
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 5

I have yet to find a decent editor to use on the ST. What I would really like to see is something like VEDIT, lots of power with simple, quick commands. Any recomendations?

mike

From 1254900499069234 89
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fd0bad1e3412d891
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-07-16 02:32:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site water.UUCP
Path: utzoo!watmath!watnot!water!ljdickey
From: ljdickey@water.UUCP (Lee Dickey)
Newsgroups: net.micro.atari
Subject: Re: EDITORS

Message-ID: <457@water.UUCP>
Date: Wed, 16-Jul-86 05:32:31 EDT
Article-I.D.: water.457
Posted: Wed Jul 16 05:32:31 1986
Date-Received: Wed, 16-Jul-86 07:18:15 EDT
References: <4046@decwrl.DEC.COM>
Organization: U of Waterloo, Ontario
Lines: 4

> I have yet to find a decent editor to use on the ST.

Why not use EMACS?
You can use the same editor on your ST and on you mainframe.

From 1067713229010290787
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,95e2dcc07c4ba4d6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-07-16 10:30:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!caip!ut-sally!husc6!harvard!adelie!rclex!cdx39!luis
From: luis@cdx39.UUCP (Luis Collado)
Newsgroups: net.micro.atari
Subject: Any ST. users out there?
Message-ID: <274@cdx39.UUCP>
Date: Wed, 16-Jul-86 13:30:59 EDT
Article-I.D.: cdx39.274
Posted: Wed Jul 16 13:30:59 1986
Date-Received: Mon, 21-Jul-86 06:42:02 EDT
Distribution: net
Lines: 3

Hi are there any 520/1040 ST users out there? If so why is there no
news group for it? let's hear from you! we got a more powerfull machine
than the MAC, let's get a good group going!

From -5033189069423446130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fef08ced9fa97b64,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-07-23 05:15:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site water.UUCP
Path: utzoo!watmath!watnot!water!ljdickey
From: ljdickey@water.UUCP (Lee Dickey)
Newsgroups: net.micro.atari
Subject: PC emulators
Message-ID: <468@water.UUCP>
Date: Wed, 23-Jul-86 08:15:09 EDT
Article-I.D.: water.468
Posted: Wed Jul 23 08:15:09 1986

Date-Received: Thu, 24-Jul-86 04:08:47 EDT
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 16

Question:
Will the Atari ST run programs that were
originally designed to run in the IBM PC?

I know that is vague, so let me split my question
into two parts.

(a) Is there software for the Atari ST that will cause it
    to emulate a PC?

(b) Is there hardware (CPU, memory) that can be attached to
    an ST so programs run on the foreign CPU, but use the
    ST keyboard and screen.

(I know that ther are 68000 cards that one can put into a PC.
Maybe there a 8088 card to put into an ST.)

From -5700991302319064798
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4afd32d867cbdab9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-20 11:12:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!info-atari
From: mckay@PURDUE-ECN.ARPA
Newsgroups: net.micro.atari
Subject: Ram disks and OSS Pascal
Message-ID: <8602201912.AA12885@ee.Purdue.EDU>
Date: Thu, 20-Feb-86 14:12:53 EST
Article-I.D.: ee.8602201912.AA12885
Posted: Thu Feb 20 14:12:53 1986
Date-Received: Sun, 23-Feb-86 18:54:14 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 31

I've finally gotten both the RAM upgrade and TOS in ROM installed on my ST.

After discoving that the various public domain RAM disks don't work with TOS
in ROM and figuring out how to boot with old TOS, I tried OSS pascal. (is
there a PD ram disk which works with TOS in ROM?)

The results are staggering:

operation: All Floppy   ALL Ram disk Split

Compile and link

"hello, world"   1:20   0:05 (!) 0:23

Compiling 9k
GEM program   2:30   0:21 (!) didn't try yet.

The most intersting number for me in the Split number. In this setup I had
my source on floppy and the compiler and libraries on the RAM disk. The OSS
compiler and linker handle this very well, correctly loading the libraraies
from the disk the compiler is on while placing the source, object and final
program on the floppy.

I have a short analog clock program I posted to USENET's net.micro.atari a
few weeks back. It is written in OSS Pascal and I'd be happy to post it
here if enough folks are interested. If not I can mail source and uuencoded
binary to one or two folks.

--Dwight Mckay, ECN Text Processing Software Support
[arpa: mckay@ee.purdue.edu, usenet:...ihnp4!pur-ee!mckay, phone:(317)494-3561]

------- End of Forwarded Message

From -6334953230644038941
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b5b67d0f24d4f544,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-20 11:46:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!talcott!panda!genrad!decvax!decwrl!amdcad!
cae780!ubvax!paul
From: paul@ubvax.UUCP (Paul Fries)
Newsgroups: net.micro.atari
Subject: hippo C
Message-ID: <451@ubvax.UUCP>
Date: Thu, 20-Feb-86 14:46:39 EST
Article-I.D.: ubvax.451
Posted: Thu Feb 20 14:46:39 1986
Date-Received: Mon, 24-Feb-86 06:47:56 EST
Organization: Ungermann-Bass, Inc., Santa Clara, CA
Lines: 23

I am a recent ST buyer, so bear with me if all this has been discussed
before. I have a vanilla 520ST except that I have TOS in EPROMs.

I picked up a hippo C compiler and started to try writing some of the
example programs. All was going well until I found that some of the
graphics interface routines appeared to be non-functional. No problem,
I figured I could write them in assembly and use my own names. Then
the real problems began. After trying everything I could think of
(I have been programming in C and assemblers for many years, so lets
not look for the obvious), my assembler subroutines still give me
bombs.

OK, maybe I was doing something wrong. I tried writing several
example programs completely in assembler. They work fine. Seems
to me this points to something in the linker/loader, as all the
bombers involved multiple modules with C and assembly mixed.

Anyway, anybody out there got some helpful hints for me? Even
if I find out that my $50 was wasted, that's OK, at least I can
stop worrying that I no longer understand anything about computers
the 68000 and C and assembler.

Thanks

From 2978846659390771624
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,90e31ed55a17c4d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-20 16:31:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!bellcore!ulysses!ucbvax!info-atari
From: jrd@SCRC-STONY-BROOK.ARPA (John R. Dunning)
Newsgroups: net.micro.atari
Subject: Sorry about the wide distribution...
Message-ID: <860220193117.1.JRD@TSUKUBA.SCRC.Symbolics.COM>
Date: Thu, 20-Feb-86 19:31:00 EST
Article-I.D.: TSUKUBA.860220193117.1.JRD
Posted: Thu Feb 20 19:31:00 1986
Date-Received: Mon, 24-Feb-86 07:17:22 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 3

but where's the archive of all the sources I see being discussed?
Is it somewhere I can anonymous FTP from? Is there a list of what's
there? Be kind, I'm new on this list. Thanx in advance.

From 1413518287660978314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2f759acfb05a4b66
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-20 21:30:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!bellcore!ulysses!ucbvax!info-atari
From: Ken_Olson@UMICH-MTS.MAILNET
Newsgroups: net.micro.atari
Subject: Re: Command Interpreters
Message-ID: <1151795@UMich-MTS.Mailnet>
Date: Fri, 21-Feb-86 00:30:40 EST
Article-I.D.: UMich-MT.1151795
Posted: Fri Feb 21 00:30:40 1986

Date-Received: Mon, 24-Feb-86 21:05:14 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

There is an MS-DOS-type shell available that allows the normal MS-DOS commands: DIR, COPY, ... It seems to be a complete COMMAND interpreter. I'm not sure of the price, but is available from MichTron in Pontiac, Michigan.

I have used the Micro C-shell and have found some fairly serious limitations. For example, only one device (disk drive) could have a path pointing to a subdirectory; all the rest are forced back to the root directory. (This was a couple months ago, maybe it has been improved.) ...Ken Olson

From 6105973449734170466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,17acb6fbccfb4b0c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-21 07:10:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: The newsgroup split
Message-ID: <1985@uwmacc.UUCP>
Date: Fri, 21-Feb-86 10:10:08 EST
Article-I.D.: uwmacc.1985
Posted: Fri Feb 21 10:10:08 1986
Date-Received: Mon, 24-Feb-86 07:15:47 EST
References: <276@imagen.UUCP>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Distribution: net
Organization: UWisconsin-Madison Academic Comp Center
Lines: 14

In article <276@imagen.UUCP> turner@imagen.UUCP (D'arc Angel) writes:
>
>N.B. to info-atari, should i be posting this to net.micro.atari or
>net.micro.atari16 ?

Well, from the USENET side, things seem official, in spite of the small amount of bickering (:-). I've checked with A Prominent Net Personality, and he's including the new groups in the official list of newsgroups. So, we should start using the .atari8 and .atari16 groups, and remove the .atari (giving, of course, every interested site enough time to make sure they're up and running).

- Joel Plutchak
{allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

From -1251654124203631701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1f5ca21b1ce284df
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 140593,1f5ca21b1ce284df
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-02-21 08:06:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!cernvax!jmg
From: jmg@cernvax.UUCP (jmg)
Newsgroups: net.micro.atari,net.micro.atari16
Subject: Re: OS/9 for 520 ST
Message-ID: <278@cernvax.UUCP>
Date: Fri, 21-Feb-86 11:06:40 EST
Article-I.D.: cernvax.278
Posted: Fri Feb 21 11:06:40 1986
Date-Received: Mon, 24-Feb-86 07:26:25 EST
References: <9369@ritcv.UUCP>
Reply-To: jmg@cernvax.UUCP (Mike Gerard, DD Division, CERN.)
Organization: CERN, Geneva/Switzerland
Lines: 17
Keywords: C Lattice Hippo OS/9
Xref: linus net.micro.atari:2834 net.micro.atari16:11

In article <9369@ritcv.UUCP> ref0070@ritcv.UUCP (Bob Fortin) writes:
>I just read in the March issue of Analog that the OS/9 operating
>system *is* being adapted to run on the ST. They didn't mention
>the name of the company though. Also they reinforce my opinion
>that almost all of the software HIPPO puts out is rushed and that
>you should check out your other options before buying their inferior
>software :-)> (This opinion doesn't apply to their hardware, as I
>have no information on it).

I don't get access to the US Atari mags (sniff sniff boo hoo), so any
continued information on if/when/whether OS/9 will be available is
always nice.

What I did get two days ago is an offer of the Lattice C-compiler.
Has anyone any experience on whether this is better than the Hippo one?
I have seen the Whetstone figures for the Atari, but do not know which
compiler they used.

From -4267212739768641967
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,742fb18a9bf07ce7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-21 08:12:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!talcott!panda!genrad!decvax!bellcore!
ulysses!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)

Newsgroups: net.micro.atari
Subject: Re: Headbands...
Message-ID: <694@mtuxn.UUCP>
Date: Fri, 21-Feb-86 11:12:32 EST
Article-I.D.: mtuxn.694
Posted: Fri Feb 21 11:12:32 1986
Date-Received: Mon, 24-Feb-86 08:02:42 EST
References: <860219-104309-2916@Xerox>
Reply-To: rb@mtuxn.UUCP (01161-R.BOTWIN)
Organization: AT&T Information Systems, Holmdel NJ
Lines: 12

[]
The device in question was sold by SYNAPSE and called "RELAX."
It was around $69-$99 and quite fun....came with instructional
material and software....I have one and occassionally use (not often enough!!)

Since Broderbund bought Synapse, I don't know if it's still being made,
though...

Rob Botwin, N2FC
.....{utah-cs|seismo|decvax}!harpo!eagle!houxm!mtuxo!mtuxn!rb
ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
FJ 1B-130

From -7234064441582146346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e43ece0ff3c78ada
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-21 08:20:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!talcott!panda!genrad!decvax!bellcore!
ulysses!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: Re: FORTRAN for the ST?
Message-ID: <695@mtuxn.UUCP>
Date: Fri, 21-Feb-86 11:20:48 EST
Article-I.D.: mtuxn.695
Posted: Fri Feb 21 11:20:48 1986
Date-Received: Mon, 24-Feb-86 08:03:46 EST
References: <8602191736.AA00962@ucbvax.berkeley.edu>
Reply-To: rb@mtuxn.UUCP (01161-R.BOTWIN)
Organization: AT&T Information Systems, Holmdel NJ
Lines: 15

[]
Philon Software has a FORTRAN compiler scheduled for release around

April, 1986...They have already released the FAST-BASIC/M compiler
(retail $129), and it appears to be ok.

BUT....The FORTRAN is supposed to be $300 retail (a bit steep for the
ST market!,not that it might not be worth it)

If I hear anything further I'll post
ps...they also have a COBOL compiler scheduled as well!

     Rob Botwin, N2FC
    .....{utah-cs|seismo|decvax}!harpo!eagle!houxm!mtuxo!mtuxn!rb
     ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
     FJ 1B-130

From 7999836959715591318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,389759bddba6ae8c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-21 10:18:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site calgary.UUCP
Path: utzoo!utcsri!ubc-vision!alberta!calgary!stone
From: stone@calgary.UUCP (Glen Stone)
Newsgroups: net.micro.atari
Subject: 50 Line Screen
Message-ID: <160@calgary.UUCP>
Date: Fri, 21-Feb-86 13:18:55 EST
Article-I.D.: calgary.160
Posted: Fri Feb 21 13:18:55 1986
Date-Received: Fri, 21-Feb-86 20:22:32 EST
References: <1973@uwmacc.UUCP> <1436@gitpyr.UUCP> <283@drivax.UUCP>
Organization: University of Calgary, Calgary, Alberta
Lines: 112

These routines are taken from Comp-U-Serve. They allow you
to put a mono-system into 50 line mode and back again.

Question: How do they work ??? They index in the negative direction
from the pointers received in the line A call. My line A documentation
says nothing about anything in the negative direction.

Note: the fifty lines are quite nice... for those who are writing terminal
programs, editors, etc. this would be I nice option. I've modified some
of the public domain stuff to include this.

Note1: You can also have a 4x4 font but that hurts.

```
*  Make hi rez screen bios handle 25 lines of 8x16 characters
*
*
* author:
*               j d eisenstein
```

```
*
* date:
*               15-aug-85
*

          .text
          .global _hi25

LINEA_INIT      equ     $A000
GET_REZ         equ     4               ; extended bios resolution inquiry


_hi25:

        lea     stack,sp

        move.w  #GET_REZ,-(sp)          ; get screen resolution
        trap    #14
        addq.w  #2,sp

        cmp.w   #2,d0                   ; only execute if already in hi rez
        bne     exit


        dc.w    LINEA_INIT              ; get the important pointers


        move.l  08(a1),a1               ; a1 -> 8x16 font header

        move.l  72(a1),-$0A(a0)         ; v_off_ad <- 8x16 offset table ad
        move.l  76(a1),-$16(a0)         ; v_fnt_ad <- 8x16 font data addr

        move.w  #0016,-$2E(a0)          ; v_cel_ht <- 16    8x16 cell heigh
        move.w  #0024,-$2A(a0)          ; v_cel_my <- 24    maximum cell "Y"
        move.w  #1280,-$28(a0)          ; v_cel_wr <- 1280  vertical byte offset

exit:   clr.w   -(sp)                   ; back to the os
        trap    #1


        ds.l    $10
stack:  ds.l    $01                     ; hey chef, gimme a short stack


        end


*  Make hi rez screen bios handle 50 lines of 8x8 characters
*
*
* author:
*               j d eisenstein
*
```

```
* date:
*               15-aug-85
*
             .text
             .global _hi50
LINEA_INIT      equ     $A000
GET_REZ         equ     4               ; extended bios resolution inquiry


_hi50:

        lea     stack,sp

        move.w  #GET_REZ,-(sp)          ; get screen resolution
        trap    #14
        addq.w  #2,sp

        cmp.w   #2,d0                   ; only execute if already in hi rez
        bne     exit


        dc.w    LINEA_INIT              ; get the important pointers

        move.l  04(a1),a1               ; a1 -> 8x8 font header

        move.l  72(a1),-$0A(a0)         ; v_off_ad <- 8x8 offset table addr
        move.l  76(a1),-$16(a0)         ; v_fnt_ad <- 8x8 font data addr

        move.w  #008,-$2E(a0)           ; v_cel_ht <- 8    8x8 cell height
        move.w  #049,-$2A(a0)           ; v_cel_my <- 49   maximum cell "Y
        move.w  #640,-$28(a0)           ; v_cel_wr <- 640  offset to cell Y+

exit:
        clr.w   -(sp)                   ; back to the os
        trap    #1


        ds.l    $10
stack:  ds.l    $01                     ; stack em up an blow em out

        end
```

```
From -4340641655558422400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5649a3a51329e7db
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-21 11:29:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!ucdavis!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Where Can I Find An Atari Touch Tablet?
```

Message-ID: <8602211929.AA04956@laidbak.laichi.uucp>
Date: Fri, 21-Feb-86 14:29:28 EST
Article-I.D.: laidbak.8602211929.AA04956
Posted: Fri Feb 21 14:29:28 1986
Date-Received: Mon, 24-Feb-86 07:02:31 EST
References: <8602181844.AA07378@mitre-bedford.ARPA>
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: LAI Chicago
Lines: 7

In answer to your question, "is an Atari touch tablet on of those
keypad things...": No. It is the same sort of thing as a Koala
Pad: a device which, when compatible software is used, allows
one to 'draw' with a finger/stylus on the pad, and the drawing
shows up on the screen (and can be saved to disk, etc.)

                              Nick DiMasi {:-{)>

From -7997935647563408422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,999ee9160bdf1062,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-21 11:36:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!qantel!ihnp4!inuxc!iubugs!
iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: 520ST prices
Message-ID: <500041@iuvax.UUCP>
Date: Fri, 21-Feb-86 14:36:00 EST
Article-I.D.: iuvax.500041
Posted: Fri Feb 21 14:36:00 1986
Date-Received: Wed, 26-Feb-86 20:38:46 EST
Lines: 30
Nf-ID: #N:iuvax:500041:000:1310
Nf-From: iuvax!franco   Feb 21 14:36:00 1986

I just spoke with aa Atari retailer in Indianapolis that is offering some
pretty good prices on ST stuff. For Example:

1. A 520ST, Single Sided Drive, Color Monitor for $800.00
   Check or Cach Price (add 5% for Credit Card, add 5% for tax within IN)
   The price includes only the software that comes with the particular
   machine you buy. If you want all free software that Atari will eventually
   make available (NEOCHROME, STBASIC, LOGO, STWRITER) you should also
   include about four disks and $20 copy charge or $50 for a package of disks
   some of which will be used to copy the above onto (you keep all ten
   disks).

2. If you buy the above you may purchase VIP for an additional $125.00

3. If you buy the ST above you may purchase a second, double sided drive
   for $250.00

If interested give a call to Pat McGraw at 317-291-8882 or write

       Pat McGraw
       Microcomputers Inc.
       3350 N. High School Rd.
       Indianapolis, IN 46224

I have no connection with Microcomputers Inc. I have never even been there.
However, a friend of mine has been there so we know the place exists. I
cannot say anything about the service one might expect from this
organization. However, Pat was easy to talk to on the phone, seemed helpful
and WANTS to sell computers. What the heck.

From -5299680592715354225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,999ee9160bdf1062
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-21 11:38:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!qantel!ihnp4!inuxc!iubugs!
iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST prices
Message-ID: <500042@iuvax.UUCP>
Date: Fri, 21-Feb-86 14:38:00 EST
Article-I.D.: iuvax.500042
Posted: Fri Feb 21 14:38:00 1986
Date-Received: Wed, 26-Feb-86 20:39:01 EST
References: <500041@iuvax.UUCP>
Lines: 4
Nf-ID: #R:iuvax:500041:iuvax:500042:000:200
Nf-From: iuvax!franco   Feb 21 14:38:00 1986

I left out that the $800.00 ST has a guarantee. (apparently a seller
of STs has the option not to include a guarantee - in that case the
distributor knocks off about 4% or 6% (I can't remeber which))

From -1920677051020366352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,39cedec25a0ddecf,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-21 13:38:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site calgary.UUCP
Path: utzoo!utcsri!ubc-vision!alberta!calgary!stone

From: stone@calgary.UUCP (Glen Stone)
Newsgroups: net.micro.atari
Subject: Multi-Tasking GEM
Message-ID: <161@calgary.UUCP>
Date: Fri, 21-Feb-86 16:38:15 EST
Article-I.D.: calgary.161
Posted: Fri Feb 21 16:38:15 1986
Date-Received: Fri, 21-Feb-86 20:23:00 EST
Organization: University of Calgary, Calgary, Alberta
Lines: 6

If Atari doesn't aquire the Multi-Tasking GEM will DRI market it
themselves ?? Will it be in ROM ?? Will it have mechanisms for
inter-process communication? What kind of schedular is implemented ??
Actually it seems that the questions could go on forever... how about
a short description ???

From -3694728547439665752
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4de3cc22f7c8ca8a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-21 17:20:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!ucdavis!ucbvax!info-atari
From: crs8@KOREA-EMH
Newsgroups: net.micro.atari
Subject: mailing list
Message-ID: <8602220402.AA04375@ucbvax.berkeley.edu>
Date: Fri, 21-Feb-86 20:20:00 EST
Article-I.D.: ucbvax.8602220402.AA04375
Posted: Fri Feb 21 20:20:00 1986
Date-Received: Mon, 24-Feb-86 07:03:40 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

please remove me from the atari mailing lists. have enjoyed the info,
and thanks very much.

mark

crs8@korea-emh

From -4477105812252911059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,93156bc4d7e0a069,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-21 20:27:41 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!ucdavis!ucbvax!info-atari
From: terrell@OHIO-STATE.ARPA (Eric Terrell)
Newsgroups: net.micro.atari
Subject: Doin' Simple Graphics on the 520ST
Message-ID: <8602220427.AA17071@ohio-state.ARPA>
Date: Fri, 21-Feb-86 23:27:41 EST
Article-I.D.: ohio-sta.8602220427.AA17071
Posted: Fri Feb 21 23:27:41 1986
Date-Received: Mon, 24-Feb-86 07:04:34 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 19

Cmon guys - could one of you tell me which system routines to call to
be able to do very simple graphics (drawing lines, etc.)

My compiler (TDI Modula-2) supports all the GEM, AES, VDI, etc
but I don't know what routines to call.

My compiler came with a large graphics demo program, but I can't figure
out what I need from that, and what is unnecessary.

If someone could send me a simple example program that gets the computer
into graphics mode and draws a couple of lines, I would really appreciate
it.

Please help me out!

Thanks in advance,

Eric Terrell CSNET address: terrell@ohio-state

From -2700731937597869722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b3e264af41dfbd64
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-22 10:41:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!unisoft!fnf
From: fnf@unisoft.UUCP (Fred Fish)
Newsgroups: net.micro.atari
Subject: Re: Downloading Un*x files
Message-ID: <23@unisoft.UUCP>
Date: Sat, 22-Feb-86 13:41:29 EST
Article-I.D.: unisoft.23
Posted: Sat Feb 22 13:41:29 1986
Date-Received: Mon, 24-Feb-86 20:56:30 EST
References: <12184175161.9.ATWELL@UTAH-20.ARPA> <522@kontron.UUCP>
Reply-To: fnf@unisoft.UUCP ()
Organization: UniSoft Systems; Berkeley, CA

Lines: 8

In article <522@kontron.UUCP> cramer@kontron.UUCP (Clayton Cramer) writes:
>One of the annoying things about UNIX (compared to SENSIBLE operating
>systems) is that "line feed" is the end of line marker. Your best
>bet is to write a filter under UNIX to replace '\n' with "\0x0d\n" in
>the file you are downloading.

Hmm.., why didn't you recommend he do it at the other end since it is
obviously more "SENSIBLE"...

From -561882828076343148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4afd32d867cbdab9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-23 06:09:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!qantel!ihnp4!inuxc!iubugs!
iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Ram disks and OSS Pascal
Message-ID: <500043@iuvax.UUCP>
Date: Sun, 23-Feb-86 09:09:00 EST
Article-I.D.: iuvax.500043
Posted: Sun Feb 23 09:09:00 1986
Date-Received: Wed, 26-Feb-86 20:49:39 EST
References: <12267320@ee.UUCP>
Lines: 27
Nf-ID: #R:ee:-1226732000:iuvax:500043:000:1473
Nf-From: iuvax!franco   Feb 23 09:09:00 1986

I have found that Mike's RAMDISK works conditionally with 1MEG and TOS in
ROM. Mike's RAMDISK can be set to any size above 100K. It has the following
drawbacks:

1. It seems that if one originates execution of a program from a
   floppy drive some avaiable memory is lost (until the next boot).
   However, this does not seem to happen (except perhaps initially)
   if one originates execution from the RAMDISK.

2. My version of Mike's RAMDISK does not allow resizing of the RAMDISK.
   But this is a relatively minor drawback.

I have found this RAMDISK very useful - especially for compiling in C
using the developer stuff. I simply open 'er up to 700K, dump all
the .h, .o, library files, compiler and linker and source into the
RAMDISK and let 'er rip from device D. I have made up to 15 straight
compiles without a problem this way. Also, the time for compile has
been as low as 40 seconds (must be a world's record for the DRI C)
on small files (producing 15K executables). At the moment I can easily

live with this RAMDISK and I recommend it to anyone needing a stopgap
until a real RAMDISK (occupies upper memory, allows resolution change,
can be resized, size at boot can be preset (even to 0), no memory loss
through executions etc.) can be developed. Frankly, at this point I am
so fed up with PD RAMDISKs that I will go out and buy one once I know
there exists one that meets my specifications. If anyone can help out here
please do!

From 6130997292003959061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4afd32d867cbdab9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-23 06:21:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!qantel!ihnp4!inuxc!iubugs!
iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Ram disks and OSS Pascal
Message-ID: <500044@iuvax.UUCP>
Date: Sun, 23-Feb-86 09:21:00 EST
Article-I.D.: iuvax.500044
Posted: Sun Feb 23 09:21:00 1986
Date-Received: Wed, 26-Feb-86 20:49:55 EST
References: <12267320@ee.UUCP>
Lines: 9
Nf-ID: #R:ee:-1226732000:iuvax:500044:000:532
Nf-From: iuvax!franco   Feb 23 09:21:00 1986

In the previous response I said i was fed up with PD RAMDISKs.
This was a rather unfortunate statement to make - it shows a lack of
regard for those people who are kind enough to produce useful software
and place it in the Public Domain. I very much appreciate most of the
PD stuff I have gotten (and Mike's RAMDISK is one of my most important
pieces right now) and I am sorry for being rude. When I learn enough
about the ST I suppose I will either fix Mike's RAMDISK or originate
another (unless a good RAMDISK shows up first).

From 6478639299655617491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a222453957f95110,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 140593,a222453957f95110,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-02-23 16:15:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!ritcv!moscom!jgpvax!mqh
From: mqh@jgpvax.UUCP (Mike Hojnowski)
Newsgroups: net.micro.atari,net.micro.atari16
Subject: Assorted ST questions

Message-ID: <133@jgpvax.UUCP>
Date: Sun, 23-Feb-86 19:15:35 EST
Article-I.D.: jgpvax.133
Posted: Sun Feb 23 19:15:35 1986
Date-Received: Wed, 26-Feb-86 05:22:14 EST
Organization: any unified, consolidated group of elements
Lines: 29
Xref: linus net.micro.atari:2850 net.micro.atari16:17

<Mmmm, tasty>

I've just started using my 520ST for things other than terminal emulation,
and I have a few questions for anyone who may be able to help me. I have
the developers kit, but not much else.

1) Does anyone know how to convince the Control Panel not to nuke
   the time? I wrote a program to put in my "auto" directory to
   set the time. It works fine normally, but when run from "auto"
   it apparently sets the time, only to have it overwritten by
   the control panel accessory at startup. Any suggestions??

2) Can a desk accessory be written such that it runs to completion,
   and simply terminates (As opposed to sitting around in an infinite
   loop of sleep calls)? Specifically, I have in mind writing an
   accessory to run through an 'auto2' directory, and run stuff
   AFTER all the desktop information is set up.

3) Has anyone got a copy of a public domain RAMDISK that works?
   The person who gave me mine mentioned that there was a bug, but
   I never saw any fixes come by.

4) Has anyone gotten RTS/CTS handshaking to work well? I have my ST
   hooked directly to a UN*X box at 9600 baud, and RTS/CTS doesn't
   work at all. I'm not positive it's the ST's fault, so I'm just
   looking for verification.

--
Mike Hojnowski   UUCP: ..rochester!moscom!jgpvax!mqh
                        CSNET: "moscom!jgpvax!mqh"@ritcv

From -957120490000905781
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,20480920468e1d72,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-23 16:41:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!decwrl!ucbvax!info-atari
From: TETHER@HARVHEP.BITNET
Newsgroups: net.micro.atari
Subject: TDI MODULA-2 BUGS AND GRIPES.
Message-ID: <8602240041.AA05368@ucbvax.berkeley.edu>
Date: Sun, 23-Feb-86 19:41:53 EST

Article-I.D.: ucbvax.8602240041.AA05368
Posted: Sun Feb 23 19:41:53 1986
Date-Received: Wed, 26-Feb-86 05:47:36 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 99

There are a number of bugs in the InOut module for TDI's Modula-2 compiler. I saw recently on info-atari that someone was having touble reading integers from a disk file. Here's why:

Procedure Read does not convert CR-LF pairs to a single EOL character, but returns both characters individually.

Procedure ReadString does not stop reading when it finds a trailing space, but goes up to the next control character. Since ReadCard and ReadInt use ReadString, if you try to read several integers or cardinals from a single line, you will get a runtime error (#9) because a string with embedded blanks is not valid for conversion to those types.

Due to the bug in Read described above, ReadString will find a null string at the end of every line, sandwiched between the CR and LF.

Procedure Read sets the Done flag to FALSE one character too soon. Upon returning from Read after reading the last character in a file, I find that Done = FALSE. That should be so only after a Read call made AFTER the last character has been input. Done is a signal that Read HAS failed, not that it WILL fail.

Variable termCH is always set to 0C after a call to ReadString, ReadCard, or ReadInt. While it is true that 0C is used internally by TDI Modula-2 to terminate strings, termCH is supposed to be the character on the EXTERNAL medium that caused the procedure to stop reading, e.g., a space, a control character, or EOL.

Procedure Write, when called with EOL as the argument, just writes the one character. Therefore, Write(EOL) is not equivalent to WriteLn, which writes CR-LF.

The following, while not exactly bugs, I consider to be annoying mis-features:

Although the OpenInput and OpenOutput procedures take a string argument called defext, it is ignored. I think that the argument is allowed only for compatibility with other implementations of Modula-2, but the manual doesn't say that.

The screen is not placed in some standard state when a Modula-2

> program starts. Therefore, where the first output appears depends upon where a previous program left off, which might be anywhere. I would like to have the screen cleared and the cursor homed automatically on start-up. There seems to be no simple way to do this myself without using VDI.
>
> A null string "" is allowed as an argument to a procedure that has a VAR ARRAY OF CHAR formal parameter, as is a string with multiple characters. A one-character string constant is not, being considered as type CHAR. Apparently this is due to the fact that open array parameters must be declared VAR, that type CHAR is not compatible with ARRAY OF CHAR but only assignment compatible, and that the types of arguments given for VAR parameters must be compatible with the type of the formal. Whew! Isn't this taking strict typing too far?

I called the TDI offices in Dallas about the bugs, and will be sending them documentation sometime this week. I was told that it will probably be a couple of months before fixes are sent out, partly because all development work is done in England, partly because a new release of Modula-2 is planned for then anyway.

To tide me over until then, I am going to write a new implementation module for for InOut. I will gladly share it with anyone who wants it, but I would like to make it as "standard" as possible. There are a few details of the implementation that Wirth does not make clear in "Programming in Modula-2" (second edition).

> Under what circumstances should ReadString return a null string? From Wirth's description, it seems that it returns a null string at the end of every line that has more than one trailing blank. That would be a nuisance if you're trying to read a text file word by word.
>
> Shouldn't leading tabs be skipped by ReadString as well as leading blanks?
>
> What provision is to be made for signalling end-of-file for terminal input? A program that tests the Done flag should be able to read from a terminal as well as from a disk file.
>
> Assuming that ReadCard and ReadInt use ReadString, what should they do if they read a null string: return zero, cause a run-time error, or keep reading (with a prompt for terminal input)?

Let's have some discussion about this. After all, programs using InOut are supposed to be portable.

Stephen Tether
MIT Physics Dept. (UA1 group)
SAT@MIT-MC   (ARPANET)
TETHER@MITLNS (BITNET)

From -4597782854406546514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,afc0db8defda13b8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-23 20:14:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!ucdavis!ucbvax!info-atari
From: UC.BRI%DEEP-THOUGHT@EDDIE.MIT.EDU (Brian Totty)
Newsgroups: net.micro.atari
Subject: Is this the right address
Message-ID: <12185810242.30.UC.BRI@DEEP-THOUGHT.MIT.EDU>
Date: Sun, 23-Feb-86 23:14:54 EST
Article-I.D.: DEEP-THO.12185810242.30.UC.BRI
Posted: Sun Feb 23 23:14:54 1986
Date-Received: Wed, 26-Feb-86 20:09:15 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

If this is the right address for info-atari, then I would
appreciate it if you would add me to the subscription. If
this isn't the right address, then I guess I'll be getting this
letter back soon...

--- Bri

From -7114700233005064938
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,ea5dcc289cd0262d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-24 02:09:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!ucdavis!ucbvax!info-atari
From: info-atari-request@SU-SCORE.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8602241009.AA13233@ucbvax.berkeley.edu>
Date: Mon, 24-Feb-86 05:09:04 EST
Article-I.D.: ucbvax.8602241009.AA13233
Posted: Mon Feb 24 05:09:04 1986
Date-Received: Wed, 26-Feb-86 20:06:27 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From 8731110424551053013
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,ea5dcc289cd0262d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-24 02:12:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!ucdavis!ucbvax!info-atari
From: info-atari-request@SU-SCORE.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8602241012.AA13283@ucbvax.berkeley.edu>
Date: Mon, 24-Feb-86 05:12:01 EST
Article-I.D.: ucbvax.8602241012.AA13283
Posted: Mon Feb 24 05:12:01 1986
Date-Received: Wed, 26-Feb-86 20:06:42 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From 5045381083786284172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,767a3d025027fd0f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-24 04:39:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!ucdavis!ucbvax!info-atari
From: kalagher@MITRE.ARPA (Richard Kalagher)
Newsgroups: net.micro.atari
Subject: 800 memory boards
Message-ID: <8602241239.AA07890@mitre.ARPA>
Date: Mon, 24-Feb-86 07:39:24 EST
Article-I.D.: mitre.8602241239.AA07890
Posted: Mon Feb 24 07:39:24 1986
Date-Received: Wed, 26-Feb-86 20:07:32 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 1

Does anyone know where I can get memory boards for an Atari 800?

From -9131531741692024757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,df9f701197c4a224,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-24 04:58:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!ucdavis!ucbvax!info-atari
From: camis..ajb@MITRE.ARPA (ajb@mitre)

Newsgroups: net.micro.atari
Subject: Action! arguments
Message-ID: <8602241258.AA08270@mitre.ARPA>
Date: Mon, 24-Feb-86 07:58:53 EST
Article-I.D.: mitre.8602241258.AA08270
Posted: Mon Feb 24 07:58:53 1986
Date-Received: Wed, 26-Feb-86 20:08:32 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 29

From: MWUNIX::"NEP.PGELHAUSEN@AMES-VMSB.ARPA" 21-FEB-1986 21:17
To: ajb@mitre
Subj: --- Compiler from Action! ---

Have heard nothing further, sorry. Next time I get to the OSS BBS
I will leave a note there, but there is no guarantees as to when
I shall call them next....

Also, have you a routine that will translate Action! format arguments
onto the stack (ala Basic USR call) so that all the nifty routines
written to use with basic could be directly ported to Action! with
just the addition of the USR interface?

```
PROC Grebnitz=*()
[ numbers numbers numbers ]

...

USR(Grebnitz, arg1, arg2, arg3);
```


If you have no idea, perhaps you could forward this query to the
INFO-ATARI8 list in general. If I don't hear from you in a couple
of days, I might get around to doing it myself....

              -Richard Hartman
              max.hartman2ames-vmsb

From 1103248806162683661
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5bfff1128e76ec63
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-24 08:22:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.atari
Subject: Re: accessing CPM/68K on the 520ST

Message-ID: <429@ccivax.UUCP>
Date: Mon, 24-Feb-86 11:22:10 EST
Article-I.D.: ccivax.429
Posted: Mon Feb 24 11:22:10 1986
Date-Received: Sat, 1-Mar-86 04:34:17 EST
References: <8602181908.AA07989@mitre-bedford.ARPA> <285@drivax.UUCP>
Reply-To: rb@ccivax.UUCP (What's in a name ?)
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 51
Keywords: CP/M-68K, GEMDOS, TOS

In article <285@drivax.UUCP> holloway@drivax.UUCP (Bruce Holloway) writes:
>Agh, what does COMPUTE! magazine know about anything? The GEM Desktop (and
>GEM in general) is NOT built on CP/M-68K. CP/M-68K doesn't support sub-
>directories (aka folders), so we wrote a new operating system called GEMDOS
>(renamed by Atari to TOS) that supported subdirectories and an MS-DOS
>compatible file system.
>Bruce Holloway
>Digital Research, Inc.
>60 Garden Court
>Monterey, CA 93942
>....!ucbvax!hplabs!amdahl!drivax!holloway

From the horses mouth yet!!

Since he's to modest to point it out, GEMDOS has many other nice
characteristics that CP/M didn't, like direct interface to high level
languages like C (especially C). This eliminates the need for the
time consuming "glue", of interface routines that stuff things from
the stack into registers, and back. The calling technique is not
much different from UNIX calling proceedure. Push arguments, trap,
pop or "drop" arguments, you're done.

To answer the original question (interfaces to OS calls), you may
find "ST Internals" and "Gem Programmers Guide" from ABACUS to be
quite useful. These books are about $20 each. The developers kit
is a good investment if you want to do some heavy programming.

Important note if you use the DRI C compiler, it uses 16 bit "Ints".
Assignment of ints to pointers, even with casting, is non-portable.
Using 16 bit Ints make things run lots faster too.

There are several good "shells", ranging from the command.prg, to
one that has most of the features of csh.

Since DRI is on the net, maybe they can tell us more about TOS/GEMDOS
re-entrancy and multitasking capabilities. Assuming we know about
the 6 desk accessories plus various drivers, is it possible to add
a real-time clock interupt handler that can do the AES calls automatically?
(AES "Application Environment Services" is like the "system scheduler"
in UNIX, but currently has to be "called" periodically to give other
processes a chance to execute.)

Any plans for multiple forground tasks?

Any plans for multiple background tasks?

Pre-emptive multitasking?

Assuming there were some tradoffs to make the forground application
run faster, is it possible to alter these tradoffs? If it is trivial,
could you give us some hints?

From -1262978180435817944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2f759acfb05a4b66
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-24 08:34:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!hao!
hplabs!pesnta!pyramid!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP
Newsgroups: net.micro.atari
Subject: Re: Command Interpreters
Message-ID: <280@imagen.UUCP>
Date: Mon, 24-Feb-86 11:34:45 EST
Article-I.D.: imagen.280
Posted: Mon Feb 24 11:34:45 1986
Date-Received: Fri, 28-Feb-86 23:03:58 EST
References: <8602201913.AA22345@ucbvax.berkeley.edu>
Organization: The Houses of the Holy
Lines: 29

> David's address:
>
> Beckmeyer Development Tools
> 592 Jean Street #304
> Oakland, CA 94610
>
> He has also mentioned on CompuServe that he has a *multitasking* kernel
> for the ST called Micro-RTX, and will send the specifications to those
> interested. Not sure if he's shipping it yet. This kernel is for
> development on the ST only, and is not designed as a general multitasking
> environment.
>
~~~~~~~~~~~~~~~~~~~~\ lineater, \~~~~~~~~~~~~~~~~~~~~~~~~~

i just downloaded a demo (that dave uploaded) of Micro_RTX, if
there is enough interest i will post it and the accompaning
documentation. In the meantime if you send me email i will be glad
to send you a copy (uuencode'd).
--

     The master is not yet married, nor do I think he ever will be.
                -Rocky Horror Picture Show
~~~~~~~~~~~~~~~~~~~~

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-8101
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From -1346375319834530400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c29014038ef6a163,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 140593,c29014038ef6a163,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-02-24 09:30:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!qantel!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari,net.micro.atari16
Subject: 1040ST graphics coprocessor
Message-ID: <440@aum.UUCP>
Date: Mon, 24-Feb-86 12:30:51 EST
Article-I.D.: aum.440
Posted: Mon Feb 24 12:30:51 1986
Date-Received: Wed, 26-Feb-86 20:51:12 EST
Distribution: net
Organization: The Aurora Systems Bunch
Lines: 11
Xref: linus net.micro.atari:2860 net.micro.atari16:18

Does anyone (specifically at Atari) know whether there is going to
be a place on the 1040's pc board for the Blit-coprocessor? Will
people who buy the first rev of the 1040 be able to upgrade?
(for people who have not heard of the Blit-chip see March Byte)
thanks in advance...
--
Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From 8277743991561445701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1de5a164f69e7e1
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15c82e,3e6169207777cac8,start
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-25 07:35:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP

Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari,net.micro.atari8
Subject: Re: --- Density ---
Message-ID: <696@mtuxn.UUCP>
Date: Tue, 25-Feb-86 10:35:55 EST
Article-I.D.: mtuxn.696
Posted: Tue Feb 25 10:35:55 1986
Date-Received: Fri, 28-Feb-86 04:43:37 EST
References: <8602190116.AA00406@ucbvax.berkeley.edu>
Reply-To: rb@mtuxn.UUCP (01161-R.BOTWIN)
Organization: AT&T Information Systems, Holmdel NJ
Lines: 53
Keywords: density, percom
Xref: watmath net.micro.atari:2904 net.micro.atari8:8

[]
In response to numerous requests, I am posting some info on drive density
switching:

To change density, you must call SIO, after setting up the IOCB as follows:

Device=$31   (D)
Unit= Drive #
Command= $4E (N) to READ CONFIG
       = $4F (O) to WRITE CONFIG

Byte Count = 12
Aux Bytes= (not normally used, but some DOS's use as part of formatting)

Also a "P" command is supported by some drives (like INDUS) to reconfigure
on demand prior to formatting.

The bytes transferred are:

byte 0: Tracks per side (40 std)
     1: Drive step rate (west. dig. std....0 fast 3 slow)
     2: zero (hi-byte of sectors/trk)
     3: sectors per track (18 for std...26 for 1050 mode)
     4: number of sides (0=single 1=double)
     5: disk type:
         bit 2: (0=single den, 1=double den)
         bit 1: (0=5-1/4"   1=8 ")
     6: hi-byte bytes/sector (0 for 810 compat)
     7: lo-byte bytes/sector (128 for 810   256 for double den std)
     8: translation byte:
         bit 7: (1=40 trk on 80 trk drive)
         bit 6: always 1 ...indicates drive present
         bit 1: 1= make boot sectors (1-3) full size
         bit 0: 1=sectors numbered 0-17 not 1-18
     9-11: undefined

These bytes are transferred TO the progran on a read config, modifications
may be made, and a WRITE CONFIG will change the desired options.

The comment about it not working on an 810 is specious....Obviously
these commands will only work on configurable drives...like PERCOM, INDUS,
ATR8000 controller, etc.

On more note; thos using MYDOS are prompted for these options when using
menu selection P from DOS...It internally generates the CONFIG command
and executes it. I have placed a BASIC program to configure drives on
some ATARI bulletin boards, but I'd have to look for a copy now...
It's been several years since I wrote it!

     Rob Botwin, N2FC
.....{utah-cs|seismo|decvax}!harpo!eagle!houxm!mtuxo!mtuxn!rb
ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
FJ 1B-130

From 3158042702221356657
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c9055a590a4929c4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-25 09:20:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ttidcb.UUCP
Path: utzoo!linus!philabs!ttidca!ttidcb!jackson
From: jackson@ttidcb.UUCP (Dick Jackson)
Newsgroups: net.micro.atari
Subject: Advice Wanted - Need to Get my 800XL Up Fast!
Message-ID: <690@ttidcb.UUCP>
Date: Tue, 25-Feb-86 12:20:14 EST
Article-I.D.: ttidcb.690
Posted: Tue Feb 25 12:20:14 1986
Date-Received: Wed, 26-Feb-86 20:55:40 EST
Organization: TTI, Santa Monica, CA.
Lines: 10

*
*
*
Help! I am already to do my income taxes on my 800XL when it develops
this problem of not reading certain keys on the keyboard. What is my
best strategy for a quick fix? Buy another or repair? I live in the
LA area. Can anyone recommend either a source for a quick replacement or
a repair shop than can do the job speedily and conveniently for me?

Thanks in advance,   Dick Jackson

From -9038074967717133425
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,73b6636c7edbc18e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-25 09:55:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!lll-crg!lll-lcc!dual!decwrl!dec-rhea!dec-pulman!peters
From: peters@dec-pulman.UUCP
Newsgroups: net.micro.atari
Subject: ST Font Loader problem
Message-ID: <1369@decwrl.DEC.COM>
Date: Tue, 25-Feb-86 12:55:36 EST
Article-I.D.: decwrl.1369
Posted: Tue Feb 25 12:55:36 1986
Date-Received: Fri, 28-Feb-86 23:04:52 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 23

Some of you ST owners may have gotten a copy of the desk accessory called "ST Font Loader", as described in the January 1986 issue of Antic. It does a really nice job of redefining the standard font used by the ST for all its text. There are about a dozen font files available.

Unfortunately, this program does not work with TOS in ROM, as one of the authors, Patrick Bass, hints might happen in one of the early paragraphs of the article. Just to check if this problem had been corrected, I just called Antic and talked to Patrick. He said the main thrust of the article was tutorial in nature, rather than describing a solid application. The problem, he said, was that the program directly overwrote the character set used by the ST. This character set is now is ROM. A workaround would be to store a character set in RAM, and change the character set pointer so that it points at the RAM version. However, he has no plans to do this in the forseeable future. (Too bad, I wanted an updated copy for our club's library.)

Sooo, looks like a good project for someone out there!

/Don Peters, Digital, 617-689-1242/

...decvax!decwrl!dec-rhea!dec-pulman!peters

From 261911685629633769
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 159df4,8f534cc21963994,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 152df8,8f534cc21963994,start
X-Google-Attributes: gid152df8,public
X-Google-Thread: 1517c1,8f534cc21963994,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,642bfa3def74e16c
X-Google-Attributes: gid142096,public

X-Google-ArrivalTime: 1986-02-25 10:53:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!think!harvard!seismo!
rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac,net.micro.68k
Subject: Re: A 'generic 68K OS' needed
Message-ID: <431@ccivax.UUCP>
Date: Tue, 25-Feb-86 13:53:42 EST
Article-I.D.: ccivax.431
Posted: Tue Feb 25 13:53:42 1986
Date-Received: Sat, 1-Mar-86 01:20:22 EST
References: <1270@caip.RUTGERS.EDU> <408@ccivax.UUCP> <170@ttidcc.UUCP>
Reply-To: rb@ccivax.UUCP (What's in a name ?)
Followup-To: net.micro.68k
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 37
Xref: watmath net.micro.amiga:2156 net.micro.atari:2918 net.micro.mac:4883
net.micro.68k:1522

Since I've been making a lot of noise on this subject, I thought I would
follow up with a different view.

For those in 68K who were just included, the question has been raised
as to the possibility of a "Standard OS" for the 68K machines such
as Amiga, Atari, and MacIntosh. Unix and OS-9 have been proposed
and discussed at length in both net.micro.amiga and net.micro.atari.
Consensus thus far has been that Unix has expensive requirements
(MMU, Memory, and Hard disks) which would cause prohibitive pricing.
OS-9 is a "hot contender", but seems not to be well supported. Since
the focus of this debate involves current and future small, graphics
oriented 68K machines, followups should be made to net.micro.68k.
Any and all systems should be discussed.

Ideal candidates should:
Be multi-tasking (True pre-emptive).
Include "Virtual Device Interface" for graphics devices.
Support a "generic graphics file" storage/transfer mechanism for allowing
     use between applications and machines.
Be portable to a number of machines (particularly Mac, Amiga, and ST)
  preferably using the "BIOS/XBIOS" or whatever low level drivers are
  currently in the machines ROM. If it can run on a SUN or something
  big and powerful, so much the better.

Other factors:
Ease of use to both application programmers and end-users.
Hardware requirements (no MMU, small memory, floppy disks).
Expandability (adding drivers without re-linking, sharability of driver code).
Modularity (Runnable with or without graphics "Desk Top"...)
Language support.
Price.

To start, let's make it a "brainstorming session".

For a given OS, tell what is good about it, where the "missing pieces"
might be found, special features, third party support,etc..

Let's try to avoid shooting things down initially.

From -2218850701267395456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ef1b128d59a3ec9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-26 10:59:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: Re: TDI Modula ST InOut implementation (actually TextIO)
Message-ID: <1475@gitpyr.UUCP>
Date: Wed, 26-Feb-86 13:59:38 EST
Article-I.D.: gitpyr.1475
Posted: Wed Feb 26 13:59:38 1986
Date-Received: Fri, 28-Feb-86 07:01:19 EST
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Organization: Georgia Institute of Technology
Lines: 95

   Re: the recent note pointing out the deficiencies of the TDI InOut
   module:

   Actually, I think the problem lies in the TextIO module. I've had
similar problems to those described while using TextIO. Here's what I'm
trying to read: a file of CARDINALs (one to a line):

```
1
2
3
4
etc...
```

I was trying to use:

```
 LOOP
    TextIO.REadCard (stream, c);
    TextIO.REadLn (stream);
 END;
```

but unfortunately, TextIO doesn't work as you'd expect (so what's new?)

Here's what I've actually had to do in order to get this to work: I've
changed the file format to put a blank line in between each CARDINAL. Thus:

```
1
```

```
2

3

4
etc.

and i've had to change my code to:

 LOOP
    TextIO.REadCard (stream, c);
    TextIO.REadLn (stream);
    TextIO.REad (stream, DUMMYCHAR);
 END;

talk about a kludge...

-------------------------------------------------------------

Also, I've noticed that the TDI compiler doesn't check function return
value types, thus:

   PROCEDURE p () : Pointer1Type;
   VAR
      p2 : Pointer2Type;

   BEGIN
      RETURN p2;
   END p;

is *NOT* flagged as an error.

-------------------------------------------------------------

Also, I've had trouble using Strings.  Say you have a proc:

   PROCEDURE p (VAR str : ARRAY OF CHAR);

You can't call:

   p ('this is a string constant');

But you can do:

CONST str = 'this is also a string constant';

  p (str);

-------------------------------------------------------------

Also, when I try to use a Set constant with about 30 elements (they *say*
that they can handle them...) then do a:
```

```
   IF MyVar IN BigConstantSet THEN
    ...

I get MUSHROOMS from the COMPILER !!!!
```

=-=-=-

pattern index, and fill color.

Some of the graphics calls are:

v_pline... draw a polyline
v_gtext... draw text
v_fillarea... draw a filled polygon
v_contourfill... perform a flood fill
vr_recfl... draw a filled rectangle
v_arc... draw an arc
v_pieslice... draw a pie slice
v_circle... draw a circle
vs_color... set one of the palette colors
set_color... set polyline color
set_type... set polyline type (solid, dashed, etc.)
set_effect... set text special effects (bold, italic, etc.)
set_interior... set fill interior style (hollow, solid, dots, etc.)

There are _lots_ more -- you really need the book to get all the parameters.

--->Neil @ Atari
    Usenet: ...lll-crg!vecpyr!atari!neil
    CIS: 70007,1135
    BIX: neilharris

From 2818897996865283368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1de5a164f69e7e1
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15c82e,3e6169207777cac8
X-Google-Attributes: gid15c82e,public
X-Google-ArrivalTime: 1986-02-26 12:18:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site laidbak.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!laidbak!njd
From: njd@laidbak.UUCP (Nicholas J. DiMasi Jr.)
Newsgroups: net.micro.atari,net.micro.atari8
Subject: Re: --- Density ---
Message-ID: <727@laidbak.UUCP>
Date: Wed, 26-Feb-86 15:18:17 EST
Article-I.D.: laidbak.727
Posted: Wed Feb 26 15:18:17 1986
Date-Received: Sat, 1-Mar-86 03:33:15 EST
References: <8602190116.AA00406@ucbvax.berkeley.edu> <696@mtuxn.UUCP>
Reply-To: njd@laidbak.UUCP (Nicholas J. DiMasi Jr.)
Organization: LAI Chicago
Lines: 10
Keywords: density, percom
Xref: watmath net.micro.atari:2921 net.micro.atari8:20
Summary:

I would like to add that MYDOS is not the only DOS that provides

a command to configure (incl. switch density) such disk drives.
DOS XL (from OSS) provides a CONFIG command that lets you specify
single or double density and single or double sided for each
drive. (My Percom drives will change density, but are only
single sided, so I can't vouch for the usefulness of the
single/double-sided switching.)

Nick DiMasi
Lachman Associates, Inc.

From 7729620977362682661
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,999ee9160bdf1062
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-26 17:17:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!lll-crg!lll-lcc!vecpyr!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari
Subject: Re: 520ST prices
Message-ID: <124@atari.UUcp>
Date: Wed, 26-Feb-86 20:17:43 EST
Article-I.D.: atari.124
Posted: Wed Feb 26 20:17:43 1986
Date-Received: Sat, 1-Mar-86 17:25:19 EST
References: <500041@iuvax.UUCP>
Organization: Atari Corp/Mktg
Lines: 23

In article <500041@iuvax.UUCP>, franco@iuvax.UUCP writes:

> I just spoke with aa Atari retailer in Indianapolis that is offering some
> pretty good prices on ST stuff.
>
>   The price includes only the software that comes with the particular
>   machine you buy. If you want all free software that Atari will
>   eventually make available (NEOCHROME, STBASIC, LOGO, STWRITER) you should
>   also include about four disks and $20 copy charge or $50 for a package of
>   disks some of which will be used to copy the above onto (you keep all ten
>   disks).

Since BASIC and Logo comes packed in _every_ ST we have sold for the last 2
months, and we are also packing 1st Word and Neochrome currently, there is
something fishy about the copy charges. Legally, a dealer _cannot_ copy
BASIC, Logo, or 1st Word. We have granted permission to copy Neochrome and
ST Writer for free. $5 apiece is a tad steep for copying 2 disks.

--->Neil @ Atari
    Usenet: ...lll-crg!vecpyr!atari!neil
    CIS: 70007,1135
    BIX: neilharris

Atari BBS: 408-745-5308

From 5048027694832243953
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,999ee9160bdf1062
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-26 17:19:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!lll-crg!lll-lcc!vecpyr!atari!neil
From: neil@atari.UUcp (Neil Harris)
Newsgroups: net.micro.atari
Subject: Re: 520ST prices
Message-ID: <125@atari.UUcp>
Date: Wed, 26-Feb-86 20:19:23 EST
Article-I.D.: atari.125
Posted: Wed Feb 26 20:19:23 1986
Date-Received: Sat, 1-Mar-86 17:09:21 EST
References: <500041@iuvax.UUCP> <500042@iuvax.UUCP>
Organization: Atari Corp/Mktg
Lines: 10

In article <500042@iuvax.UUCP>, franco@iuvax.UUCP writes:
>
> I left out that the $800.00 ST has a guarantee. (apparently a seller
> of STs has the option not to include a guarantee - in that case the
> distributor knocks off about 4% or 6% (I can't remeber which))

Oh no!!!!! Lets get this straight -- the dealer gets a discount for
providing service. All machines are guaranteed!!!!

--->Neil @ Atari

From -5735520230489584907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,680498a76f1d4d55,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-27 06:06:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!dec-rhea!dec-oblio!earle
From: earle@oblio.DEC (Re-entrant list structures alter DNA)
Newsgroups: net.micro.atari
Subject: Atari 1040ST
Message-ID: <1402@decwrl.DEC.COM>
Date: Thu, 27-Feb-86 09:06:18 EST
Article-I.D.: decwrl.1402
Posted: Thu Feb 27 09:06:18 1986
Date-Received: Sat, 1-Mar-86 04:08:42 EST
Sender: daemon@decwrl.DEC.COM

Organization: Digital Equipment Corporation
Lines: 15

Well, back to gossip...

You should all be satisfied with Byte magazine now. It has chosen the 1040ST
to become the computer that will head the March issue; the second time; whereas
the Amiga has only shown up once in the Byte headlines...

And away we go...

George Earle
DECVAX!DECWRL!RHEA!OBLIO!EARLE

From -326652164798558036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f475224d2fbe19d6,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 140593,f475224d2fbe19d6,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-02-27 11:41:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!saber!imagen!
turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari16,net.micro.atari
Subject: 5 1/4" drives on the ST
Message-ID: <283@imagen.UUCP>
Date: Thu, 27-Feb-86 14:41:24 EST
Article-I.D.: imagen.283
Posted: Thu Feb 27 14:41:24 1986
Date-Received: Sat, 1-Mar-86 22:34:02 EST
Distribution: net
Organization: The Houses of the Holy
Lines: 16
Xref: watmath net.micro.atari16:62 net.micro.atari:2940

~~~~~~~~~~~~~~~~~~\ lineater, \~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

awhile ago there was an article on connecting IBM PC 5 1/4" drives
to the ST, does anyone remember where the article was published ?
has anyone tried it ? any horror stories ?
--

     The master is not yet married, nor do I think he ever will be.
                -Rocky Horror Picture Show
~~~~~~~~~~~~~~~~~~

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-8101
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From -6846201717962616106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3538169783d986eb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-27 18:12:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucsfcca.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ucsfcgl!ucsfcca!root
From: root@ucsfcca.UUCP (Computer Center)
Newsgroups: net.micro.atari
Subject: Carriage_Returns Line_Feeds New_lines
Message-ID: <444@ucsfcca.UUCP>
Date: Thu, 27-Feb-86 21:12:25 EST
Article-I.D.: ucsfcca.444
Posted: Thu Feb 27 21:12:25 1986
Date-Received: Sat, 1-Mar-86 18:07:28 EST
Distribution: net
Organization: UCSF Computer Center
Lines: 37

The American National Standrds Institute document ANSI X3.4-1977
titled "Code for Information Interchange" is the reference source
for ASCII.

There are items on page 10 (Line Feed and Carriage Return) and on
page 17 (Interoperation of "LF" and "NL" ASCII Equipment).

The page 10 entries clearly state that a single character "New Line"
function should use the "Line Feed" character for this function, i.e.
the existence of such a function is context dependent but if defined
it is to use the hex 0A code. This is the convention that Unix uses
for internal storage of text.

In any case the "Carriage Return" has no standing as a "New Line"
character. This is certainly appropriate since we need to use it
on many printers for overstrike functions, e.g. underlining.

Some brain damaged systems designed by people ignorant of the standard
actually store both the "Carriage Return" and "Line Feed" within data
files as a line break code, thereby wasting an average of 2 - 5 % of
the file storage space and complicating the programs which deal with
these files.

The item on page 17 defines the combinations to be used in sending

to mechanical devices so that the action produced will be consistent
whether the device follows the "New Line" interpretation of code hex 0A
or not.

If conversions of the single character representation to a two (or more)
character representation are desired this is appropriately done at the
device driver level (and is universally available in Unix terminal port
drivers).

The writer who complained of getting standard representation in files
transferred from Unix to another operating system has a deficient
file transfer program for the environment (between two operating
systems) in which it was used.

From -1256108722922897301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9f809ba5f5d3ba02,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9f809ba5f5d3ba02,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-02-28 13:42:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site alice.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!d
From: d@alice.UucP (Daniel Rosenberg)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Amiga pays Atari?
Message-ID: <5057@alice.uUCp>
Date: Fri, 28-Feb-86 16:42:38 EST
Article-I.D.: alice.5057
Posted: Fri Feb 28 16:42:38 1986
Date-Received: Sat, 1-Mar-86 17:45:43 EST
Organization: Bell Labs, Murray Hill
Lines: 15
Xref: watmath net.micro.amiga:2175 net.micro.atari:2925

Dear Folks on net.micro.{amiga,atari}:

There's the guy (an Atari-owner, and a rather proud one) who tells
me something about since the original Amiga development work was
done at Atari, that with every Amiga sold, Commodore pays a
commission of some sort to Atari. Is there any truth to this?
Responses from people at C-Amiga and/or Atari (Mr. Dyer?) would
be greatly appreciated.

Much thanks,

--
###
Daniel Rosenberg / Bell Labs / Murray Hill / I disclaim.
{ihnp4;allegra;research}!alice!d || {ihnp4;allegra;research}!charm!dan

From 3403625530557559423
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b5ec2b0f91e138d2,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,b5ec2b0f91e138d2,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 142096,b5ec2b0f91e138d2,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,b5ec2b0f91e138d2,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1986-02-28 15:03:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site mit-prep.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!mit-hermes!mit-prep!x
From: x@mit-prep.ARPA (Dean Elsner)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac,net.micro.68k
Subject: Re: A 'generic 68K OS' needed
Message-ID: <10@mit-prep.ARPA>
Date: Fri, 28-Feb-86 18:03:27 EST
Article-I.D.: mit-prep.10
Posted: Fri Feb 28 18:03:27 1986
Date-Received: Sun, 2-Mar-86 19:01:16 EST
Organization: The MIT AI Lab, Cambridge, MA
Lines: 61
Xref: watmath net.micro.amiga:2200 net.micro.atari:2942 net.micro.mac:4937
net.micro.68k:1535

Bias: I *LIKE* inter alia RSX-11. I realise I may be the last person in
North America to do so.

Idea: Could O/S hackers please make the file system detachable from the
rest of the O/S? This requires treating file systems like they
existed at the other end of a network, and doing remote procedure
calls like "create a directory entry for file X and give it name Y".

An immediate benefit of this is that when you plug a FOO-format
diskette (or binary file) into a BAR-machine all your ordinary
utilities keep working but they use a different name for the
diskette drive in order to use a different file-system server.

More: To do this, you distinguish between a "device-driver" which hides
those details of hardware to horrible for ordinary mortals to
behold and a "file-system" which assigns meanings to the bit
ingested and egested by the device-driver. Not only is this
wonderfully useful for disk file systems (eg using Un*x utilities
to help manipulate CP/M disks) but the same idea fits very well
with terminals. You use a "crt server" to do such things as
"scroll window" and this is converted into messages for a "device
driver" which tickles the screen to acheive the task.

EG: DEC (perhaps to protect some marketroid's career by inventing one
more artificially distinct product) sells different flavors of

files-11 on different (PDP-11 based) boxes. I recently moved a lot of my file utilities (written in C) from an RSX box (where I had to use numbered, non-heirachical directories) to another PDP-11 in a terminal, which had named, heirachical directories. All my programs worked 1st time on these new directories & file names. By the way, I *ONLY TRANSFERED THE BINARIES*. No compilation was needed to let the programs work with a 'new' file system. I also moved some utilities (for which I had no sources) and they worked 1st time too.

Refer: RSX-11 has "Ancillary Control Process"s (ACPs) for file systems. They mix and match with "Device Drivers" which bend the bits. (I know about "class drivers" Virginia, but this is complex enough without recursion, reliability etc issues!) Likewise they have "ACD"s for terminals. Since Vaxen are ubiquitous (and often more 'respectable' you might want to read about ACPs (same concept) on vaxen.

I realise that the usual "Un*x is good enough, don't force users to learn more concepts that they need" argument applies. I suggest that the discipline of embedding remote proceedure calls into your operating system (just so it can survive the '80s) will both help you to better organise the un*x concepts and may allow you to flush certain concepts that become redundant as other concepts are generalised for a network environment.

If you don't think the "un*x concepts are good enough" argument applies, I could be persuaded to post a similar rave about why I think embedded delimiters in files (eg '\n' in un*x) are a lose. My counter-examples would be based on files-11 (because so many people have access to it) but I got the idea from CDC 60-bit machines and refined it making pdp-11s emulate IBM mainframes (faster that real time!!).

I trust (of course) all you O/S hackers will distribute source code to the net. This will give users enough confidence that *someone* near them will maintain the O/S that they will be happier to commit to the O/S.
--
x@prep.ai.mit.edu Disclaimer: I am not me.

From 7168001623227597652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4afd32d867cbdab9
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 140593,c2cc6699280b1a7b,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-02-28 17:35:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!harvard!seismo!rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.atari,net.micro.atari16
Subject: Re: Ram disks - Ram Cache?
Message-ID: <442@ccivax.UUCP>
Date: Fri, 28-Feb-86 20:35:46 EST

Article-I.D.: ccivax.442
Posted: Fri Feb 28 20:35:46 1986
Date-Received: Tue, 4-Mar-86 01:26:04 EST
References: <12267320@ee.UUCP> <500044@iuvax.UUCP>
Reply-To: rb@ccivax.UUCP (What's in a name ?)
Followup-To: net.micro.atari16
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 11
Xref: watmath net.micro.atari:2944 net.micro.atari16:75

Does anybody know of a good RAM CACHE program or algorythm?
Asynch read-ahead, and write would be nice, along with demand
based purging.

Such things are available for other machines, and appearantly
save you some of the grief of powering down the ram disk before
you've put it back on floppy. I've also heard they're real nice
with hard drives. I know very little about them exept that they
make a machine look like it's running faster.

Is this an OS/Driver hack?

From 5978188445922865040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fb4db10129fddd13,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-01 07:29:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.PCS 1/10/84; site mtgzy.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mtuxo!mtgzy!ker
From: ker@mtgzy.UUCP (k.e.roser)
Newsgroups: net.micro.atari
Subject: 520ST Service Troubles
Message-ID: <1618@mtgzy.UUCP>
Date: Sat, 1-Mar-86 10:29:36 EST
Article-I.D.: mtgzy.1618
Posted: Sat Mar 1 10:29:36 1986
Date-Received: Sun, 2-Mar-86 02:34:09 EST
Organization: AT&T Information Systems Labs, Holmdel NJ
Lines: 17

I bought a 520ST on January 4, 1986 and it promptly self-destructed
within a few weeks (Power supply went bad, putting out excess voltage,
thus destroying keyboard). The machine was returned to the dealer
on January 16th who promptly sent it to the distributor who in
turn supposedly (?) sent it to the service center.

Well, it is now March 1, 1986 and I have not seen my 520 since January
16th. Repeated calls to the distributor are always answered with
"You'll have it next week".

I do not want to name the parties involved at this time because there

may be a good excuse for the delay (even though I don't know what
that excuse could possibly be). What I do want to do is let the
net know that service on an ATARI 520 can be a headache!!

Has anyone else had such an experience and can you recommend how I
can get my 520 back?

From 2668099079490609466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,999ee9160bdf1062
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-01 09:34:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST prices
Message-ID: <500045@iuvax.UUCP>
Date: Sat, 1-Mar-86 12:34:00 EST
Article-I.D.: iuvax.500045
Posted: Sat Mar 1 12:34:00 1986
Date-Received: Tue, 4-Mar-86 05:13:21 EST
References: <500041@iuvax.UUCP>
Lines: 8
Nf-ID: #R:iuvax:500041:iuvax:500045:000:293
Nf-From: iuvax!franco   Mar 1 12:34:00 1986

All of what I said in this note is what I was told by the dealer.
Buyer Beware.
Thanks, Neil, for getting things straight

Incidentally, the dealer really is under the impression that there are
two prices - one with guarantee and one without. Also, it seems I have
heard this someplace else.

From 8375478832841802939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e437376ad6b2195,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 140593,3e437376ad6b2195,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-03-01 20:10:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site harvard.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!olson
From: olson@harvard.UUCP (Eric Olson)
Newsgroups: net.micro.atari16,net.micro.atari
Subject: Atari stock symbol request

Message-ID: <746@harvard.UUCP>
Date: Sat, 1-Mar-86 23:10:34 EST
Article-I.D.: harvard.746
Posted: Sat Mar 1 23:10:34 1986
Date-Received: Mon, 3-Mar-86 01:32:13 EST
Reply-To: olson@harvard.UUCP (Eric olson)
Distribution: net
Organization: Aiken Comp Lab, Harvard
Lines: 4
Keywords: atari stock
Xref: watmath net.micro.atari16:72 net.micro.atari:2943

Does anyone know what exchange Atari stock trades on and what their symbol is?
I'm not even sure that they trade stock.

-Eric

From 7679918505561316608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,38bb15fd7d433f04,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-03-02 02:16:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!lll-crg!lll-lcc!qantel!hplabs!amdahl!nsc!voder!kontron!stephan
From: stephan@kontron.UUCP (Stephan W. Wendl)
Newsgroups: net.micro.atari
Subject: 68000 disassembler for ST series
Message-ID: <553@kontron.UUCP>
Date: Sun, 2-Mar-86 05:16:36 EST
Article-I.D.: kontron.553
Posted: Sun Mar 2 05:16:36 1986
Date-Received: Wed, 5-Mar-86 04:16:54 EST
Organization: Kontron Electronics, Irvine, CA
Lines: 5

The program will be available around Mar 05, 1986. Call 1-415-967-3288 for
more information and how to order. The Phone will not be answered before
Mar 05.

From 457513398694770310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b5ae8d5fa01487b8,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,b5ae8d5fa01487b8,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 1622d3,b5ae8d5fa01487b8,start
X-Google-Attributes: gid1622d3,public
X-Google-Thread: 142096,b5ae8d5fa01487b8,start

X-Google-Attributes: gid142096,public
X-Google-Thread: 129c11,b5ae8d5fa01487b8,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 12eaa7,b5ae8d5fa01487b8,start
X-Google-Attributes: gid12eaa7,public
X-Google-Thread: 152df8,b5ae8d5fa01487b8,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1986-03-02 11:57:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ncoast.UUCP
Path: utzoo!linus!decvax!cwruecmp!hal!ncoast!greggt
From: greggt@ncoast.UUCP (Gregg Thompson)
Newsgroups:
net.micro,net.micro.trs-80,net.micro.amiga,net.micro.atari,net.micro.mac,net.micro
.apple,net.micro.cbm
Subject: NEED REVIEWS *AND* COMPARISONS among: Amiga, Atari 520, Mac, Tandy 2000
Message-ID: <1045@ncoast.UUCP>
Date: Sun, 2-Mar-86 14:57:39 EST
Article-I.D.: ncoast.1045
Posted: Sun Mar 2 14:57:39 1986
Date-Received: Tue, 4-Mar-86 04:43:13 EST
Distribution: net
Organization: Cleveland Public Access UNIX, Cleveland, OH
Lines: 23
Xref: linus net.micro:12749 net.micro.trs-80:496 net.micro.amiga:6071
net.micro.atari:2881 net.micro.mac:4950 net.micro.apple:2335 net.micro.cbm:1914

The school I go to is seriously thinking of computerizing the Art Department and the Industrial Arts. I REALLY NEED reviews of each of the following computers (reviews not only about the machine but software too): Amiga, Atari 520, Mac, and the Tandy 2000.

I need reviews in the following areas: cost, hardware (what comes with the base unit and what is available not just from one particular company)*, software (what comes with the machine and what is available)*, support (technical & demonstration for hardware AND software), bugs, and problems.

*-Please limit the topic to hardware and software pertaining to art and industrial art (mostly drafting).

No publications of replies will be made other than maybe the net if there is enough replies for a good-posting.

I will accept any reviews dealing with any of the computers I have listed. ALL will be valuable to my report.

Thank you,
Gregg Thompson

P.S. PLEASE do NOT post replies, instead mail them to me.
{philabs, decwrl, ihnp4, ucbvax, seismo, microsoft}!decvax!cwruecmp!ncoast!greggt

From -4364695330807197581

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b5ec2b0f91e138d2
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,b5ec2b0f91e138d2
X-Google-Attributes: gid159df4,public
X-Google-Thread: 152df8,b5ec2b0f91e138d2
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,b5ec2b0f91e138d2
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-03-02 19:20:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 SMI; site sun.uucp
Path: utzoo!linus!decvax!decwrl!sun!guy
From: guy@sun.uucp (Guy Harris)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac,net.micro.68k
Subject: Re: switchable file system support (was Re: A 'generic 68K OS' needed)
Message-ID: <3308@sun.uucp>
Date: Sun, 2-Mar-86 22:20:09 EST
Article-I.D.: sun.3308
Posted: Sun Mar 2 22:20:09 1986
Date-Received: Tue, 4-Mar-86 04:05:43 EST
References: <10@mit-prep.ARPA>
Organization: Sun Microsystems, Inc.
Lines: 39
Xref: linus net.micro.amiga:6072 net.micro.atari:2882 net.micro.mac:4951
net.micro.68k:1474

> Since Vaxen are ubiquitous (and often more 'respectable'
> you might want to read about ACPs (same concept) on vaxen.

Oh, you mean the things which, I believe, DEC got rid of in recent VMS releases? XQP's (eXtended QIO Processors) are their replacement, and may also be pluggable in the same way.

> I realise that the usual "Un*x is good enough, don't force users to learn
> more concepts that they need" argument applies. I suggest that the
> discipline of embedding remote proceedure calls into your operating system
> (just so it can survive the '80s) will both help you to better organise the
> un*x concepts...

At the risk of turning this into a plug, I might point out that Sun 1) put a switch mechanism for file systems into our UNIX, into which are plugged a 4.2BSD UNIX file system, an MS-DOS file system, and a network file system, and 2) the network file system in question is based on remote procedure calls, so any lack of such a mechanism in UNIX is a matter of implementation, not concept.

> If you don't think the "un*x concepts are good enough" argument applies,
> I could be persuaded to post a similar rave about why I think embedded
> delimiters in files (eg '\n' in un*x) are a lose. My counter-examples
> would be based on files-11 (because so many people have access to it) but I
> got the idea from CDC 60-bit machines and refined it making pdp-11s emulate
> IBM mainframes (faster that real time!!).

I don't think that's what you meant. I sincerely doubt you can make a
PDP-11 of any flavor execute 3[67]0 code faster than a 3090 can. *Maybe*
faster than a 360/30 (easily faster than a 360/20, but whether that deserves
to be called a "mainframe" is questionable).

Nevertheless, I'd be curious to see the rave in question - posted to "net.os"
(which has seen no postings recently), *not* to net.micro.68k, since it has
nothing to do with 68000s.
--
     Guy Harris
     {ihnp4, decvax, seismo, decwrl, ...}!sun!guy
     guy@sun.arpa (yes, really)

From 8056276740405463885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1bf8bab49ea7867a,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 140593,1bf8bab49ea7867a,start
X-Google-Attributes: gid140593,public
X-Google-ArrivalTime: 1986-03-03 05:33:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!saber!imagen!
turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari,net.micro.atari16
Subject: micro-rtx demo
Message-ID: <288@imagen.UUCP>
Date: Mon, 3-Mar-86 08:33:39 EST
Article-I.D.: imagen.288
Posted: Mon Mar 3 08:33:39 1986
Date-Received: Wed, 5-Mar-86 04:22:13 EST
Distribution: net
Organization: The Houses of the Holy
Lines: 16
Xref: watmath net.micro.atari:2951 net.micro.atari16:88

~~~~~~~~~~~~~~~~~~~~\ lineater, \~~~~~~~~~~~~~~~~~~~~~~

because of the large number of requests i will be posting the
micro-rtx demo tonight, please be aware that this is a demo only,
meant to entice you into buying the program.
--

     The master is not yet married, nor do I think he ever will be.
                -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-8101
AT&T: (408) 986-9400
~~~~~~~~~~~~~~~~~~~~

UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From 4091069491173657265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ffb39a7fbd1d6e9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-11 09:33:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site alice.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!skahan
From: skahan@alice.UucP (S. Kahan)
Newsgroups: net.micro.atari
Subject: Atari ST Hard Disks
Message-ID: <4961@alice.uUCp>
Date: Tue, 11-Feb-86 12:33:52 EST
Article-I.D.: alice.4961
Posted: Tue Feb 11 12:33:52 1986
Date-Received: Wed, 12-Feb-86 08:22:20 EST
Organization: Bell Labs, Murray Hill
Lines: 3

Anyone had experience with the Haba hard disks? Are they more
reliable than their C compiler? Any other hard disks for the ST?

From -2026723727876678125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce0b95ddca2fca2b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-11 09:47:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Development software
Message-ID: <8602111747.AA01099@polyslo.UUCP>
Date: Tue, 11-Feb-86 12:47:04 EST
Article-I.D.: polyslo.8602111747.AA01099
Posted: Tue Feb 11 12:47:04 1986
Date-Received: Sat, 15-Feb-86 03:26:04 EST
References: <860207-055244-1154@Xerox>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 37

I am interested in doing some software developement on my ST. Several friends
have the Atari developers package and/or Megamax C, and my general impressions
from listening to them are that:
    1)DR C is unbearably slow in the link stage, and the Megamax C is faster
      in compile/link than the DR C links out of a 1040K ST ramdisk.

2)The developers pack documentation is big, but rather difficult to sift through.

I am interested in creating my own SIMPLE multitasking operating system and also a compiler as a school project, so I do need rather complete and documented BIOS listings, addresses, GEM info, etc. What I would like is a review of Megamax C from anyone doing developement work with it. Please describe:

- compile/link times
- quality of code produced
- documentation and support
- bugs and quirks (does code longer than 32K have to be broken up and linked like Mac Megamax? Is this a problem? etc...)
- features (ease of gem support, floating point accuracies, etc)

While I lean towards C, I am not adverse to other languages. I would also like to hear from those doing developement with other products. Any comments on other C's, Modula's, Pascal's, Forth's, or other languages is appreciated.

Also if you have any information about the knowledge that may be gleaned from Abacus books 'ST Internals' and their GEM reference manual versus Atari doc's you might pass this along as well.

thanks! -Sam

P.S. I confess to being a complete novice at the net. Please direct your responses to me here, wherever here is on the net (Aye, there's the rub) or via the US Mail to

1241 Monte Vista
San Luis Obispo, CA.
93401

I'll post anything useful I learn.

From -173137875626962864
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,be828cc7b0ced2b2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-11 10:11:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site lll-lcc.UUcp
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!lll-lcc!langdon
From: langdon@lll-lcc.UUcp (Bruce Langdon)
Newsgroups: net.micro.atari
Subject: Re: --- SD/DD config info ---
Message-ID: <146@lll-lcc.UUcp>
Date: Tue, 11-Feb-86 13:11:28 EST
Article-I.D.: lll-lcc.146
Posted: Tue Feb 11 13:11:28 1986
Date-Received: Wed, 12-Feb-86 21:33:51 EST
References: <8602110123.AA10301@ucbvax.berkeley.edu>
Organization: Lawrence Livermore Labs, LCC, Livermore Ca

Lines: 14
Summary: Regarding articles 1596, 1608, 1628, 1639 etc etc

The program posted in article 1608 is consistent with Wilkinson's discussion in COMPUTE magazine, except 1608 uses Action, COMPUTE uses BASIC.

Note MODULE DENSITY in article 1608.

If article 1608 is NOT what it is on my system here, then article numbers can be inconsistent -I would like to know that if it's true.

Bruce Langdon L-472 langdon%lll-lcc@lll-crg.ARPA
Physics Department "langdon#bruce%d"@lll-mfe.ARPA
Lawrence Livermore National Laboratory
Livermore, CA 94550 (415) 422-5444
UUCP: ..{gymble,ihnp4,seismo}!lll-crg!lll-lcc!langdon

From 5966380314351974695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5fad307fd0e36865,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-11 11:12:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: D-ROGERS@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari
Subject: misrouted postings
Message-ID: <12182565726.20.D-ROGERS@EDWARDS-2060.ARPA>
Date: Tue, 11-Feb-86 14:12:14 EST
Article-I.D.: EDWARDS-.12182565726.20.D-ROGERS
Posted: Tue Feb 11 14:12:14 1986
Date-Received: Thu, 13-Feb-86 00:58:40 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 48

>10-Feb-86 15:24:48-PDT,1345;000000000001
>From: ulysses!seismo!rochester!ritcv!ixl9261@ucbvax.berkeley.edu (D)
>To: ulysses!info-atari
>Subject: Re: ANNOUNCEMENT
>Newsgroups: net.micro.atari
>Organization: Rochester Institute of Technology, Rochester, NY
>
>I am not one of the 'cretins' etc., but I think that the reason that
>they post the requests to the newsgroup is that they can't figure out
>how to mail the notes to the ATARI-INFO-REQUEST. Most of these people
>are probably fairly new to the USENET. Why don't you publish an article
>on how to find out the path to the ATARI-INFO-REQUEST.

I really don't know why i should do this except that there is no justice

in this mortal world; those who are right not only have to pay their own way, but that of those who are wrong, too (e.g. it costs more to keep Charlie Manson in free room and board than i make each year). It would seem to me that anyone who knows enough to get on the list at all, should be able to get the correct information the same way that i did. Nevertheless, here it is, quoted from the info-atari mail archives...

Mail-From: G.ABRAMS created at 28-Jan-86 19:09:36
Date: Tue 28 Jan 86 19:09:36-PST
Subject: Announcing INFO-ATARI8 and INFO-ATARI16

Direct contact with INFO-ATARI@SU-SCORE will change as follows: Two new lists have been created INFO-ATARI8 and INFO-ATARI16. They are both copies of the original INFO-ATARI. Please send a message to INFO-ATARI-REQUEST@SU-SCORE for additions and removals from either list. Presently, INFO-ATARI will point to INFO-ATARI8; eventually it will be removed.

There is a mirror between ARPANET/DDN mail as described above and the Usenet news group net.micro.atari. We are working on getting it replaced by net.micro.atari8 and net.micro.atari16.

If there are similar mirrors to other bulletin boards and information systems, their administrators should send mail at once so they can continue to receive messages.

++FLAME ON++
The question is: have you even *TRIED* using net.micro.atari16?
++FLAME OFF++
der
"...of course my opinion differs from 'most everyone else! If it were the same, i'd probably have to change it, lest i remain in error."

From 2081965319277809680
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e3941194dd103742
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-11 11:15:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!decvax!decwrl!pyramid!ut-sally!topaz!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: ST postings to info-atari
Message-ID: <1964@uwmacc.UUCP>
Date: Tue, 11-Feb-86 14:15:27 EST
Article-I.D.: uwmacc.1964
Posted: Tue Feb 11 14:15:27 1986
Date-Received: Wed, 12-Feb-86 02:42:35 EST
References: <12182298461.18.D-ROGERS@EDWARDS-2060.ARPA>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)

Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 21

In article <12182298461.18.D-ROGERS@EDWARDS-2060.ARPA> D-ROGERS@EDWARDS-2060.ARPA writes:
>Now that there is an INFO-ATARI16...
>Those who
>insist on cluttering up the net with inappropriate postings rate in my book
>right along with the cretins who were perpetuating the ad-nauseum exchange
>about mac vs. st vs. amiga. Likewise, postings which are 8 bit specific -
>no general interest material - belong at info-atari8.

   It's been my observation that a lot of the flaming and misunderstanding regarding ARPA connections has to do with the connection itself, and is not attributable to the "cretins" on either side of the electronic curtain. Being on USENET, I personally don't (and more importantly, shouldn't have to) take into consideration the fact that somebody may take my posting and route it into another network. After all, it's kinda rude to take a perfectly acceptable USENET article from net.micro.atari onto the ARPANET, and then complain about it. Likewise for us USENETters complaining about all the "delete me" and "add me" messages. Perhaps some education on both sides may help. Being admittedly ignorant about such matters, I wouldn't mind some educating myself.

 - Joel ({allegra,ihnp4,seismo}!uwvax!uwmacc!oyster)

From -105885924269435293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72cce6ad726109fd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-11 11:30:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Ishler.WBST@XEROX.COM
Newsgroups: net.micro.atari
Subject: 800XL parts
Message-ID: <860211-113011-1420@Xerox>
Date: Tue, 11-Feb-86 14:30:07 EST
Article-I.D.: Xerox.860211-113011-1420
Posted: Tue Feb 11 14:30:07 1986
Date-Received: Thu, 13-Feb-86 00:57:36 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

A co-worker is need of replacement parts for his 800XL.Specifically he
needs a new cpu chip(CO 14806-03) and an ANTIC chip (CO 12297).
Note: the cpu in an 800XL is not a standard 6502.

Mike

From 4258188464254111608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72cce6ad726109fd
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-11 11:37:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Ishler.WBST@XEROX.COM
Newsgroups: net.micro.atari
Subject: 800XL parts
Message-ID: <860211-113711-1427@Xerox>
Date: Tue, 11-Feb-86 14:37:06 EST
Article-I.D.: Xerox.860211-113711-1427
Posted: Tue Feb 11 14:37:06 1986
Date-Received: Thu, 13-Feb-86 00:58:25 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: ISHLER.wbst@Xerox.COM
Organization: The ARPA Internet
Lines: 13

Please excuse the first message.I forgot to ask for help in obtaining
these parts!

>A co-worker is need of replacement parts for his 800XL.Specifically he
needs a >new cpu chip(CO 14806-03) and an ANTIC chip (CO 12297).
>Note: the cpu in an 800XL is not a standard 6502.

Mike

From -3229879865941052439
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,32f88809dbd909f8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-11 15:42:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Knott@DOCKMASTER.ARPA
Newsgroups: net.micro.atari
Subject: Atari Kermit
Message-ID: <860211234259.671122@DOCKMASTER.ARPA>
Date: Tue, 11-Feb-86 18:42:00 EST
Article-I.D.: DOCKMAST.860211234259.671122

Posted: Tue Feb 11 18:42:00 1986
Date-Received: Thu, 13-Feb-86 01:00:46 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

Help!!

Can anyone tell me where I can ftp a copy of Atari Kermit that will
allow me to communicate file transfers with a multics host.

Please send information directly to me at Knott -at Dockmaster.

Thanks in advance.

Dwane Knott

From -7068053412517534989
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d2b27eb903d5bb7b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-11 17:58:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.ARPA (Eric Terrell)
Newsgroups: net.micro.atari
Subject: simple graphics with TDI Modula-2
Message-ID: <8602120158.AA06277@ohio-state.ARPA>
Date: Tue, 11-Feb-86 20:58:06 EST
Article-I.D.: ohio-sta.8602120158.AA06277
Posted: Tue Feb 11 20:58:06 1986
Date-Received: Thu, 13-Feb-86 01:01:14 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 19

The only clue about how to do graphics with TDI Modula-2 is the source code
of the demo program included in the manual.

The demo program seems to use many more routines than I need to use. I simply
want to be able to set and clear pixels on the screen (i.e. plot points with
integer coordinates in a 2-dimensional cartesian plane).

Could someone tell me what routines I will need to use, and perhaps even
how to use them? If someone could send me a program that just plots some
pixels to the screen given their x-y coordinates, that would be sufficient.

I am working on the program for plotting the Mandelbrot set mentioned in
Scientific American, August 1985. When I finish it I will send source
and object code to net.sources.

Thanks in advance,

Eric Terrell

From 227818938323666906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b2e11a6867e57e0c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-11 22:31:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site calgary.UUCP
Path: utzoo!utcsri!ubc-vision!alberta!calgary!stone
From: stone@calgary.UUCP (Glen Stone)
Newsgroups: net.micro.atari
Subject: Re: ANNOUNCEMENT
Message-ID: <141@calgary.UUCP>
Date: Wed, 12-Feb-86 01:31:09 EST
Article-I.D.: calgary.141
Posted: Wed Feb 12 01:31:09 1986
Date-Received: Wed, 12-Feb-86 04:47:10 EST
References: <12179952512.9.MRC@PANDA> <8602101427.AA02455@ritcv.UUCP>
Organization: University of Calgary, Calgary, Alberta
Lines: 9

>
> I am not one of the 'cretins' etc., but I think that the reason that
> they post the requests to the newsgroup is that they can't figure out
> how to mail the notes to the ATARI-INFO-REQUEST. Most of these people
> are probably fairly new to the USENET. Why don't you publish an article
> on how to find out the path to the ATARI-INFO-REQUEST.

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
This would be helpful for me !!!

From -4537407256150596355
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7a889f9b5ede54af
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 04:45:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!mcvax!ukc!kcl-cs!ramsay
From: ramsay@kcl-cs.UUCP
Newsgroups: net.micro.atari
Subject: Re: S.A.M. and Speedscript 3.0
Message-ID: <236@argon.kcl-cs.UUCP>
Date: Wed, 12-Feb-86 07:45:22 EST
Article-I.D.: argon.236
Posted: Wed Feb 12 07:45:22 1986
Date-Received: Mon, 17-Feb-86 05:31:40 EST

References: <8602051021.AA08835@ucbvax.berkeley.edu> <160@atux01.UUCP>
Reply-To: ramsay@argon.UUCP (PUT YOUR FERRET HERE)
Organization: Department of Computing, Kings College, University of London.
Lines: 16
Summary: All things are possible...

Two things here - 1. I have, after some hacking, managed to turn SAM into an AUTORUN.SYS file. For my next trick, I'm going to try making it work in ACTION! (Why couldn't they pass the address of the string to the USR routine?) This is obviously because ACTION! beats the solids out of BASIC (& everything else on 400/800/XL/XE) but - you should be able to copy SAM. Lemme see. Find MEMLO. Find where DOS finishes. Go to DOS and save memory between these points as AUTORUN.SYS. Add a small .OBJ program to keep MEMLO where SAM thinks it should be (just append it on) and it should work. If anyone wants details I'll be happy to mail.

--

R.Ramsay
ukc!kcl-cs!ramsay@neon.uucp

<And sneaking along last...>

From 2244266105290157626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7f715c9e8adaa1d0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 07:26:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro.atari
Subject: net.micro.atari16
Message-ID: <362@ihnet.UUCP>
Date: Wed, 12-Feb-86 10:26:21 EST
Article-I.D.: ihnet.362
Posted: Wed Feb 12 10:26:21 1986
Date-Received: Fri, 14-Feb-86 01:22:55 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 14

It is obvious from INFO ATARI8 and INFO ATARI16 that
USENET should create net.micro.atari8 and net.micro.atari16
with out delay!!!!

Personally I think it is BULLSH(**T that we have not
got a 16 bit news group

ihnet!bryan

p.s. After all net.amiga was created before you could buy
the damn things.

From -4975648460904398687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9b37e098e615a13e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 07:27:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: D-ROGERS@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari
Subject: re: xlisp request of 6 Feb - Doug Rintoul
Message-ID: <12182786969.21.D-ROGERS@EDWARDS-2060.ARPA>
Date: Wed, 12-Feb-86 10:27:34 EST
Article-I.D.: EDWARDS-.12182786969.21.D-ROGERS
Posted: Wed Feb 12 10:27:34 1986
Date-Received: Fri, 14-Feb-86 06:40:10 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

The entire series listing is in the info-atari mail archives @ su-score, in
the file ps:[info-atari]atari.Jan-86b - good luck!   der

(After all, the converse is true - a well-known company packaged an
8086 like a computer system, and thousands of people believed it
really was a computer system :-)

From 3346729059145825945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,92160f144667e448,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 07:28:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: LOOSEMORE@UTAH-20.ARPA (SANDRA)
Newsgroups: net.micro.atari
Subject: 1040st availability
Message-ID: <12182787187.18.LOOSEMORE@UTAH-20.ARPA>
Date: Wed, 12-Feb-86 10:28:45 EST
Article-I.D.: UTAH-20.12182787187.18.LOOSEMORE
Posted: Wed Feb 12 10:28:45 1986
Date-Received: Fri, 14-Feb-86 06:39:28 EST
Sender: daemon@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 7

Has anyone out there actually been able to get their hands on a 1040ST yet?
Our friendly neighborhood computer store has been saying they'll be in
"next week" for about a month now and I'm starting to wonder if the 1040
is a figment of somebody's imagination.....

-Sandra (loosemore@utah-20)

From 8181586557647564666
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,146c3a3760b3f25d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 07:31:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: Re: --- SpeedScript 3.0 ---
Message-ID: <8602121531.AA16354@mitre-bedford.ARPA>
Date: Wed, 12-Feb-86 10:31:01 EST
Article-I.D.: mitre-be.8602121531.AA16354
Posted: Wed Feb 12 10:31:01 1986
Date-Received: Fri, 14-Feb-86 06:39:41 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 7

The source for SpeedScript 3.0 is available in a COMPUTE! Books publication
called, appropriately enough, "SpeedScript 3.0". It is available at many
computer book departments. It also contains a reasonable user manual for the
program.

                            -John Sangster
                            jhs at mitre-bedford.arpa

From -1473006452123669190
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18e5977cd86f75a5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 08:20:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: Re: Single to double density switching
Message-ID: <691@mtuxn.UUCP>

Date: Wed, 12-Feb-86 11:20:41 EST
Article-I.D.: mtuxn.691
Posted: Wed Feb 12 11:20:41 1986
Date-Received: Fri, 14-Feb-86 01:17:25 EST
References: <328@sask.UUCP> <8602101243.AA03314@ucbvax.berkeley.edu>
Reply-To: rb@mtuxn.UUCP (01161-R.BOTWIN)
Organization: AT&T Information Systems, Holmdel NJ
Lines: 19
Summary:

[]
David mentions reading sector 1 to switch densities, but I don't believe
that is what was asked, or will in fact help.

In fact, to insure compatible booting, the first three sectors are
always 128 bytes, even if 18 X 256 DD formatting is used on the
remainder of the disk.

Most switchable drives use additional commands (M, N, O) to switch
density according to a table passed in the call. These are documented
by manufacturers using the system developed by PERCOM, and copied
by AMDEK, ASTRA, TRAK, INDUS, etc. (even ATARI)....

If you need the table layout, I can probably dig it up....

     Rob Botwin, N2FC
    .....{utah-cs|seismo|decvax}!harpo!eagle!houxm!mtuxo!mtuxn!rb
    ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
    FJ 1B-130

From -5500586880774553166
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,88d1280c646cb1bc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 08:47:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site ccvaxa
Path: utzoo!linus!decvax!bellcore!ulysses!mhuxr!mhuxt!houxm!ihnp4!inuxc!pur-ee!
uiucdcs!ccvaxa!preece
From: preece@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Re: --- INFO-ATARI-REQUEST ---
Message-ID: <2800020@ccvaxa>
Date: Wed, 12-Feb-86 11:47:00 EST
Article-I.D.: ccvaxa.2800020
Posted: Wed Feb 12 11:47:00 1986
Date-Received: Fri, 14-Feb-86 07:43:11 EST
Lines: 29
Nf-ID: #R:<8602110111.AA10111@ucbvax.berke:-40:ccvaxa:2800020:000:1309
Nf-From: ccvaxa.UUCP!preece   Feb 12 10:47:00 1986

> The other day I found this in my mail box. As I recall it was in reply
> to people cross-posting items for the 8 & 16 bit machines to the wrong
> lists. If my memory is deficient in recalling what the reply was to,
> please forgive the following rant. /* Written 6:58 pm Feb 10, 1986
> by nep.pgelhausen@AMES-VMSB.ARPA in ccvaxa:net.micro.atari */
>
> > I am not one of the 'cretins' etc., but I think that the reason that
> > they post the requests to the newsgroup is that they can't figure out
> > how to mail the notes to the ATARI-INFO-REQUEST. Most of these people
> > are probably fairly new to the USENET. Why don't you publish an article
> > on how to find out the path to the ATARI-INFO-REQUEST.
>
> NO! NO! NO! NO! NO! MESSAGES SHOULD >>>ONLY<<< BE SENT TO
> INFO-ATARI-REQUEST TO ADD/DROP NAMES FROM THE DISTRIBUTION
> LIST!

Curiously enough, that's EXACTLY what they were talking about. The
note quoted was in response to a note complaining about "Please drop me
from this mailing list" notes appearing here. It's not nice to
flame people when you're only guessing what they're talking about,
even when you have the sense to acknowledge in advance that you
might be wrong...

--
scott preece
gould/csd - urbana
uucp: ihnp4!uiucdcs!ccvaxa!preece
arpa: preece@gswd-vms

From 5410166961815156436
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,92160f144667e448
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 10:08:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: Re: 1040st availability, Atari Dealer (8&16)
Message-ID: <8602121808.AA22199@mitre-bedford.ARPA>
Date: Wed, 12-Feb-86 13:08:43 EST
Article-I.D.: mitre-be.8602121808.AA22199
Posted: Wed Feb 12 13:08:43 1986
Date-Received: Fri, 14-Feb-86 06:48:51 EST
References: <12182787187.18.LOOSEMORE@UTAH-20.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 18

I just asked Applied Computer Associates (in Gaithersburg, MD, a Wash. DC suburb) about the 1040ST and they also said "middle of next month".

Incidentally, they are a very serious Atari dealer, with lots of software and accessories for both the ST machines and the XLs. They can be reached at:

PHONE: (800)-4-ATARIS (428-2747)
(301) 948-0256

MAIL: Applied Computer Associates
16220 Frederick Road
Gaithersburg, MD 20877

In particular, they have some of the harder-to-find Atari books in stock.

-John Sangster
jhs at mitre-bedford.arpa

From -2132519437636670365
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8ca17997a466f1b0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 10:34:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!iubugs!iuvax!pwp
From: pwp@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Question about C for the ST
Message-ID: <500036@iuvax.UUCP>
Date: Wed, 12-Feb-86 13:34:00 EST
Article-I.D.: iuvax.500036
Posted: Wed Feb 12 13:34:00 1986
Date-Received: Sat, 15-Feb-86 05:13:17 EST
Lines: 15
Nf-ID: #N:iuvax:500036:000:735
Nf-From: iuvax!pwp   Feb 12 13:34:00 1986

Does anyone know how to redirect standard output to the printer in the Digital Research C compiler? The manual included with the ST developer kit suggests that directing output to /dev/lp or to LST should work, but in each case these produce a file of the same name.

Does anyone know how to redirect standard output to the printer from within a C program?

The getchar routine (also gets) do not respond to the RETURN key, they just wait for you to type another key (They treat CONTROL-RETURN as a return). Does anyone know of a clean fix for this problem? At present I am using Cconin and anding the result with 0X7F, but it takes a good bit of

reprogramming to get the effect of gets including the correct action on
CONTROL-h, etc.

From -9064110853607805794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fab1d2708bb62e45,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 11:17:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!decwrl!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8602121917.AA27284@culler.uucp>
Date: Wed, 12-Feb-86 14:17:35 EST
Article-I.D.: culler.8602121917.AA27284
Posted: Wed Feb 12 14:17:35 1986
Date-Received: Fri, 14-Feb-86 07:07:27 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

Could you please add me to your 16 bit mailing list.

Thank you, Jim Decker

...ucsbcsl!culler!gauss!james

From -1318138530905007171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8fb8c240f83499e1
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 12:11:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!mcvax!ukc!reading!minster!nigel
From: nigel@minster.UUCP
Newsgroups: net.micro.atari
Subject: LAN interfaces
Message-ID: <690@minster.UUCP>
Date: Wed, 12-Feb-86 15:11:46 EST
Article-I.D.: minster.690
Posted: Wed Feb 12 15:11:46 1986
Date-Received: Mon, 17-Feb-86 05:30:56 EST
References: <1915@brl-tgr.UUCP> <12600001@uklirb.UUCP>
Reply-To: nigel@minster.UUCP (nigel)

Organization: University of York, England
Lines: 11

Following the arrival from Atari of a large box, I can report that a megabyte expanded, twin floppy, one hard drive, OS rom Atari 520ST works fine. The recent suggestion that the OS roms cannot use the megabyte is not true in my case, and I have an early model, serial number 1782.

The real reason for posting is to ask if anyone is developing network interfaces for Ataris, especially Cambridge Ring, or Ethernet. I am told someone in the US is supposed to be developing the latter. Any information greatly appreciated.

Nigel Roles

From -1537611480542189495
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bd93b55a18af4fca,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 12:16:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Look Ma, No Resistors
Message-ID: <500037@iuvax.UUCP>
Date: Wed, 12-Feb-86 15:16:00 EST
Article-I.D.: iuvax.500037
Posted: Wed Feb 12 15:16:00 1986
Date-Received: Sat, 15-Feb-86 05:15:03 EST
Lines: 20
Nf-ID: #N:iuvax:500037:000:840
Nf-From: iuvax!franco   Feb 12 15:16:00 1986

This message is coming to you via a 1 Meg upgraded Atari 520ST with TOS in ROM but with no (i.e. zero) resistors in the RAS and CAS lines of either memory bank. It appears the resistor myth is exploded (but not the ST).

Of course there are two reasons why all of you 1 Meggers should not throw your resistors away yet:

1. My machine might explode tomorrow or next month or in July.

2. I may have lucked out and used DRAMs of somewhat different character than those used by the one other person reporting memory failure.

In any case we now have 1 failure and 1 successful ROMing without resistors. Anyone else care to try?

With regard to 1. if something happens to the memory in the near future (say a couple of months) I will broadcast that info immediately. With regard to 2. I used bottom of the line Hitachis.

From -1976328387666145835
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5649a3a51329e7db,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 13:20:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site voder.UUCP
Path: utzoo!decvax!decwrl!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari
Subject: Where Can I Find An Atari Touch Tablet?
Message-ID: <1027@voder.UUCP>
Date: Wed, 12-Feb-86 16:20:39 EST
Article-I.D.: voder.1027
Posted: Wed Feb 12 16:20:39 1986
Date-Received: Thu, 13-Feb-86 21:07:27 EST
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 11

   Does anyone know of a mail-order place that carries the Atari Touch Tablet? I believe it's part number CX77. I've called a number of places that advertise in ANTIC and ANALOG magazines and have been unable to find one. Any info would be appreciated.

Kevin Thompson   {ucbvax,ihnp4!nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From 1867701955088128428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72cce6ad726109fd
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 14:13:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!decwrl!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 800XL parts
Message-ID: <8602122213.AA15833@ulysses.UUCP>
Date: Wed, 12-Feb-86 17:13:49 EST
Article-I.D.: ulysses.8602122213.AA15833

Posted: Wed Feb 12 17:13:49 1986
Date-Received: Fri, 14-Feb-86 06:51:23 EST
References: <860211-113011-1420@Xerox>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

in the latest issue of Antic...
B&C Computer Visions 408 749 1003 (in CA)
has most chips for $5
give them a try --- I ordered some stuff from them a while back and had good results
hope this helps..

From -2084740968832322455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ec719963c311a37,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 15:20:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site well.UUCP
Path: utzoo!linus!decvax!decwrl!amdcad!lll-crg!well!neil
From: neil@well.UUCP (Neil Harris)
Newsgroups: net.micro.atari
Subject: Atari Online
Message-ID: <646@well.UUCP>
Date: Wed, 12-Feb-86 18:20:24 EST
Article-I.D.: well.646
Posted: Wed Feb 12 18:20:24 1986
Date-Received: Fri, 14-Feb-86 06:03:52 EST
Organization: Whole Earth Lectronic Link, Sausalito, CA
Lines: 14

We're here! Landon Dyer has not got me wired up to our VAX yet, but I have managed to find my way into usenet anyway. Hope I can find a good book on Unix in a hurry!

The next shipment of 520ST computers will have the following video signals:
70 Hz High-resolution monochrome (works on mono monitor ONLY)
60 Hz RGB Analog
      Composite Video
Modulated Rf signal
    The last 2 on the list are new. All _except_ monochrome will work on color modes, low & medium res.

The new ST systems are due any day now. Hope this message gets out to you all am still learning this...

From 5457612061252669282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,31da30accb3b0cd5,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 17:23:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!ut-sally!ut-ngp!shell!soma!bcm5000!baylor!peter
From: peter@baylor.UUCP
Newsgroups: net.micro.atari
Subject: Splitting the group.
Message-ID: <623@baylor.UUCP>
Date: Wed, 12-Feb-86 20:23:03 EST
Article-I.D.: baylor.623
Posted: Wed Feb 12 20:23:03 1986
Date-Received: Sun, 16-Feb-86 03:52:44 EST
Organization: The Power Elite, Houston, TX
Lines: 12

I would have to vote yes, if I had a vote. I have no interest in the 520ST: my personal opinion is that it's a pretty good IBM lookalike with a 68000 in it: not a true next-micro-generation machine. On the other hand I do use an 800 and find it quite usable for mucking around on.

Speaking of which...

Is ACTION! the only decent compiler available for the 800? I'd kind of like to keep some sort of compatibility with my IBM and UNIX 'C' programs.
--
-- Peter da Silva
-- UUCP: ...!shell!{baylor,graffiti}!peter; MCI: PDASILVA; CIS: 70216,1076

From 2951988757900666373
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,70b2a568009ff464,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 18:26:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!decwrl!ucbvax!info-atari
From: Knott@DOCKMASTER.ARPA
Newsgroups: net.micro.atari
Subject: 1040ST
Message-ID: <860213022625.142305@DOCKMASTER.ARPA>
Date: Wed, 12-Feb-86 21:26:00 EST
Article-I.D.: DOCKMAST.860213022625.142305
Posted: Wed Feb 12 21:26:00 1986
Date-Received: Fri, 14-Feb-86 06:52:11 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

I read an article in the Baltimore Sum on Sunday 9 Feb that discussed Tramiel and made mention of the 1040ST being shown in Europe. No mention was made to the availability in the States though. A price

below - well below- $1000 was quoted though.

I know that there are lots of us anxiously waiting for it. I will pass
on any thing else I come across.

Dwane Knott (Knott -at Dockmaster)

From -827552275718189742
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,71755d4f10749676,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-12 23:20:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: todd@MEDIA-LAB.MIT.EDU
Newsgroups: net.micro.atari
Subject: Wiping out disk directories using PC-Intercomm
Message-ID: <8602130637.AA06202@MEDIA-LAB>
Date: Thu, 13-Feb-86 02:20:20 EST
Article-I.D.: MEDIA-LA.8602130637.AA06202
Posted: Thu Feb 13 02:20:20 1986
Date-Received: Fri, 14-Feb-86 07:24:15 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 22

I have just been using a friend's copy of PC-Intercomm, so I don't
need anyone telling me that I deserve the mess I've gotten myself
into. But here is what happened.

I write protected the disk so I wouldn't alter anything. I then tried
to download a file from a mainframe using the kermit protocol. I got
a standard error message since the disk was write protected. I stuck
in another disk (which, of course, was an important disk) and
proceeded normally. When I exitted from PC-Intercomm, I found that
the directory of the second disk was written over with the directory
from the PC-Intercomm disk.

Using the Public Domain SectorEd program, I found that the directory
is definitely written over, but most of the text is still intact.

Now for the good part: does anyone know how I can recover random data
from a disk? Is there an easier solution than creating a directory by
hand?

I would appreciate ANY help.

Todd Fujinaka (who wishes his development package would arrive soon)

From -5932321812705549000

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e465f1574c7b6e45
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-13 05:02:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: ST Public Domain Software Library
Message-ID: <8602131302.AA17351@Onion.Cs.Reading.AC.UK>
Date: Thu, 13-Feb-86 08:02:04 EST
Article-I.D.: Onion.8602131302.AA17351
Posted: Thu Feb 13 08:02:04 1986
Date-Received: Sat, 15-Feb-86 03:24:29 EST
References: <12182143063.29.HALL@SU-SUSHI.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Comp. Sci. Dept., Reading Univ. UK.
Lines: 21

Keith:
        Read your posting about ST software in net.micro.
atari.
        Reading the atari info in the newsgroup can be very
disheartening for someone in the UK. You are lucky to get
a functioning ST here, let alone all the added extras and
software that you people from the US talk about!
        However, I've got an ST, with limited sofware
(database, word processor etc) but no compilers etc as they
are still rare. Anyway, your public domain software such as
desk utilities and applications sounds as though it could
brighten my machine up no end. Would it be possible to
get (compiled or BASIC) software from you here in UK?
As I said, things are basic here, so it would have to
be single sided discs.
        If you think you can help, send me some info
on prices etc.

                Thanks,
                        Steve Marsh.
  scm@onion.cs.reading.uk

From 2398266069447454474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9423d39439bae663,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-13 05:19:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: mckay@PURDUE-ECN.ARPA
Newsgroups: net.micro.atari

Subject: three questions...
Message-ID: <8602131319.AA01290@ee.Purdue.EDU>
Date: Thu, 13-Feb-86 08:19:53 EST
Article-I.D.: ee.8602131319.AA01290
Posted: Thu Feb 13 08:19:53 1986
Date-Received: Sat, 15-Feb-86 03:22:31 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 19

I've just subscribed to info-atar16. I appologize if these questions have
already come up and have been answered.

First, has anyone had TOS roms installed along with the homegrown 1 Meg
memory upgrade? Does it work correctly? (ie. finds all the memory , etc.)

Second, OS9 for the ST has been rumored for a about a month now. Does
anyone know it's current status? I understand that the sysop of
CompuServe's OS9 sig will be a beta tester for the ST version of OS9.

Third, UNIX or more accurately a UNIX-alike system such as Xenix has been
rumored to be available for the 1 Meg. ST some time this summer. Can anyone
confirm or deny this? I'd really prefer UNIX over OS9 if it's going to be
available.

Thanks!

--Dwight Mckay, ECN Software Support
[arpa: mckay@ee.purdue.edu, usenet:...ihnp4!pur-ee!mckay, phone:(317)494-3561]

From -3084071963743004919
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,992dd433ea8ceb2e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-13 05:48:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: camis..ajb@MITRE.ARPA (ajb@mitre)
Newsgroups: net.micro.atari
Subject: BINHEX/HEXBIN
Message-ID: <8602131348.AA00918@mitre.ARPA>
Date: Thu, 13-Feb-86 08:48:36 EST
Article-I.D.: mitre.8602131348.AA00918
Posted: Thu Feb 13 08:48:36 1986
Date-Received: Sat, 15-Feb-86 03:21:53 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 53

> I am eager to know whether you had any success or trouble downloading
> to your Atari. The .HEX format I have been promoting has

> come under criticism in the past for not providing check sums on each
> line, to isolate problems to the line in which they occur. I am tempted
> to redo BINHEX/HEXBIN adding this feature, and speed them up via machine
> language assist.

Dan,

I am responding to your note publicly; perhaps we can get some constructive
comments or some volunteers to assist in writing the new software.

I used kermit to transfer the software to my atari via a 1030 modem.
It appeared not to have been damaged in transit. You realize, of course,
that kermit has a built-in check-summing for each transmitted packet.
However, a more sophisticated check-sum built-in to the file would be
useful to those transmitting files via a non error correcting/detecting
route.

In addition to a check-sum on a per-line basis, the extra bit real-estate
remaining in each transmitted character could be used to provide extra
safety. For example, each hex value is only 4-bits, another two bits in
the same character could be used as a sequence counter, cycling 0,1,2,3,0,1...
etc... Maybe this is excessive, but it seems to me, if the bits are there
why not use them ? Another possibility is to translate each 3 binary bytes
into 4 ascii printable bytes (as in uuencode, and also MacIntosh xbin),
with a checksum every so often. This is more compact then
your current scheme. And what about data-compression (as in unix "compact") ?
Binary object code should compress at least 20% using an adaptive huffman
code. However, the level of effort for implementing data compression may be
too high.

Anyway, regardless of the encoding technique chosen, I think that two
sets of software are required. One to run on the atari and another for
the host machine. For the host machine, the software should probably be
written in C for portability. At the least, it should be able to read
a hex format file and verify that there are no checksum errors. This would
save users alot of time by letting them know the file was defective before
transmitting it to their Ataris via a slow modem. It also might be useful
to have the equivalent of hexbin and binhex running on the host. This would
be good for those who have the ability to upload and download binary
perhaps via Xmodem; the binhex'ed filed would be used only for transmission
over arpanet.

For the software on the Atari, a language faster than BASIC is definately
called for. ACTION! is probably best. Someone out there with the run-time
library could compile the program for distribution to those without
the ACTION! cartridge.

Lets hear some comments from the rest of you out there !!!

Alan J. Broder
ajb@mitre

From -203468291758396757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b2e11a6867e57e0c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-13 06:31:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!linus!philabs!cmcl2!
harvard!seismo!rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.atari
Subject: Re: ANNOUNCEMENT
Message-ID: <399@ccivax.UUCP>
Date: Thu, 13-Feb-86 09:31:16 EST
Article-I.D.: ccivax.399
Posted: Thu Feb 13 09:31:16 1986
Date-Received: Sun, 16-Feb-86 05:42:38 EST
References: <12179952512.9.MRC@PANDA> <8602101427.AA02455@ritcv.UUCP>
Reply-To: rb@ccivax.UUCP (Rex Ballard)
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 25
Keywords: lists sources binaries

I agree with the basic premise for being added to the ARPA mailing list,
but....
I don't know about the other groups, but there are three separate
'mailing lists' which are sort of like 'underground nets'. Two
of these lists are moderated by people on subnets which are very
difficult to get mail into. One of these is for developers, one
is for more technical information, and one is for sources, since
people have been flamed for posting sources on this group. Several
net.micro.atari readers do not have access to net.sources and get
these via the 'mail-net'. Ideally, all of this mailed information
should be posted to the net, but non-disclosure agreements and such
make it difficult to do so freely. If at all possible, please pass
info via the net rather than by mail. Does ARPA moderator forward
posted information on down the line and back up?

Also, stop flaming those who post source and uuencoded binaries to
this group. There are at least a dozen people who have openly declared
that they do not have access to net.sources. If someone wants to
forward sources to net.sources, that's ok, but many schools and businesses
restrict access to net.sources for a variety of very good reasons which
have nothing to do with access to ST source and binary code.

A good convention would be to have someone who has access to net.sources
forword to that group. If you do not have access to net.sources and
need it posted to that group, request this in your posting.

From -1285028321526202917
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6553457c0bd66615,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1986-02-13 07:11:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!csd2!dimitrov
From: dimitrov@csd2.UUCP (Isaac Dimitrovsky)
Newsgroups: net.micro.atari
Subject: 1040 ST Availability?
Message-ID: <3280004@csd2.UUCP>
Date: Thu, 13-Feb-86 10:11:00 EST
Article-I.D.: csd2.3280004
Posted: Thu Feb 13 10:11:00 1986
Date-Received: Fri, 14-Feb-86 06:36:44 EST
Organization: New York University
Lines: 10

[]
Does anyone know when the 1040 ST's will be available?

Isaac Dimitrovsky
allegra!cmcl2!csd2!dimitrov   (l in cmcl2 is letter l not number 1)
251 Mercer Street, New York NY 10012   (212) 674-8652

You know the great thing about tv? If something important happens anywhere at all in the world, no matter what time of the day or night, you can always change the channel - Jim Ignatowski

From -17950750458897358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ec719963c311a37
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-13 07:53:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!linus!philabs!cmcl2!
harvard!seismo!lll-crg!qantel!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari
Subject: Re: Atari Online
Message-ID: <434@aum.UUCP>
Date: Thu, 13-Feb-86 10:53:09 EST
Article-I.D.: aum.434
Posted: Thu Feb 13 10:53:09 1986
Date-Received: Sun, 16-Feb-86 05:36:15 EST
References: <646@well.UUCP>
Organization: The Aurora Systems Bunch
Lines: 16

> We're here! Landon Dyer has not got me wired up to our VAX yet, but I have
> managed to find my way into usenet anyway. Hope I can find a good book on
> Unix in a hurry!

Can I assume that you are an employee of Atari? I guess that you might want to introduce yourself. I got the idea that you are maybe the answer to our dreams (an actual official conduit from Atari to the NET) If so, can we start

directing questions to you? In any case welcome! We would love to have the same sort of response that Amiga gives through their hookup to the NET. If you teach us about the ST we will teach you about Unix. Deal?
--

Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From -2907138044588678436
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b2e11a6867e57e0c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-13 08:02:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uiucdcs
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!mcewan
From: mcewan@uiucdcs.CS.UIUC.EDU
Newsgroups: net.micro.atari
Subject: Re: ANNOUNCEMENT
Message-ID: <28700007@uiucdcs>
Date: Thu, 13-Feb-86 11:02:00 EST
Article-I.D.: uiucdcs.28700007
Posted: Thu Feb 13 11:02:00 1986
Date-Received: Sat, 15-Feb-86 03:20:27 EST
References: <9@<12179952512>
Lines: 18
Nf-ID: #R:<12179952512:9:uiucdcs:28700007:000:816
Nf-From: uiucdcs.CS.UIUC.EDU!mcewan   Feb 13 10:02:00 1986

> I am not one of the 'cretins' etc., but I think that the reason that
> they post the requests to the newsgroup is that they can't figure out
> how to mail the notes to the ATARI-INFO-REQUEST. Most of these people
> are probably fairly new to the USENET. Why don't you publish an article
> on how to find out the path to the ATARI-INFO-REQUEST.

Everyone on usenet, please read all the notes in net.announce.newuser before you start sending questions or requests to the net. net.atari is gatewayed to the arpa ATARI-INFO mailing list. IF YOU ARE ON USENET THERE IS NO NEED FOR YOU TO SUBSCRIBE TO INFO-ATARI. It is equivalent to net.atari.

Sorry to bother you arpa people with this.

Scott McEwan
{ihnp4,pur-ee}!uiucdcs!mcewan

"What? That? It was just a filthy demon! It wasn't even from this dimension!"

From 1693630156696558069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6c276d7231c8b352,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-13 09:10:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!linus!decvax!cwruecmp!pjd
From: pjd@cwruecmp.UUCP (dr. funk)
Newsgroups: net.micro.atari
Subject: TOS ROM upgrade
Message-ID: <1410@cwruecmp.UUCP>
Date: Thu, 13-Feb-86 12:10:38 EST
Article-I.D.: cwruecmp.1410
Posted: Thu Feb 13 12:10:38 1986
Date-Received: Fri, 14-Feb-86 07:46:41 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 42

We just installed the new TOS ROM's in one of our machines. Here's
a few pointers.

* Installation is generally no problem. The worst part of the
  procedure is unsoldering the metal shield from the PC board.
  There are six ROM's to install in positions U2 to U7. Only
  U4 and U7 were silk-screened on the board, but U2 is the "top
  most" (nearest to rear) socket. A screwdriver is handy for
  prying out the old devices. The ROM's aligned quite well and
  no pins were bent out of place. In case you didn't notice in
  your haste, the indexing groove on the old chips were on the
  right hand side!

  Remember to observe good anti-static, defensive practice when
  handling the parts. Just to be safe, handle the old ROM's
  carefully in case you blow up one of the new ones and need to
  re-install.

  Overall dexterity/skill level: A little more skill than a
  Heathkit one nighter is required, but not much. Hardware
  novices should be able to do the installation themselves
  without being ripped off by a dealer.

* There were a few scenes out of the "software follies of
  1986" tho'. If TOS.IMG is present on floppy A while booting,
  it will boot from the floppy. The TOS ROM tries (and retries!)
  the floppy drive looking for TOS.IMG, DESKTOP.INF and the
  accessories. (We also jiggled the power plug loose from the
  floppy while installing the ROM's and imagine our surprise
  when we couldn't access the disk. "What the _______")

* I'm going with a small RAM disk for the PD microemacs,
  terminal emulator/FTP, and micro C shell. With the speed that
  this stuff comes up, "VAX? I don't need no stinking VAX!"

  Going to 1 Meg may be unnecessary for hardware novices or
  people like me with a neatness fetish.

Still waiting for a 2 Meg upgrade board ......
--

paul drongowski   decvax!cwruecmp!pjd
case western reserve university   pjd%Case@CSNet-relay

From -2811327938564833264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7388cee0d44b7605,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-13 09:29:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: atwell@UTAH-CS.ARPA (Bart L. Atwell)
Newsgroups: net.micro.atari
Subject: Wanted: Kermit for ST
Message-ID: <8602131729.AA25362@utah-cs.ARPA>
Date: Thu, 13-Feb-86 12:29:15 EST
Article-I.D.: utah-cs.8602131729.AA25362
Posted: Thu Feb 13 12:29:15 1986
Date-Received: Sat, 15-Feb-86 03:22:52 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

I was wondering if anyone knows of any versions of Kermit for the ST.
The only one I know about is PC/Intercomm. Are there any in the public
domain?

--Bart Atwell

From 4549453549303317122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ffb39a7fbd1d6e9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-13 10:38:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!nsc!voder!kontron!stephan
From: stephan@kontron.UUCP (Stephan W. Wendl)
Newsgroups: net.micro.atari
Subject: Re: Atari ST Hard Disks
Message-ID: <509@kontron.UUCP>
Date: Thu, 13-Feb-86 13:38:42 EST

Article-I.D.: kontron.509
Posted: Thu Feb 13 13:38:42 1986
Date-Received: Sat, 15-Feb-86 05:06:49 EST
References: <4961@alice.uUCp>
Organization: Kontron Electronics, Irvine, CA
Lines: 15

> Anyone had experience with the Haba hard disks? Are they more
> reliable than their C compiler? Any other hard disks for the ST?

Yes, the 20MB hard disk from ATARI for developers. It upgrades the
ST to a realy useful tool. The mechanical design is slightly poor
(it comes in a 12" long housing, cable connector on the back, but
the cable to hook it to the 'keyboard' is just 10" long) Inside
there is a converter from ATARI hdisk interface (sort of sasi)
to a full SASI with adaptec controller and seagate 212 harddisk.

They add the installable hard disk driver and on the hard disk
(already formated) comes a test program which reads from a file
data to be flushed on the screen (digitized from a camera in B/W)
The speed is impressing ~4 pictures/second. (the public domain
ramdisk driver was even slower <3 p/s)

From 7283614286934471180
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e492dcfb713d0772,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-13 15:58:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!ut-sally!
seismo!mcvax!unido!hmm
From: hmm@unido.UUCP
Newsgroups: net.micro.atari
Subject: Multi-window terminal emulation
Message-ID: <15700057@unido.UUCP>
Date: Thu, 13-Feb-86 18:58:00 EST
Article-I.D.: unido.15700057
Posted: Thu Feb 13 18:58:00 1986
Date-Received: Mon, 17-Feb-86 05:25:53 EST
Sender: notes@unido.UUCP
Lines: 36
Nf-ID: #N:unido:15700057:000:1684
Nf-From: unido!hmm   Feb 13 23:58:00 1986

Hi there, here is a thing that some of you really need:
I've written a multi-window terminal emulation for the 520 ST.
Currently, it is only supported on 4.2 BSD UNIX, because it
needs pseudo-ttys (actually, the unix side is the uw code for
the macintosh from John D. Bruner). The state is:

- Up to seven windows, 24*80 chars each (virtually)
- adm31 emulation

- Small 5*7 font so that 24*80 chars fit on a screen
- Monochrome monitor supported only

If you don't believe it, I'm editing this note in one of the 5 windows
on my screen. The other windows contain: a hack game, some 'uw' source
code, and some administration stuff. A real nice thing if you can log
in to another machine, read the source here and monitor the state of the
local net on the same screen !
Before I release it, I want to add a large font (selectable on
a per-window basis), some file transfer capability and speeeed !
In the moment it uses the vro_cpyfm() call, which is rather slow.
I think I'll write some fast routines which are optimized for the
special cases I need. This should be not too difficult, because
every transfer will be word-aligned.

Some further thoughts:
What about a local editor, which uses ed on the unix side and provides
a window-oriented interface with mouse, cut and paste and all that neat
stuff ? Possibility to run TOS programs in one window ? Graphics
terminal emulation ? Troff previewing ? Any other ideas ?

A final word about releasing:
I want to post the source to mod.sources. I will not post binaries, and
I will not send mail to anyone outside good old Germany (it's too expensive).

     Hans-Martin Mosner <hmm@unido.uucp>
     University of Dortmund (W. Germany)

From 7076322773820988332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d19d5b5666184983,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-13 17:07:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- HEXBIN alternatives ---
Message-ID: <8602140131.AA07133@ucbvax.berkeley.edu>
Date: Thu, 13-Feb-86 20:07:00 EST
Article-I.D.: ucbvax.8602140131.AA07133
Posted: Thu Feb 13 20:07:00 1986
Date-Received: Sat, 15-Feb-86 03:24:41 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 13

Since you mentioned UUENCODE/DECODE as examples of niftitude, perhaps
someone could implement those programs in Action!. Thus enabling

the encoding by an already accepted (semi)standard.

Note: UUENCODE/DECODE is currently only on UN-X machines (as far
as I know....we do NOT have it here on my VMS machine). But if it
is written in C, and someone supplies the source, it can be compiled
and implemented on almost any machine.....

              -Richard Hartman
              max.hartman@ames-vmsb

From 5923342323832626078
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6ce581cd707bd603
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-13 21:38:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!akgua!akguc!rbk
From: rbk@akguc.UUCP (rbk)
Newsgroups: net.micro.atari
Subject: Re: TOS in ROM but no instructions
Message-ID: <7645@akguc.UUCP>
Date: Fri, 14-Feb-86 00:38:40 EST
Article-I.D.: akguc.7645
Posted: Fri Feb 14 00:38:40 1986
Date-Received: Sat, 15-Feb-86 06:21:11 EST
References: <500035@iuvax.UUCP>
Organization: AT&T Technologies/Bell Labs, Atlanta
Lines: 99

> We got our TOS in ROM but without instructions. I don't know who else
> has had this problem but I suspect a number of people have or will.
> Therefore, I am requesting that someone with the instructions post them to
> the net. Thanks in advance.

Here are the TOS ROM upgrade instructions which I received from ATARI
along with my ROMS. I have attempted to reproduce the essential
features of the one important Figure in the instructions. Please note
that I have not verified the "BOOT EPROM Version" instructions, since I
had the more common "MASKED BOOT ROM Version" which simply required
replacing the two old ROMS with six new ones.

I have had the ROMS installed for about two weeks now, and have
encountered no real problems (I have a 1 meg ST with the "six
resistors"). The only programs which I have found that don't work
properly are the PD ramdisk and fontloader programs (but M-disk works
fine). TOS can still be loaded from disk if desired. By the way,
I checked the date of the ROM version as suggested in a previous
article and got "11201985" (my disk version is dated "05291985").

                        Good Luck!
                        R. Brad Kummer   akguc!rbk

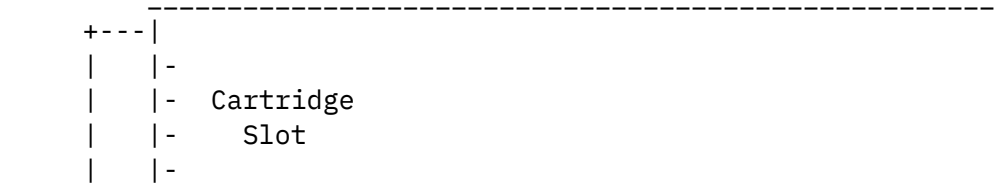
TOS ROM UPGRADE

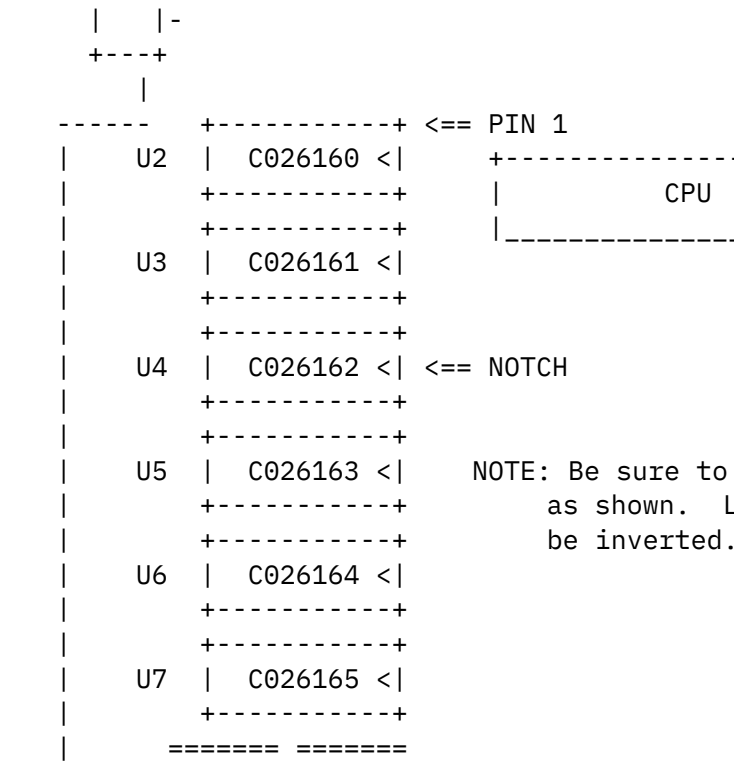
Once plastic and shield have been removed, locate the ROM socket area of the board (left side, near cartridge slot). There are three versions of the 520ST that have been produced to date; the ROM installation will vary according to the version of the board you have, so identify your board from the descriptions below:

MASKED BOOT ROM Version == This is the most common and is the easiest to upgrade. You have this version if no jumper wire is visible along the ROM socket area and the two ROM chips don't have labels on them. To upgrade, simply remove the two existing chips by wedging a small flathead screwdriver between the chip and the socket and carefully lifting up on the chips. Once the two old chips have been removed, insert the six new ROMs as shown in the figure below. Please note that it is extremely important that each ROM be put in with pin 1 on the top right corner of the chips as shown in the figure.

BOOT EPROMS Versions 1&2 == These are very early computers which were produced before masked ROMS were available. You have this version if a jumper wire is visible running from below the socket marked U7 to the middle front of the socket marked U3 and/or the two chips in the sockets have labels with handwritten markings on them. To upgrade these versions requires soldering and desoldering, so if you don't feel comfortable with a soldering iron, it is strongly recommended that the upgrade be done at an authorized Atari Service Center. The first thing you will need to do, if you decide to do the upgrade yourself, is remove the PC board from its bottom plastic cover. Now turn the board upside down and look at the area underneath the ROM sockets marked U4,U5,U6,U7. Looking at pins 27 and 28 on these sockets you should be able to see a solder bridge shorting the two pins together; this short needs to be desoldered on all four sockets. Next, turn the board rightside up again and look between U3 & U4, U4 & U5, and U6 & U7; toward the right hand side between each of these sockets should be a cut trace. This trace normally connected all the pin 27's together, so you will need to jumper it back the way it was before it was cut. The easiest way is with three jumpers; first jumper pin 27 of U3 to pin 27 of U4; second, jumper pin 27 of U4 to pin 27 of U5; and third, jumper pin 27 of U6 to pin 27 of U7. Before finally plugging in the new ROMs, verify your work by checking for continuity between pin 27 of the sockets and A15, which can be found on pin 43 of the 68000 CPU chip (U10). Also make sure that all pin 27's are disconnected from all pin 28's.

---------- Figure ----------





From -998405757213544184
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,43e1f2e157e17a81,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 05:07:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!inuxc!iubugs!iuvax!
franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: TOS in ROM headaches
Message-ID: <500038@iuvax.UUCP>
Date: Fri, 14-Feb-86 08:07:00 EST
Article-I.D.: iuvax.500038
Posted: Fri Feb 14 08:07:00 1986
Date-Received: Sun, 16-Feb-86 05:32:09 EST
Lines: 21
Nf-ID: #N:iuvax:500038:000:1417
Nf-From: iuvax!franco   Feb 14 08:07:00 1986

Everone with an ST has probably figured out how the order in which
accessories appear in the desk menu is determined if the system is booted
with TOS.IMG. The ordering rule is different when TOS is in ROM. It
seems that desktop accessories appear in the desk menu in an order which
is the reverse of the relative order in which the .acc files were copied
onto the boot disk (with at least one exception). So, with lots of accessories

you can have VT52 up at the top (if you wish) by making sure it is the last accessory copied (and the FREE RAMSIZE accessory is disabled). The one exception I have noticed is the FREE RAMSIZE accessory which is always at the top (but that is ok with me since I use it all the time). Also, it seems that when Mike's RAMDISK is installed memory is never deallocated so eventually the machine just runs out of space (I haven't tried this accessory without TOS in ROM - for all I know it might do the same thing in that case - it seems to me that if the contents of a certain key memory location were changed periodically one could probably keep available memory from slipping away (but I haven't looked for that location yet)). I have to use Mike's RAMDISK for the moment since the 1040 PD RAMDISK doesn't work at all with TOS in ROM. Also, the PD Fontloader does not seem to work. However, everything is back to normal if you put the TOS.IMG file back on the boot disk.

From -6794819863400557649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3030463a252609ba,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 05:45:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Version 1.0 Netnews CMS/BITNET 5/19/85; site PSUVM.BITNET
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!t3b
From: T3B@PSUVM.BITNET
Newsgroups: net.micro.atari
Subject: VT100 EMULATOR FOR 1200XL?
Message-ID: <4394T3B@PSUVM>
Date: Fri, 14-Feb-86 08:45:44 EST
Article-I.D.: PSUVM.4394T3B
Posted: Fri Feb 14 08:45:44 1986
Date-Received: Sun, 16-Feb-86 04:23:21 EST
Expires: Sat, 1-Mar-86 00:00:00 EST
Lines: 23

I have a 1200XL that my wife and daughter use for games and word processing; we've got the micro, a cassette, and a printer (no disk drive or modem as yet). Is there a VT100 terminal emulator available that would permit us to interface on full-screen cms with my university computer? If so, where could I get it, and what additional hardware would I need? Please reply to me directly--I'll summarize answers to the net. Thanks.

Tom Benson
Department of Speech Communication
The Pennsylvania State University
227 Sparks Building
University Park, PA 16802
814-238-5277

:akgua,allegra,ihnp4,cbosgd:!psuvax1!psuvm.bitnet!t3b (UUCP)

t3b%psuvm.bitnet@wiscvm.arpa (ARPA)
T3B@PSUVM (BITNET)

From 1962750065578037068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1ff3bb0c56a71364,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 06:21:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari
From: camis..ajb@MITRE.ARPA (ajb@mitre)
Newsgroups: net.micro.atari
Subject: ACTION!
Message-ID: <8602141421.AA15984@mitre.ARPA>
Date: Fri, 14-Feb-86 09:21:06 EST
Article-I.D.: mitre.8602141421.AA15984
Posted: Fri Feb 14 09:21:06 1986
Date-Received: Sun, 16-Feb-86 04:13:51 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 8

I am thinking of writing some programs in ACTION! which require me to
interface to the cartridge in a really weird way. Is it possible for
an ACTION! program to invoke the compiler (i.e. instruct the cartridge
to read in and compile a new file) possibly wiping out the first program ?

Alan J. Broder
ajb@mitre

From 3555206453630275451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2e5bf202d4ca7d2e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 07:37:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site hpvclc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!uw-beaver!tikal!
hplsla!hpvclc!ericr
From: ericr@hpvclc.UUCP (ericr)
Newsgroups: net.micro.atari
Subject: Re: Do you have these problems with VIP
Message-ID: <9700002@hpvclc.UUCP>
Date: Fri, 14-Feb-86 10:37:00 EST
Article-I.D.: hpvclc.9700002
Posted: Fri Feb 14 10:37:00 1986

Date-Received: Fri, 21-Feb-86 04:37:53 EST
References: <1765@druxu.UUCP>
Lines: 17
Nf-ID: #R:druxu:-176500:hpvclc:9700002:000:676
Nf-From: hpvclc!ericr   Feb 14 08:37:00 1986

I am running VIP on the standard 512K 520ST and have seen similar problems.

1) On very rare(albeit important) occasions I have lost my spreadsheet to
a System 2 message. It always seems to be related to printing somehow as
I have just recently done some printing.

2) I am using a printer that does not understand Epson escape sequences
so if VIP depends on an Epson, that may explain some of my problems.
Basically I am missing numeric data if it is in the first column and
any labels that exceed the column width will offset the data to the
right of them the same number of spaces. This is a well known bug
which has been reported.

Eric Ross
ihnp4!hpfcla!hpvcla!ericr

From -7017198496852769063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,33580e723f447480,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 08:15:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!mcvax!unido!frank
From: frank@unido.UUCP
Newsgroups: net.micro.atari
Subject: ComputerViruses: Help needed
Message-ID: <15700058@unido.UUCP>
Date: Fri, 14-Feb-86 11:15:00 EST
Article-I.D.: unido.15700058
Posted: Fri Feb 14 11:15:00 1986
Date-Received: Mon, 17-Feb-86 05:35:16 EST
Sender: notes@unido.UUCP
Lines: 35
Nf-ID: #N:unido:15700058:000:953
Nf-From: unido!frank   Feb 14 16:15:00 1986

Computer-Viruses: Help needed !!!

Please don`t mind for posting my request into this
notefile.

I have been searching for any kind of literature
concerning the subject of `computer viruses` for

three weeks now and my results are rather poor.

I only found 2 interesting entries in the databases
locally available. Because I intend to get a Ph.D.
in protection mechanisms against computer viruses
I really have a big need for more references and
hints to get.

So, if anybody out there in the net does know something
about the stuff, please give me any kind of information.

I`m also interested in getting contacts to others
working on the same or similar subject.

If there will be enough feedback I will summarize the
replies to the net.

Thanks in advance

Frank Hoffmeister frank@unido.uucp
frank@unido.bitnet

University of Dortmund
Dept. of Computer Science
PO Box 500 500
D-4600 Dortmund, F.R.Germany

From -8262791159689749155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5f5b2a82286ed2c2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 08:45:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpm!rtb
From: rtb@ihlpm.UUCP (Todd)
Newsgroups: net.micro.atari
Subject: Time program for ST
Message-ID: <709@ihlpm.UUCP>
Date: Fri, 14-Feb-86 11:45:11 EST
Article-I.D.: ihlpm.709
Posted: Fri Feb 14 11:45:11 1986
Date-Received: Sat, 15-Feb-86 05:17:00 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 18

There is a program available that loads the time and date registers
in the 520 ST from the Prometheus Pro-modem. It is on Compuserve
ST SIG DL2 and it is called protim.prg. I have used it for a couple

of days now, and although it doesn't work from a form called auto
(I don't know why), it works fine if you just execute it from
TOS. If someone really wants this program and doesn't have a
Compuserve account, write me and I will try to work out
something to get the program to you.

By the way, I have ordered Megamax C and when I get it I will post a
review to the net. One of my first projects will be an Epson.prg
program similar to the public domain Epson.com program for the
IBM. If any one knows how to write to the printer and accept
data from the key-board in C I would be interested in hearing
from you.

R.T. Bradstrum

From 4350296177495887491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6553457c0bd66615
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 08:56:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!lll-crg!well!ptsfa!aum!freed
From: freed@aum.UUCP
Newsgroups: net.micro.atari
Subject: Re: 1040 ST Availability?
Message-ID: <435@aum.UUCP>
Date: Fri, 14-Feb-86 11:56:51 EST
Article-I.D.: aum.435
Posted: Fri Feb 14 11:56:51 1986
Date-Received: Mon, 17-Feb-86 05:03:31 EST
References: <3280004@csd2.UUCP>
Organization: The Aurora Systems Bunch
Lines: 14

> []
> Does anyone know when the 1040 ST's will be available?

I called up atari and they stedafastly refused to give a reason for the
delay only that it was not ready but would be ready on the 15th of Feb.
Previously I had only heard throught the dealer that it was `about a week
away' (four weeks ago and every week since). I would love to find out what
is delaying them.
--

Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From 8213157812650923083

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ec719963c311a37
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 09:53:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Atari Online
Message-ID: <500039@iuvax.UUCP>
Date: Fri, 14-Feb-86 12:53:00 EST
Article-I.D.: iuvax.500039
Posted: Fri Feb 14 12:53:00 1986
Date-Received: Tue, 18-Feb-86 03:47:49 EST
References: <646@well.UUCP>
Lines: 2
Nf-ID: #R:well:-64600:iuvax:500039:000:48
Nf-From: iuvax!franco   Feb 14 12:53:00 1986

Welcome aboard. What did you say your name is?

From 7498040893512032608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ec719963c311a37
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-14 10:17:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari
From: Felton.PA@XEROX.COM
Newsgroups: net.micro.atari
Subject: Re: Atari Online
Message-ID: <860214-101757-2380@Xerox>
Date: Fri, 14-Feb-86 13:17:52 EST
Article-I.D.: Xerox.860214-101757-2380
Posted: Fri Feb 14 13:17:52 1986
Date-Received: Sun, 16-Feb-86 04:30:56 EST
References: <646@well.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

Neil,

Hi!
Great to have Atari on the net! Rumors fly fast and furious around here. Hopfully you will be able to improve the accuracy of net information. Can you also supply technical information (hardware/software) when specific questions are asked about the 520?

John

From -675182050485929772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8e26272d41d283,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-05 02:42:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8602051125.AA15752@mcvax.uucp>
Date: Wed, 5-Feb-86 05:42:47 EST
Article-I.D.: mcvax.8602051125.AA15752
Posted: Wed Feb 5 05:42:47 1986
Date-Received: Sun, 9-Feb-86 04:41:39 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 18

To: ukc!mcvax!seismo!harvard!talcott!panda!genrad!decvax!decwrl!ucbvax!info-atari
Subject: Re: Word Processing Software
Newsgroups: net.micro.atari
In-Reply-To: <8601311252.AA21131@mitre.ARPA>
Organization: Department of Computing, Kings College, University of London.
Cc:

In article <8601311252.AA21131@mitre.ARPA> you write:
>I need information on public domain word-processing programs for
>the 8-bit line. In particular I'm looking for something that will
>work with 1027 printer. I would also appreciate comments regarding
>experience with the 1027 (e.g. how reliable is it ?).
>   Alan J. Broder
>   ajb@mitre

I've been using one for a year or two now, mostly with Atariwriter and it
is slooooooow. Also mine has the charming habit of stopping and repeating half
a line occasionally. Not so much fun when you're trying to print out a novel.

From 4695810322910943464
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8b6558e91699b15f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-05 03:56:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!mtuxo!houxm!whuxl!whuxlm!akgua!
gatech!seismo!mcvax!cernvax!jmg

From: jmg@cernvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: help
Message-ID: <270@cernvax.UUCP>
Date: Wed, 5-Feb-86 06:56:13 EST
Article-I.D.: cernvax.270
Posted: Wed Feb 5 06:56:13 1986
Date-Received: Fri, 7-Feb-86 21:36:16 EST
References: <8602030229.AA19672@sdcc13.ARPA>
Reply-To: jmg@cernvax.UUCP (Mike Gerard, DD Division, CERN.)
Organization: CERN, Geneva/Switzerland
Lines: 15

In article <8602030229.AA19672@sdcc13.ARPA> info-atari@ucbvax.UUCP writes:
>hello,
>   i am a student at ucsd and i enjoy roaming the net. my particular est is in
the atari(since i own one). for a long time now i have seen ref-
>erences to 'info-atari' or 'subscribe' etc. now i have no idead what all thiss
>stuff is, but am interested. i know how to readnews and postnewss, but
>anything beyond that i have not learned. i would appreciate any help you
>can offer.

Perhaps you, and a lot of other people also, could start by:-
1. Learning to spell
2. Learning to type, or at least to use an editor.

(Once upon a time I started to compile a list of the most common
spelling errors. However, it depressed me so much that I soon gave up.
Note that I have not even asked that people write proper English/American)

From 1278154457729407845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2c05743c7a715326,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-05 06:12:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: RSC dump program for ST
Message-ID: <238@imagen.UUCP>
Date: Wed, 5-Feb-86 09:12:44 EST
Article-I.D.: imagen.238
Posted: Wed Feb 5 09:12:44 1986
Date-Received: Fri, 7-Feb-86 21:52:38 EST
Distribution: net
Organization: The Houses of the Holy
Lines: 118

~~~~~~~~~~~~~~~~~~~~~~~~~~\ lineater, \~~~~~~~~~~~~~~~~~~~~~~~~
~~~~~~~~~~~~~~~~~~~~~~~~~~

this is a program i wrote when i was first learning the ST, it gives
an ascii description of a resource file created with the resource
editor. To use it you need both the .C and .H files from the editor,
these are gotten by (if memory serves me correctly) selecting the
'save source' option from the menu. You should replace the #include
for flibs.h and flibs.c with your own and recompile the program. It
was written to run under 4.2BSD but should run on the ST. Please
send all bug reports to me, flames to /dev/null.

```
#include "stdio.h"
#include "obnames.h"
#include "portab.h"
#include "obdefs.h"
/*************************************************************************/
/*                                                                       */
/* INCLUDE the 2 files created by saving source from the resource        */
/*  editor after this comment. For example:                              */
/*                                                                       */
/*************************************************************************/
#include "flibs.c"
#include "flibs.h"

main()

{
     int i,j,k;
     char buf1[24],buf2[24],buf3[24],buf4[24];

     printf("************Resource File %s****************\n\n",pname);
     for(i=0; i<NUM_OBS; i++) {
          printf("***OBJECT BLOCK #%d\nnext sibling=%d, children: head=%d,
tail=%d\n",
               i,rs_object[i].ob_next,rs_object[i].ob_head,rs_object[i].ob_tail);
          for(j=0; obtype_names[j].text != '\0'; j++) {
               if(rs_object[i].ob_type == obtype_names[j].value) {
                    strcpy(buf1,obtype_names[j].text);
                    break;
               }
          }
          for(j=0; obflag_names[j].text != '\0'; j++) {
               if(rs_object[i].ob_flags == obflag_names[j].value) {
                    strcpy(buf2,obflag_names[j].text);
                    break;
               }
          }
          for(j=0; obstate_names[j].text != '\0'; j++) {
               if(rs_object[i].ob_state == obstate_names[j].value) {
                    strcpy(buf3,obstate_names[j].text);
                    break;
               }
          }
```

```
          printf("type=%s, flags=%s, state=%s\nspec=%lx (",
               buf1,buf2,buf3,rs_object[i].ob_spec);
          switch(rs_object[i].ob_type) {
               case G_BOX:
               case G_IBOX:
               case G_BOXCHAR:
               k = rs_object[i].ob_spec & 0x0000ffffL;
               dump_color(k);
               if(rs_object[i].ob_type == G_BOXCHAR)
                    printf("char=%c,",(rs_object[i].ob_spec & 0xff000000L) >> 24);
               k = (rs_object[i].ob_spec & 0x00ff0000) >> 16;
               if(k == 0)
                    printf("no border,");
               else if(k > 128)
                         printf("inside border=%d,",(256-k));
                    else
                         printf("outside border=%d,",k);
               break;
           case G_TEXT:
           case G_BOXTEXT:
           case G_FTEXT:
           case G_FBOXTEXT:
               printf(" ");
               break;
          case G_BUTTON:
          case G_STRING:
          case G_TITLE:
               printf("text='%s'",rs_strings[rs_object[i].ob_spec]);
               break;
          } /* end switch */
          printf(")\n");
          printf("x=%d, y=%d, width=%d, height=%d\n\n",
               rs_object[i].ob_x,rs_object[i].ob_y,rs_object[i].ob_width,
               rs_object[i].ob_height);
     }
}
dump_color(color)
int color;

{
     int bcolor,tcolor,trans,fill,icolor;

     bcolor = (color & 0xf000) >> 12;
     tcolor = (color & 0x0f00) >> 8;
     trans  = (color & 0x0080) >> 7;
     fill   = (color & 0x0070) >> 4;
     icolor = (color & 0x000f);

     printf("colors: border=%s,text=%s,inside=%s; mode=%d, fill=%d\n",
      obcolor_names[bcolor],obcolor_names[tcolor],obcolor_names[icolor],
      trans,fill);

}
```

--
----
god bless Lily St. Cyr
-Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From -3990001954728548999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 129fb9,a05d9c2d1323e92d,start
X-Google-Attributes: gid129fb9,public
X-Google-Thread: 1517c1,a05d9c2d1323e92d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-05 06:35:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!brl-smoke!nlm-mcs!garl
From: garl@nlm-mcs.UUCP
Newsgroups: net.micro.atari,net.lang.mod2
Subject: modula2 debug modules
Message-ID: <777@nlm-mcs.ARPA>
Date: Wed, 5-Feb-86 09:35:06 EST
Article-I.D.: nlm-mcs.777
Posted: Wed Feb 5 09:35:06 1986
Date-Received: Fri, 7-Feb-86 21:13:53 EST
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 8
Xref: watmath net.micro.atari:2728 net.lang.mod2:320

I have just purchased the TDI modula2 for the Atari ST, and I was was wondering if anyone has written a decent modula2 debug package that they would be willing to share? I am new to modula2, so if there are debug tools available that I don't know about I would be interested in hearing about them.

Gary Letourneau
letourneau@nlm-mcs.arpa

From 8685350944305158302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cfa5a489a5cbacba,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-05 06:54:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/5/84; site dmcnh.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!sii!dmcnh!mark
From: mark@dmcnh.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: cpm80.tos
Message-ID: <225@dmcnh.UUCP>
Date: Wed, 5-Feb-86 09:54:26 EST
Article-I.D.: dmcnh.225
Posted: Wed Feb 5 09:54:26 1986
Date-Received: Fri, 7-Feb-86 10:10:34 EST
Distribution: net
Organization: Datamedia Corp, Nashua, NH
Lines: 9

The recent posting of cpm80.tos is not public domain and should be
removed from any archives, public or private.

As several posters have noted, there is a copyright notice in the binary.
Atari here in the U.S. does own the rights to this software, and is
planning to release a working version here, for sale. They did not
comment on Uwe Hoch's claim that Atari Germany released it PD. They
did state that the German version is preliminary, and will not work
with rom tossed machines.

From 437718245294642815
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c5181cc7eb6a22a9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-05 07:45:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site looking.UUCP
Path: utzoo!watmath!looking!jan
From: jan@looking.UUCP (Jan Gray)
Newsgroups: net.micro.atari
Subject: Re: ST bus cycles...BLITTER?!?!?!?!?!?!?
Message-ID: <493@looking.UUCP>
Date: Wed, 5-Feb-86 10:45:18 EST
Article-I.D.: looking.493
Posted: Wed Feb 5 10:45:18 1986
Date-Received: Thu, 6-Feb-86 04:46:30 EST
References: <12180482042.28.G.DYER@SU-SCORE.ARPA>
Reply-To: @looking.UUCP (Jan Gray)
Organization: Looking Glass Software Ltd. Waterloo, Ontario
Lines: 30
Summary:

In article <12180482042.28.G.DYER@SU-SCORE.ARPA> G.DYER@SU-SCORE.ARPA (Landon
Dyer) writes:
>
>There are two 250ns windows. One window is for "static" system requests
>(video DMA and memory refresh). The other window is available for disk
>DMA, blitter DMA, and processor accesses. Refresh cycles are done during

      ^^^^^^^^^^^
>horizontal and vertical blank (and take, say, 5% of the first window).
>When the first window is not being used, it is available to fill requests
>that would otherwise go to the second window.

WHAT BLITTER????? Somewhere in the documentation I saw an interrupt
vector for "gpu blt done"...but nothing else! I can't believe there
is special hardware for bitblt on the ST, since vro_cpyfm() is
too damn slow(*). Unless, of course, the "blitter" is only useful for
doing no-skew, whole word transfers...

Please please please tell us more. Maybe you could even fill us in on
how to do bitblt from the line A vector (since my documentation (and
others) were missing the last n pages of the "Long Awaited Line A
Document").

Thanks,
Jan Gray Looking Glass Software, Waterloo Ont. (519) 884-7473

p.s. Are you *the* l. dyer who wrote the BIOS, etc (or at least had his
name on the listings?)

(*) That is, for doing large image processing tasks like "spreading" the
screen, running life on the whole screen etc. (BTW, can anyone beat
400,000 life cell-generations per second on their ST?)

From -696090482821329858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6122592e0745baa9,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1622d3,6122592e0745baa9,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1986-02-05 09:38:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sask.UUCP
Path: utzoo!utcsri!ubc-vision!alberta!sask!long
From: long@sask.UUCP (Warren Long)
Newsgroups: net.micro.atari,net.micro.apple
Subject: TRAK disk drives and SLAVE drives
Message-ID: <329@sask.UUCP>
Date: Wed, 5-Feb-86 12:38:42 EST
Article-I.D.: sask.329
Posted: Wed Feb 5 12:38:42 1986
Date-Received: Wed, 5-Feb-86 16:23:21 EST
Distribution: net
Organization: University of Saskatchewan, CANADA
Lines: 23

I have a TRAK AT-D4 disk drive. This is the double density,
double-sided drive that pretends it is two drives, using the

second side written backwards. TRAK includes a slave port
on the back to control other drives. I would like to know
what drives will it control, and what protocols are available
on the pins/edge-connector.

Part 2: I also have an old(?) drive out of an APPLE LISA.
These are better known as APPLE's boondoggle. This is APPLE's
own wierd design for double sided disks, with 4 R/W slots on
the disk (the two heads clamp onto the disk 180 degrees apart
from opposite sides, with each head having a felt pad opposite
it). I think these would be fun to play with. Has anybody done
anything with these before???

Thanks, I eagerly await any info....

Warren Long
University of Saskatchewan
Canada

From -2921178154606096331
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,db554497cd1e5e25
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-05 10:03:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!mtuxo!houxm!whuxl!whuxlm!akgua!
gatech!seismo!uwvax!uwmacc!demillo
From: demillo@uwmacc.UUCP
Newsgroups: net.micro.atari
Subject: Re: Public Domain Editor binary?
Message-ID: <1956@uwmacc.UUCP>
Date: Wed, 5-Feb-86 13:03:54 EST
Article-I.D.: uwmacc.1956
Posted: Wed Feb 5 13:03:54 1986
Date-Received: Fri, 7-Feb-86 21:37:48 EST
References: <964@unmvax.UUCP>
Distribution: net
Organization: UWisconsin-Madison Academic Comp Center
Lines: 23

>
>   After seeing all the flames about binaries, I thought I'd
> ask first.
> Dr. Bruce E. Wampler
> Department of Computer Science
> University of New Mexico
> Albuquerque, NM 87131

I for one have been having troubles getting a uuencoded version
of *anything* onto my atari. Anyone else experiencing similar problems?

--
--- Rob DeMillo
Madison Academic Computer Center
...seismo!uwvax!uwmacc!demillo

"...I suppose you find the concept of a
robot with an artificial leg amusing?"

-- Marvin, the Paranoid Android

From 2852744949847368878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,338a052bd2735c4e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-05 11:49:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site utai.UUCP
Path: utzoo!utcsri!utai!jenkin
From: jenkin@utai.UUCP (Michael Jenkin)
Newsgroups: net.micro.atari
Subject: pd ram disk wanted
Message-ID: <1262@utai.UUCP>
Date: Wed, 5-Feb-86 14:49:47 EST
Article-I.D.: utai.1262
Posted: Wed Feb 5 14:49:47 1986
Date-Received: Wed, 5-Feb-86 15:43:37 EST
Distribution: net
Organization: CSRI, University of Toronto
Lines: 10

In Byte (Feb. 86) there is mention of a pd ram disk on BIX (article number
54 in atari/tech.st), which should also be available on compuserve and
on a number of other bbs. If any one has a copy (source please) of this
ram disk (or any other one), could they please post it to the net.
--
--
Michael Jenkin University of Toronto
USENET: {decvax,ihnp4,allegra}!utcsri!utai!jenkin
CSNET: jenkin@Toronto
BELL: 416-978-7321

From 2417561705663054023
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d69cb346ff2cbb29,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-05 18:27:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU

Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Reminder concerning ST-related messages
Message-ID: <12181072076.25.G.ABRAMS@SU-SCORE.ARPA>
Date: Wed, 5-Feb-86 21:27:22 EST
Article-I.D.: SU-SCORE.12181072076.25.G.ABRAMS
Posted: Wed Feb 5 21:27:22 1986
Date-Received: Sun, 9-Feb-86 04:32:26 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

Please remember to send all messages concerning the Atari 16-bit ST
product line to INFO-ATARI16@SU-SCORE.

Thank you.

From -8403464002186383660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8e26272d41d283
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-06 04:15:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8602061327.AA28786@mcvax.uucp>
Date: Thu, 6-Feb-86 07:15:37 EST
Article-I.D.: mcvax.8602061327.AA28786
Posted: Thu Feb 6 07:15:37 1986
Date-Received: Tue, 11-Feb-86 07:10:40 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 23

To: kcl-cs!ukc!mcvax!seismo!ut-sally!pyramid!decwrl!ucbvax!info-atari
Subject: Re: Word processing and the 1027
Newsgroups: net.micro.atari
In-Reply-To: <8602031311.AA08186@mitre.ARPA>
Organization: Kings College, Department of Computing, London, UK
Cc:

In article <8602031311.AA08186@mitre.ARPA> you write:
>Also for those of you who own 1027 printers: where do you buy replacement
>ink rollers for the printer ? They appear to have been specially
>designed for the 1027. Are you forced to re-ink them by hand ?
>

Yep. Use stamp pad ink. DON'T USE DRAWING INK. I know this sounds obvious, but I trashed one roller and had to clean off the barrel (let's have a barrel of fun...oops sorry.) Silica Shop in Britain advertises them, but I suspect that they don't exist, since SS never have them.

R.Ramsay
ukc!kcl-cs!ramsay@neon.uucp

<And sneaking along last...>

From 3673074788785373772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a92aac54385a6dea,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-06 05:06:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari
From: camis..ajb@MITRE.ARPA (ajb@mitre)
Newsgroups: net.micro.atari
Subject: 1027 Printer
Message-ID: <8602061306.AA28612@mitre.ARPA>
Date: Thu, 6-Feb-86 08:06:34 EST
Article-I.D.: mitre.8602061306.AA28612
Posted: Thu Feb 6 08:06:34 1986
Date-Received: Sun, 9-Feb-86 04:42:06 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 19

I've received several messages from netters regarding various weird behavior by the 1027. The most common complaint is that it stops, dead, in the middle of a print, often needing to be repowered. As for my own 1027, I've noticed that when I use DOS2.0S to copy a file to the P: device, the printer will always drop dead several lines into the file; this is relaibly repeatable. However, when I write a BASIC program which feeds test lines to the printer, I can not get it to die. I seem to recall reading in one of the Atari magazines that the printer problem was a known software "feature"; something having to do with a kluge that would keep the 1027 from overheating by forcing it to take a rest once in a while.

Does anyone else have any information to share regarding this problem ? I think I've seen on Compuserve a patch for AtariWriter which is supposed to rectify this problem.

Alan J. Broder
Mitre Corporation
ajb@mitre

From 3806708098952864807
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a92aac54385a6dea
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-06 06:36:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari
From: dgladden@WSMR08.ARPA (Doug Gladden CD-SP)
Newsgroups: net.micro.atari
Subject: Re: 1027 Printer
Message-ID: <8602061500.AA19247@ucbvax.berkeley.edu>
Date: Thu, 6-Feb-86 09:36:45 EST
Article-I.D.: ucbvax.8602061500.AA19247
Posted: Thu Feb 6 09:36:45 1986
Date-Received: Sun, 9-Feb-86 04:42:41 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

> 1027 printer wierd behavior ... stop in middle of print ...

I've had the same problem with my 1027 on my 1200XL using Atariwriter. If I
wait several minutes the print will continue. We often used break to kill the
print of the page and start over instead of waiting.

The problem vanished when the "Translator" program was booted first. I have
never seen the problem while using the 1027 with my 800. Sounds like a
bug in the XL operating system(s) ROM.

Doug Gladden

From 9149107760787667467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1423c2cb0c50181f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-06 09:41:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site uw-june
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!
bullwinkle!uw-beaver!uw-june!rling
From: rling@uw-june (Robert Ling)
Newsgroups: net.micro.atari
Subject: Hardware for the ST cartridge slot.
Message-ID: <355@uw-june>
Date: Thu, 6-Feb-86 12:41:04 EST
Article-I.D.: uw-june.355
Posted: Thu Feb 6 12:41:04 1986
Date-Received: Sun, 9-Feb-86 04:47:27 EST
Organization: U of Washington Computer Science
Lines: 10

I am contemplating building some hardware that uses the cartridge slot
on the ST. The hardware would have memory mapped I/O. If anybody has
successfully tried this, I'd like to know how the control signals in
the cartridge slot function. Is it possible to read from AND write to
memory locations in the ROM memory space? How?

Thanks.

- Robert Ling. <rling@uw-june.arpa>

From -2307875675685295382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce0b95ddca2fca2b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-06 12:08:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Ulrich.WBST@XEROX.COM
Newsgroups: net.micro.atari
Subject: Re: Atari - CP/M connection
Message-ID: <860206-122241-1037@Xerox>
Date: Thu, 6-Feb-86 15:08:53 EST
Article-I.D.: Xerox.860206-122241-1037
Posted: Thu Feb 6 15:08:53 1986
Date-Received: Sun, 9-Feb-86 05:29:36 EST
References: <851212-102209-1393@Xerox>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 3

Never heard any more about this. Since I have an Atari and an 820-II I am
interested.

Denny

From -880049890437273449
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 129fb9,a05d9c2d1323e92d
X-Google-Attributes: gid129fb9,public
X-Google-Thread: 1517c1,a05d9c2d1323e92d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-06 13:21:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari,net.lang.mod2
Subject: Re: modula2 debug modules
Message-ID: <1351@gitpyr.UUCP>

Date: Thu, 6-Feb-86 16:21:36 EST
Article-I.D.: gitpyr.1351
Posted: Thu Feb 6 16:21:36 1986
Date-Received: Fri, 7-Feb-86 21:22:16 EST
References: <777@nlm-mcs.ARPA>
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Distribution: net
Organization: Georgia Institute of Technology
Lines: 22
Xref: watmath net.micro.atari:2729 net.lang.mod2:322

In article <777@nlm-mcs.ARPA> garl@nlm-mcs.ARPA (Gary Letourneau) writes:
>
>   I have just purchased the TDI modula2 for the Atari ST, and I was
>was wondering if anyone has written a decent modula2 debug package that they
>would be willing to share? I am new to modula2, so if there are debug tools
>available that I don't know about I would be interested in hearing about them.
>
>   Gary Letourneau
>   letourneau@nlm-mcs.arpa

TDI claims that they're working on a symbolic debugger. They say to expect
it in a couple of months... (wish they'd fix the editor first...)

=-=
No problem is so formidable that you can't just walk away from it.

    Steve Tynor
    Georgia Instutute of Technology

 ...{akgua, allegra, amd, harpo, hplabs,
     ihnp4, masscomp, ut-ngp, rlgvax, sb1,
     uf-cgrl, unmvax, ut-sally} !gatech!gitpyr!tynor

From -3355246252645176920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,894b4b6f1d567939,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,894b4b6f1d567939,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 159752,894b4b6f1d567939,start
X-Google-Attributes: gid159752,public
X-Google-ArrivalTime: 1986-02-06 14:23:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!think!harvard!cmcl2!lanl!
unm-la!unmvax!wampler
From: wampler@unmvax.UUCP (Bruce Wampler)
Newsgroups: net.sources,net.micro,net.micro.atari
Subject: TVX: Second set of changes posted
Message-ID: <995@unmvax.UUCP>
Date: Thu, 6-Feb-86 17:23:42 EST
Article-I.D.: unmvax.995

Posted: Thu Feb 6 17:23:42 1986
Date-Received: Sun, 9-Feb-86 06:33:28 EST
Distribution: net
Organization: Univ. of New Mexico, Albuquerque
Lines: 10
Xref: watmath net.sources:4304 net.micro:13729 net.micro.atari:2746

A second set of changes to my public domain screen editor TVX
has been posted to net.sources.bugs. If you miss the changes,
or still want a copy of TVX, please contact me directly by email.
--
Dr. Bruce E. Wampler
University of New Mexico
Department of Computer Science
Albuquerque, NM 87131

..{ucbvax | seismo!gatech | ihnp4!lanl}!unmvax!wampler

From 517153359249370341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72d5015b76d82799
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-06 15:14:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: Re: Monitor question for Atari 520ST
Message-ID: <8602062314.AA26977@mitre-bedford.ARPA>
Date: Thu, 6-Feb-86 18:14:24 EST
Article-I.D.: mitre-be.8602062314.AA26977
Posted: Thu Feb 6 18:14:24 1986
Date-Received: Sun, 9-Feb-86 05:43:50 EST
References: <111@uxrd1.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 22

If it is a color monitor it should work just fine.

If it is a monochrome monitor, you will probably have to
re-tweak the vertical and horizontal hold controls to lock it in, and you may
well have to make some changes to the sweep circuits both to lock it in and to
get a full-sized picture with the right aspect ratio (horizontal to vertical
scale factors).

However, I hasten to add that I have never tried this and don't even own an
ST (yet). The main problem is that the ST expects a monochrome monitor to
run at a 70-Hz frame rate, non-interlaced, and to have 640 by 400 pixels.
Standard monochrome monitors run at 60 Hz and I'm not sure of the screen
resolution. The 400 should be no problem, as this is an "analog" quantity.

But the number of lines is not, and there may be a problem of "folding over"
of the picture. Also the geometry may not be right unless you change the gain
of one of the sweep channels.

If you think I sound like I know what I'm talking about, don't be fooled.
Find somebody who really knows what monochrome monitors are all about.

-John Sangster
jhs at mitre-bedford.arpa

From 6848196655323357925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,717896f57577401a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-06 15:43:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mprvaxa.UUCP
Path: utzoo!utcsri!ubc-vision!mprvaxa!rintoul
From: rintoul@mprvaxa.UUCP (Doug Rintoul)
Newsgroups: net.micro.atari
Subject: xlisp request
Message-ID: <691@mprvaxa.UUCP>
Date: Thu, 6-Feb-86 18:43:14 EST
Article-I.D.: mprvaxa.691
Posted: Thu Feb 6 18:43:14 1986
Date-Received: Thu, 6-Feb-86 21:44:34 EST
Organization: Microtel Pacific Research, Burnaby, B.C., Canada
Lines: 5

A couple of weeks ago, someone posted a 6 part article containing the source
for an xlisp interpreter. Unfortunately we received only parts 1 to 3 and
part 6. Could someone out there mail me or repost parts 4 and 5?
Thanks in advance.
Doug Rintoul

From 501774930415395337
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72d5015b76d82799
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-06 18:41:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: gyuri@CVL.UMD.EDU (Gyorgy Fekete)
Newsgroups: net.micro.atari
Subject: Re: Monitor question for Atari 520ST
Message-ID: <8602070241.AA13718@cvl.umd.edu>
Date: Thu, 6-Feb-86 21:41:01 EST
Article-I.D.: cvl.8602070241.AA13718
Posted: Thu Feb 6 21:41:01 1986
Date-Received: Sun, 9-Feb-86 05:46:43 EST

Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

> Date: 06 Feb 86 18:14:24 EST (Thu)
> From: jhs@mitre-bedford.ARPA
>
> If it is a color monitor it should work just fine.

No, no, no! If I recall correctly, the original requestor said that he had a color monitor with *COMPOSITE* input. Unless the new STs also have composite output, you may have to build a rgb-to-composite circuit. Now there I can help you, if you like.

From 1833696273110444706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ff3c0f86a95b43,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-06 19:19:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site inuxm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!inuxm!tob
From: tob@inuxm.UUCP (T Burger)
Newsgroups: net.micro.atari
Subject: COLDSTART FOR YOUR XE
Message-ID: <322@inuxm.UUCP>
Date: Thu, 6-Feb-86 22:19:47 EST
Article-I.D.: inuxm.322
Posted: Thu Feb 6 22:19:47 1986
Date-Received: Sun, 9-Feb-86 05:37:39 EST
Distribution: net
Organization: AT&T Consumer Products, Indianapolis
Lines: 157

DD A COLD START RESET TO YOUR XE

After I got my new 130XE, I began to get a little frustrated by the ram chips in it. In order to do a cold start, I had to leave the machine off for at least 20 seconds. This is a *real* long time.

I was convinced there had to be a better way.

First of all a little history about what causes the problem. When Atari switched to the XL/XE line of computers, they changed the reset button to do a hard chip reset instead of an interrupt like on the old 800's. This means that every time the reset button is pressed the 6502 does a reset and starts over. The software must determine whether this is a cold start (power up) or a warm start (reset button). It

does this by checking for a signature in the ram. On the XE there are three bytes $33D, $33E, $33F. If these three bytes are intact ($5C $93 $25) then it does a warm start. If any of them are wrong then it does a cold start.

The same day that I picked up my 130XE, I ordered the OMNIVIEW XE operating system from CDY. This OS gives you several advantages.

1. It does away with the need for a translator disk. It looks like the old Rev B operating system.
2. It gives me an 80 column mode for some applications.
3. It reverses the effect of the option key at coldstart.
4. It gives me ramdisk capability with any DOS.

This OS only uses the first byte of the signature ($33D).

I decided to fix my OMNIVIEW XE OS first.

You will need access to an EPROM burner and a 27128 EPROM to make this fix.

The fix.....

My fix involves 'stealing' the reset vector and checking the keyboard secondary buffer. This is a byte at $2F2 where the keyboard handler keeps the last button press to see if it should start auto-repeating on the next key stroke. I decided to use 'shift esc reset' as my cold start method. If the byte at $2F2 is $5C then the last key press was the 'shift esc' and I trash the byte at $33D and let the system continue with a normal reset. This will cause a COLD START without touching the power switch.

The program.....

```
     LDA $2F2   load the last key buffer
     CMP #$5C   check it for 'shift esc'
     BNE EXIT   branch if it isn't
     LDA #$00   load a zero
     STA $033D  trash the signature
EXIT JMP RESET  continue with the system reset vectors
```

I made this change on the OMNIVIEW XE rom from CDY first. These are the changes for the OMNIVIEW XE rom.

********** DAVID YOUNG are you listening. **********

The changes....

EPROM ADDRS	OLD	NEW	
3FFC	29	20	power up reset vector
3FFD	EF	E9	power up reset vector
2920	44	AD	
2921	61	F2	
2922	76	02	
2923	69	C9	
2924	64	5C	
2925	20	D0	
2926	59	05	
2927	6F	A9	
2928	75	00	
2929	6E	8D	
292A	67	3D	
292B	20	03	
292C	CF	4C	
292D	CD	29	
292E	CE	EF	

These bytes were used for Dave's title 'David Young OMNIVIEW XE (C)1985'. Sorry Dave, but this was the only safe place I could find!!!!

If you boot without basic his message will be messed up.

NOW THE XE......

There are about 30 bytes of $00 in the rom at address $24A0. This area was reserved for jump vectors, but was never needed. The XE OS does a rom checksum during power up. So I changed that routine so it will always pass the check.

This fix should also work on the XL series, but you may have to find a new location for the code.

The changes....

EPROM ADDRS	OLD	NEW	
3FFC	AA	A8	power up reset vector
3FFD	C2	E4	power up reset vector
3F90	38	18	defeat the rom check
24A8	00	AD	
24A9	00	F2	
24AA	00	02	
24AB	00	C9	
24AC	00	5C	
24AD	00	D0	
24AE	00	05	
24AF	00	A9	

```
24B0     00      00
24B1     00      8D
24B2     00      3D
24B3     00      03
24B4     00      4C
24B5     00      AA
24B6     00      C2
```

If you have both systems installed with a switch to select one of them at a time, you may want to make an additional change. Right now both systems use $5C for the first signature byte. You might change one of them to use a different signature byte. This would require finding all the places in the OS that it checks this byte and making the neccessary changes.

Once in a while, if your system is 'locked-up' it may take two attempts to get a cold start. It seems the first attempt gets the interrupt system working, then the second attempt does the coldstart.

NO MORE FLIPPING THE POWER SWITCH FOR ME.

Hope this works for you.

Ted Burger
317-835-7635

All the standard disclaimers apply. I don't work for any of the above companies, some people claim I don't work at all!!

From -1318420013652552165
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,717896f57577401a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-06 23:44:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site calgary.UUCP
Path: utzoo!utcsri!ubc-vision!alberta!calgary!stone
From: stone@calgary.UUCP (Glen Stone)
Newsgroups: net.micro.atari
Subject: Re: xlisp request
Message-ID: <126@calgary.UUCP>
Date: Fri, 7-Feb-86 02:44:12 EST
Article-I.D.: calgary.126
Posted: Fri Feb 7 02:44:12 1986
Date-Received: Fri, 7-Feb-86 04:32:08 EST
References: <691@mprvaxa.UUCP>

Organization: University of Calgary, Calgary, Alberta
Lines: 9

> A couple of weeks ago, someone posted a 6 part article containing the source
> for an xlisp interpreter. Unfortunately we received only parts 1 to 3 and
> part 6. Could someone out there mail me or repost parts 4 and 5?
> Thanks in advance.
>   Doug Rintoul

Ditto, that is we did not receive here either.

Glen Stone

From -7793095415368034054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce0b95ddca2fca2b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-07 05:52:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
ucbvax!info-atari
From: Slomcenski.WBST@XEROX.COM
Newsgroups: net.micro.atari
Subject: Re: Atari - CP/M connection
Message-ID: <860207-055244-1154@Xerox>
Date: Fri, 7-Feb-86 08:52:41 EST
Article-I.D.: Xerox.860207-055244-1154
Posted: Fri Feb 7 08:52:41 1986
Date-Received: Tue, 11-Feb-86 03:47:13 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

Denny,

Due to other priorities, this project has been idle for awhile. I do
intend to get back to it - but can't say exactly when.

  ~Bob

From 3997861712107387310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c7d562a8d2971401,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-07 07:11:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.16 $; site ISM780.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!cca!ISM780!dianeh
From: dianeh@ISM780.UUCP
Newsgroups: net.micro.atari

Subject: Okay, let me have it...
Message-ID: <30900002@ISM780.UUCP>
Date: Fri, 7-Feb-86 10:11:00 EST
Article-I.D.: ISM780.30900002
Posted: Fri Feb 7 10:11:00 1986
Date-Received: Tue, 11-Feb-86 07:24:51 EST
Lines: 32
Nf-ID: #N:ISM780:30900002:000:1543
Nf-From: ISM780!dianeh   Feb 7 10:11:00 1986

[Where do all the eaten lines go?...]

I got a call from a friend of mine last night who told me he's thinking
about buying a computer to use for his small business and is looking at the
ST. Now, I've been away from the microcomputer world for a couple of years,
and all this sort of took me by surprise -- I spent last night going through
net.micro* trying to catch up. What I'd like from all you wonderful netters
out there is whole bunches of information about what's what: What's the
poop about the ST line? Is the "development kit" generally available, or
do you have to be a development house? What's being sold to the general
public -- everything? How good is the 520ST? What about the 1040ST?
Availability? Accessories? Software? What's the TFM machine (it was
referenced in an article wrt UN*X on an ST ROM)? What's the source of the
heated debate over Amiga vs. ST? What's the 'info-atari' user I keep seeing
on a lot of the postings? Is Atari on Usenet now? Is there truth in the
UN*X-for-the-ST rumor? What would be the anticipated cost of a 1040ST with
1Meg of RAM, a 10Mb hard disk, monitor, and printer? Recommended dealers
in the L.A. area? What's the meaning of 42? (Just kidding ;-))
Anyway, you get the idea, I hope. Please mail any responses (gee, I *hope*
there are responses) to:

       (east coast): ihnp4!allegra!ima!ism780!dianeh
       (west coast): decvax!vortex!ism780!dianeh

Thanks in advance for all your help,

Diane Holt
INTERACTIVE Systems Corp.

"So, what can you do with a computer?"
"Anything you want."

From -2974629957381813798
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18e5977cd86f75a5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-07 09:10:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!houxm!whuxl!whuxlm!akgua!
gatech!ut-sally!topaz!lll-crg!lll-lcc!langdon
From: langdon@lll-lcc.UUCP

Newsgroups: net.micro.atari
Subject: Re: Single to double density switching
Message-ID: <140@lll-lcc.UUcp>
Date: Fri, 7-Feb-86 12:10:23 EST
Article-I.D.: lll-lcc.140
Posted: Fri Feb 7 12:10:23 1986
Date-Received: Sun, 9-Feb-86 08:23:40 EST
References: <328@sask.UUCP>
Distribution: net
Organization: Lawrence Livermore Labs, LCC, Livermore Ca
Lines: 268
Summary: Action program to switch disk drive density and etc.

In article <328@sask.UUCP>, long@sask.UUCP (Warren Long) writes:
>
> I have been trying (unsuccessfully) to switch my disk drives
> to and fro from double density. It is easy to do from a
> DOS that does it. (eg. TOP DOS or MYDOS).
> What I want to do is to be able to do it from my program.
> I write everything in ACTION so assembly or machine code is
> quite acceptable.

Try this. It is supposed to become a directory fixer for DD diskettes;
that is only part started, but density detection and switching are in there
and they worked.

     Bruce Langdon L-472   langdon%lll-lcc@lll-crg.ARPA
     Physics Department   "langdon#bruce%d"@lll-mfe.ARPA
     Lawrence Livermore National Laboratory
     Livermore, CA 94550   (415) 422-5444
UUCP: ..{gymble,ihnp4,seismo}!lll-crg!lll-lcc!langdon

```
; DISKFIX.AC1 12/23/85 A. B. Langdon

DEFINE SIOUT="$80", SIOIN="$40"
BYTE Dtimeout=[15]

; Device Control Block for SIO:
BYTE DDEVIC=$0300, DUNIT=$0301,
     DCOMND=$0302, DSTATS=$0303, DTIMLO=$0306
CARD DBUF=$0304,   DBYTE=$0308,  DAUX12=$030A

PROC SIOV=$E459()   ;define location of serial bus handler

BYTE FUNC DSio()
; finish set up of Device Control Block
; and call the serial I/O routine.
  DDEVIC = '1
  DTIMLO = Dtimeout
  SIOV()
```

```
RETURN (DSTATS)

MODULE; SECTIO ----------------------
; Adapted from OSS bbs.
; Sectors are numbered 1-720.

BYTE FUNC SectIO(BYTE drive, CARD sector, buffer, BYTE density)
  DUNIT = drive
  DBUF = buffer
; Set byte count for this density
  IF (sector<=3) OR (density<3) THEN
    DBYTE = 128
  ELSE
    DBYTE = 256
  FI
  DAUX12 = sector
RETURN (DSio())

BYTE FUNC ReadSector(BYTE drive, CARD sector, buffer, BYTE density)
  DCOMND = 'R
  DSTATS = SIOIN
  SectIO(drive, sector, buffer, density)
[$60]; RETURN (SIO error code)

BYTE FUNC WriteSector(BYTE drive, CARD sector, buffer, BYTE density)
  DCOMND = 'W
  DSTATS = SIOUT
  SectIO(drive, sector, buffer, density)
[$60]; RETURN (SIO error code)

MODULE; DENSITY ---------------------
; From Mark Reed, on ACS bulletin board. Mods by B. Langdon
;This program changes the density of a PERCOM-compatible drive from
;single to double density and vice versa.  It also displays the values
;in the drive option table before and after the change.
;Note that by changing the Set_DENSITY() procedure you could configure
;the disk controller to handle a double sided or 96TPI (quad density)
;drive, assuming your controller can handle these drive types.
;(The PERCOM RFD-1 and ATR8000 can, the TRAK, INDUS, etc. can't)

DEFINE RdOCmd="'N", WrOCmd="'O"
BYTE ARRAY OptTable(12)
BYTE Ntracks=OptTable, StepRate=OptTable+1, Nsides=OptTable+4,
     density=OptTable+5, present=OptTable+8
CARD Nsectors=OptTable+2, Nbytes=OptTable+6

PROC OPTION_TABLE_ERROR()
  PrintF("ERROR %D%E",DSTATS)
RETURN

PROC OPTION_TABLE(BYTE drive, CMND)
  DUNIT = drive
  DCOMND = CMND
```

```
  IF CMND=RdOCmd THEN     ;read option table
    DSTATS = SIOIN        ;set for data in
  ELSEIF CMND=WrOCmd THEN ;write option table
    DSTATS = SIOUT        ;set for data out
  ELSE
    OPTION_TABLE_ERROR()
    RETURN
  FI
  DBYTE = 12
  DBUF = OptTable
  DSio()
  IF DSTATS<>1 THEN
    OPTION_TABLE_ERROR()
  FI
RETURN

CARD FUNC SwapHiLo=*(CARD in)
; For Percom's 6809, must use Hi,Lo order.
  [$86 $A0] ; STX value low
  [$85 $A1] ; STA value high
  [$60]     ; RETURN

PROC TEST_OPTION_TABLE(BYTE drive)
; read the option table and displays the values
  BYTE ARRAY SR=[6 12 20 30]   ; step rates
  CARD Ctemp
  OPTION_TABLE(drive, RdOCmd)
  IF DSTATS<>1 THEN RETURN FI
  Ctemp=SwapHiLo(Nsectors)
  PrintF("%D tracks of %D sectors, %D sides%E",Ntracks,Ctemp,Nsides+1)
  PrintF("step rate %D ms. 'present'=%D%E",SR(StepRate),present)
  Ctemp=SwapHiLo(Nbytes)
  PrintF("%D bytes/sector; 'density'=%D%E",Ctemp,density)
RETURN

PROC Set_DENSITY(BYTE drive, NEW_DENSITY)
  OPTION_TABLE(drive, RdOCmd)   ;read option table
  IF NEW_DENSITY=1 THEN         ;sets single density
    density=0                   ;single/double flag
    Nbytes=SwapHiLo(128)
    OPTION_TABLE(drive, WrOCmd) ;write new info
  ELSEIF NEW_DENSITY=2 THEN     ;sets double density
    density=4                   ;density flag
    Nbytes=SwapHiLo(256)
    OPTION_TABLE(drive, WrOCmd)
  FI
RETURN

MODULE; ----------------------------

BYTE drive, j
BYTE ARRAY buf(256), directory(1028)
BYTE ARRAY VTOC(256), SMap(90)=VTOC+10
```

```
CARD TotSect=VTOC+1, NSUnused=VTOC+3
CARD sector, i
CARD ARRAY SLinks(720)
CARD POINTER link
BYTE POINTER nfile
; Sectors are numbered 1-720 by drive.
; TotSec may always be 707.
TYPE DirEntry=[BYTE flag CARD count, sect]
; flag:
; =$00 entry never used
;   01 now writing file
;   02 a version 2 file
;   20 entry protected
;   40 entry in use
;   80 entry was deleted
; count=number of sectors,
; start=number of 1st sector.
DirEntry POINTER filedat

BYTE FUNC TestVTOC(CARD sector, BYTE ARRAY map)
; FMS bug: there is no sector for bit 0,
; no bit for sector 720.
  BYTE index, mask
  mask = $80 RSH (sector&7)
  index = sector RSH 3
RETURN( map(index)&mask )

PROC SetVTOC(CARD sector, BYTE ARRAY map)
  BYTE index, mask
  mask = $80 RSH (sector&7)
  index = sector RSH 3
  map(index) ==% mask
; also dec sectors avail***
RETURN

CARD FUNC NextSect()

BYTE FUNC TraceFile(BYTE filen, CARD sector, BYTE ARRAY map)
; follow file 'filen' starting at 'sector'
; setting VTOC as we go.
  CARD ns
  link = buf+Nbytes-3
  nfile = link
  DO
    ReadSector(drive,sector,buf,density)
    SetVTOC(sector,map)
    nfile^ = ($FC&nfile^) RSH 2
    PrintF("sec %U file %U%E",sector,nfile^)
    IF nfile^<>filen THEN RETURN(1) FI
    ns = SwapHiLo(link^) & $3FF
    SLinks(sector) = ns
    sector = ns
  UNTIL sector=0 OD
```

```
RETURN(0)

PROC TraceDisk()
  link = buf+Nbytes-3
  nfile = link
  FOR sector=4 TO 719 DO
    ReadSector(drive,sector,buf,density)
    SLinks(sector) = SwapHiLo(link^) & $3FF
    PrintF("sec %U file %U%E",link^,nfile^)
  OD
RETURN

PROC GetDir() ; assemble all directory sectors
  Zero(directory, 1028)
  i = directory
  FOR sector=361 TO 368 DO
    ReadSector(drive, sector, buf, density)
    IF buf(0)=0 THEN EXIT FI ;no more after this
    MoveBlock(i, buf, 128) ;128 bytes used even in DD
    i ==+ 128
  OD
RETURN

PROC PrintFN(BYTE POINTER name)
  BYTE DSPFLG=$2FE, i
  DSPFLG = 1
  name ==+ 5
  FOR i=1 TO 11 DO
    Put(name^)
    name ==+ 1
  OD
  DSPFLG = 0
RETURN

PROC ShowDir()
  BYTE nf
  CARD Nfree
  Nfree = 707 ;=720 -1 unused -3 boot -1 VTOC -8 directory
  i = 0
  FOR nf=0 to 63 DO
    filedat = i+directory
    IF filedat.flag=0 THEN EXIT FI ;no more after this
    PrintFN(filedat)
    PrintF(" %U %H %U %U%E",nf,filedat.flag,filedat.count,filedat.sect)
    IF filedat.flag<$80 THEN
      Nfree ==- filedat.count
    FI
    i ==+ 16
  OD
  PrintF("%U FREE SECTORS%E",Nfree)
  PrintF("VTOC: %U %U%E",TotSect,NSUnused)
RETURN
```

```
PROC MAIN()

  Print("ENTER THE DRIVE NUMBER: ")
  drive=InputB()

  TEST_OPTION_TABLE(drive)
  IF DSTATS<> 1 THEN RETURN FI
  NBytes = SwapHiLo(NBytes)

  ReadSector(drive,360,VTOC,density)

  Tracefile(0,4,SMap)
RETURN
  GetDir()
  ShowDir()
RETURN
```

```
From -4952691732903896096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9934daead52257f6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-07 09:12:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!seismo!brl-smoke!geoffs
From: geoffs@brl-smoke.ARPA (Geoffrey Sauerborn )
Newsgroups: net.micro.atari
Subject: Re: Public Domain Word Processing
Message-ID: <728@brl-smoke.ARPA>
Date: Fri, 7-Feb-86 12:12:59 EST
Article-I.D.: brl-smok.728
Posted: Fri Feb  7 12:12:59 1986
Date-Received: Tue, 11-Feb-86 04:29:00 EST
References: <8602041616.AA07336@mitre.ARPA>
Reply-To: geoffs@brl-smoke.ARPA (Geoffrey Sauerborn (TANK) <geoffs>)
Organization: /usr/local/lib/news/organization
Lines: 14

In article <8602041616.AA07336@mitre.ARPA> camis..ajb@MITRE.ARPA writes:
>
>In my appeals to the net for sources of public domain word processors, only
>one has appeared, namely Speedscript

     Speedscript is definitely NOT public domain. It is copyrighted by
COMPUTE! If you want to legally own a copy, first you must own an issue
of COMPUTE! in which Speedscript was published. Then (so you don't have
to type it in or pay $12 for a disk) find a friend who already has a
copy and copy it.
                         geoff sauerborn (geoffs@brl.arpa)
(* - Speedscript IS a registered trademark of COMPUTE! publications)
--
The German Chancellor
```

From 5548173278090172475
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,794176e9ea62501,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-07 10:19:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
ucbvax!info-atari
From: Bicer.ES@XEROX.COM
Newsgroups: net.micro.atari
Subject: Atari's Development Package
Message-ID: <860207-101940-1371@Xerox>
Date: Fri, 7-Feb-86 13:19:29 EST
Article-I.D.: Xerox.860207-101940-1371
Posted: Fri Feb 7 13:19:29 1986
Date-Received: Tue, 11-Feb-86 04:32:03 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

----
i.   The C-compiler and pre-processor (cp68.prg, c068.prg, c168.prg)
ii. The linker and relocator (link68.prg, relmod.prg)
iii. A utility disk (dump68.prg. size68.prg, command.prg, etc.)

Are these the same as CP/M 68K counterparts (but renamed)?
Is it possible to execute CP/M 68K programs under TOS?

     Thanks,
     Jack Bicer

Bicer.ES@Xerox.COM

From 8119467225572539934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cfa5a489a5cbacba
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-07 15:56:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!ut-sally!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: cpm80.tos
Message-ID: <15700056@unido.UUCP>
Date: Fri, 7-Feb-86 18:56:00 EST
Article-I.D.: unido.15700056
Posted: Fri Feb 7 18:56:00 1986
Date-Received: Tue, 11-Feb-86 02:57:16 EST

References: <225@dmcnh.UUCP>
Sender: notes@unido.UUCP
Lines: 36
Nf-ID: #R:dmcnh:-22500:unido:15700056:000:1669
Nf-From: unido!uh   Feb 7 23:56:00 1986

I think Atari should tell their German division about that. Today I got
two good news:
1. Atari Germany has released another, newer version of CP/M-80-Emulator
as Public Domain.
2. Today I read in a St magazine here about an interview with Alwin Stumpf
(President of Atari Germany) and Dr. Hans Riedl (Chief of the software
division), that the Emulator is distributed FREE!

If anybody thinks, that I havn't done right distributing the emulator,
I'm willing to send him the written permission of Atari Germany, in which
they state, that the emulator can be distributed free to any end user
(Of course it is in German language). But please send a return envelope
with postage.

Another thing: Before anybody sends me mail or asks via the net:

I DO NOT (!!!) POST THE NEW EMULATOR TO THE NET. ALSO I DON'T SEND IT BY
POSTAL OR E-MAIL TO ANYBODY. SO PLEASE DON'T ASK. I WILL NOT EVEN ANSWER
TO ANY QUESTIONS.

But I have a hint: If anybody wants the emulator, take a ticket for an
aeroplane :-) and visit good old Germany. Then go to an offical Atari
dealer, put out a 3.5 inch floppy and get the emulator copied. If you want
any address of an Atari dealer here, I will send it to you. The best way
is, I think, to fly to Germany via Frankfurt. About half an hour from the
air base is the German division of Atari. Go there and get your copy of
the emulator. :-) :-) :-).

In the meantime, I think you should take the emulator from your PD archives
and wait what Atari will do in the future.

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address: uh@unido.uucp, uh@unido.bitnet

From -4723597671888848301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e030881c68942bf3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-08 10:35:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!dec-rhea!dec-sphinx!
davis
From: davis@sphinx.DEC (It is hard to kill a horse with a flute...)

Newsgroups: net.micro.atari
Subject: /|\
Message-ID: <1006@decwrl.DEC.COM>
Date: Sat, 8-Feb-86 13:35:31 EST
Article-I.D.: decwrl.1006
Posted: Sat Feb 8 13:35:31 1986
Date-Received: Tue, 11-Feb-86 04:38:32 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 253

/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|\/|

Does anyone know how to convert STwriter files to ASCII? I have a series of Gem Tutorials (I think that they originated from Compuserve) that I would like to post in net.micro.atari, but they're in that strange STwriter format.

In the mean time, here's something useful; an Index to the GEM manual that you get with you ST developers kit or your IBM Gem developers kit.

Dave

Dave Davis
...decwrl!rhea!sphinx!davis
(usuall disclaimers....)

GEM SYSTEM SOFTWARE "EASY REFERENCE GUIDE"

Preliminary Version B0.2 (01/28/86)

Provided by
Digital Research GEM Programmer's Support

This index is provided to aid software developers in referencing the proper source for documentation of GEM System Software functionality. The functions included in this list are the sum of GEM functions referenced in any piece of documentation plus those referenced in the source code bindings. The page numbers refer to the GEM System Software manuals, First Edition April 1985. This is an IBM specific document at this time.

FUNCTION	MANUAL	PAGE	OPCODE	LIBRARY	NOTE

appl_exit()	AES	3-12	19	application	
appl_find()	AES	3-08	13	application	
appl_init()	AES	3-05	10	application	
appl_read()	AES	3-06	11	application	
appl_tplay()	AES	3-09	14	application	
appl_trecord()	AES	3-11	15	application	
appl_write()	AES	3-07	12	application	
evnt_button()	AES	4-13	21	event	
evnt_dclick()	AES	4-20	26	event	
evnt_keybd()	AES	4-11	20	event	
evnt_mesag()	AES	4-16	23	event	
evnt_mouse()	AES	4-15	22	event	
evnt_multi()	AES	4-18	25	event	
evnt_timer()	AES	4-17	24	event	
form_alert()	AES	7-16	52	form	
form_button()	AES		56	(esc 62)	1
form_center()	AES	7-18	54	form	
form_dial()	AES	7-14	51	form	
form_do()	AES	7-13	50	form	
form_error()	AES	7-17	53	form	
form_keybd()	AES		55	(esc 61)	1
fsel_input()	AES	10-05	90	file select	
graf_dragbox()	AES	8-06	71	graphics	
graf_growbox()	AES	8-09	73	graphics	4
graf_handle()	AES	8-17	77	graphics	
graf_mbox()	AES	8-08	72	graphics	
graf_mkstate()	AES	8-20	79	graphics	
graf_mouse()	AES	8-18	78	graphics	
graf_rubberbox()	AES	8-04	70	graphics	
graf_shrinkbox()	AES	8-11	74	graphics	4
graf_slidebox()	AES	8-15	76	graphics	
graf_watchbox()	AES	8-13	75	graphics	
menu_bar()	AES	5-07	30	menu	
menu_icheck()	AES	5-08	31	menu	
menu_ienable()	AES	5-09	32	menu	
menu_register()	AES	5-12	35	menu	
menu_text()	AES	5-11	34	menu	
menu_tnormal()	AES	5-10	33	menu	
menu_unregister()				menu	4,6
objc_add()	AES	6-19	40	object	
objc_change()	AES	6-29	47	object	
objc_delete()	AES	6-20	41	object	
objc_draw()	AES	6-21	42	object	
objc_edit()	AES	6-27	46	object	
objc_find()	AES	6-23	43	object	
objc_offset()	AES	6-25	44	object	
objc_order()	AES	6-26	45	object	
rsrc_free()	AES	12-05	111	resource	
rsrc_gaddr()	AES	12-06	112	resource	
rsrc_load()	AES	12-04	110	resource	

rsrc_obfix()	AES	12-09	114	resource	
rsrc_saddr()	AES	12-08	113	resource	
scrp_read()	AES	9-04	80	scrap	
scrp_write()	AES	9-05	81	scrap	
shel_envrn()	AES	13-08	125	shell	
shel_find()	AES	13-07	124	shell	
shel_get()				shell	5
shel_put()				shell	5
shel_read()	AES	13-04	120	shell	
shel_write()	AES	13-05	121	shell	
v_alpha_text()	VDI	9-29	5	(esc 25)	2
v_arc()	VDI	4-19	11	output	
v_bar()	VDI	4-18	11	output	
v_bit_image()	VDI	9-27	5	(esc 23)	
v_cellarray()	VDI	4-11	10	output	4
v_circle()	VDI	4-21	11	output	
v_clear_disp_list()	VDI	9-26	5	(esc 22)	
v_clrwk()	VDI	3-14	3	control	
v_clsvwk()	VDI	3-13	101	control	
v_clswk()	VDI	3-09	2	control	
v_contourfill()	VDI	4-13	103	output	4
v_curdown()	VDI	9-08	5	(esc 5)	
v_curhome()	VDI	9-11	5	(esc 8)	
v_curleft()	VDI	9-10	5	(esc 7)	
v_curright()	VDI	9-09	5	(esc 6)	
v_curtext()	VDI	9-15	5	(esc 12)	
v_curup()	VDI	9-07	5	(esc 4)	
v_dspcur()	VDI	9-21	5	(esc 18)	
v_eeol()	VDI	9-13	5	(esc 10)	
v_eeos()	VDI	9-12	5	(esc 9)	
v_ellarc()	VDI	4-23	11	output	
v_ellipse()	VDI	4-24	11	output	
v_ellpie()	VDI	4-23	11	output	
v_enter_cur()	VDI	9-06	5	(esc 3)	
v_exit_cur()	VDI	9-05	5	(esc 2)	
v_fillarea()	VDI	4-08	9	output	
v_form_adv()	VDI	9-23	5	(esc 20)	
v_get_pixel()	VDI	6-14	105	raster	4
v_gtext()	VDI	4-06	8	output	
v_hardcopy()	VDI	9-20	5	(esc 17)	4
v_hide_c()	VDI	7-25	123	input	
v_justified()	VDI	4-27	11	output	
v_meta_extents()	VDI	9-41	5	(esc 98)	
v_opnvwk()	VDI	3-10	100	control	
v_opnwk()	VDI	3-08	1	control	
v_output_window()	VDI	9-25	5	(esc 21)	
v_pline()	VDI	4-01	6	output	
v_pmarker()	VDI	4-04	7	output	
v_rbox()	VDI	4-25	11	output	
v_rfbox()	VDI	4-25	11	output	
v_rmcur()	VDI	9-22	5	(esc 19)	
v_rvoff()	VDI	9-17	5	(esc 14)	
v_rvon()	VDI	9-16	5	(esc 13)	

v_show_c()	VDI	7-23	122	input	
v_sound()	AES		5	sound	1
v_updwk()	VDI	3-15	4	control	
v_write_meta()	VDI	9-43	5	(esc 99)	
vex_butv()	VDI	7-28	125	input	
vex_curv()	VDI	7-32	127	input	
vex_motv()	VDI	7-30	126	input	
vex_timv()	VDI	7-22	118	input	
vm_filename()	VDI	9-44	5	(esc 100)	
vq_cellarray()	VDI	8-23	27	inquiry	4
vq_chcells()	VDI	9-04	5	(esc 1)	
vq_color()	VDI	8-06	26	inquiry	
vq_curaddress()	VDI	9-18	5	(esc 15)	
vq_extnd()	VDI	8-04	102	inquiry	
vq_key_s()	VDI	7-33	128	input	
vq_mouse()	VDI	7-26	124	input	
vq_scan()	VDI	9-29	5	(esc 24)	2
vq_tabstatus()	VDI	9-19	5	(esc 16)	
vqf_attributes()	VDI	8-12	37	inquiry	
vqin_mode()	VDI	8-25	115	inquiry	
vql_attributes()	VDI	8-08	35	inquiry	
vqm_attributes()	VDI	8-10	36	inquiry	
vqp_error()	VDI	9-39	5	(esc 96)	
vqp_films()	VDI	9-32	5	(esc 91)	
vqp_state()	VDI	9-34	5	(esc 92)	
vqt_attributes()	VDI	8-14	38	inquiry	
vqt_extent()	VDI	8-16	116	inquiry	
vqt_fontinfo()	VDI	8-22	131	inquiry	3
vqt_name()	VDI	8-19	130	inquiry	
vqt_width()	VDI	8-18	117	inquiry	3
vr_recfl()	VDI	4-14	114	output	
vr_trnfm()	VDI	6-12	110	raster	
vro_cpyfm()	VDI	6-08	109	raster	
vrq_choice()	VDI	7-13	30	input	
vrq_locator()	VDI	7-05	28	input	4
vrq_string()	VDI	7-16	31	input	
vrq_valuator()	VDI	7-10	29	input	
vrt_cpyfm()	VDI	6-10	121	raster	
vs_clip()	VDI	3-19	129	control	
vs_color()	VDI	5-05	14	attribute	
vs_curaddress()	VDI	9-14	5	(esc 11)	
vs_mute()	AES		5	sound	1
vs_palette()	VDI	9-30	5	(esc 60)	
vsc_form()	VDI	7-20	111	input	
vsf_color()	VDI	5-35	25	attribute	
vsf_interior()	VDI	5-32	23	attribute	
vsf_perimeter()	VDI	5-36	104	attribute	
vsf_style()	VDI	5-33	24	attribute	
vsf_udpat()	VDI	5-38	112	attribute	
vsin_mode()	VDI	7-02	33	input	
vsl_color()	VDI	5-11	17	attribute	
vsl_ends()	VDI	5-12	108	attribute	
vsl_type()	VDI	5-07	15	attribute	

vsl_udsty()	VDI	5-08	113	attribute
vsl_width(	VDI	5-09	16	attribute
vsm_choice()	VDI	7-14	30	input
vsm_color()	VDI	5-17	20	attribute
vsm_height()	VDI	5-16	19	attribute
vsm_locator()	VDI	7-08	28	input
vsm_string()	VDI	7-18	31	input
vsm_type()	VDI	5-15	18	attribute
vsm_valuator()	VDI	7-12	29	input
vsp_message()	VDI	9-38	5	(esc 95)
vsp_save()	VDI	9-37	5	(esc 94)
vsp_state()	VDI	9-36	5	(esc 93)
vst_alignment()	VDI	5-30	39	attribute
vst_color()	VDI	5-26	22	attribute
vst_effects()	VDI	5-27	106	attribute
vst_font()	VDI	5-24	21	attribute
vst_height()	VDI	5-18	12	attribute
vst_load_fonts()	VDI	3-16	9	control
vst_point()	VDI	5-20	107	attribute
vst_rotation()	VDI	5-22	13	attribute
vst_unload_fonts()	VDI	3-17	120	control
vswr_mode()	VDI	5-01	32	attribute
wind_calc()	AES	11-25	108	window
wind_close()	AES	11-16	102	window
wind_create()	AES	11-13	100	window
wind_delete()	AES	11-17	103	window
wind_find()	AES	11-13	106	window
wind_get()	AES	11-18	104	window
wind_open()	AES	11-15	101	window
wind_set()	AES	11-21	105	window
wind_update()	AES	11-24	107	window

NOTES:

(1): This information is documented in the file V12NEW.DOC that is provided "on disk" in th GEM Programmer's Toolkit V1.2.

(2): This information is documented in RELEASE NOTE 1, provided as a hardcopy insert to the GEM Programmer's Guides.

(3): This functionality is no longer available as documented in RELEASE NOTE 1.

(4): Not available in the current implimentation, GEM V1.2

(5): This information is documented in SHELL.C, available in DL5 of the DR FORUM on CompuServe.

(6): This information is not documented anywhere yet. <hehehe>

From -2493905827409067075
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2e5bf202d4ca7d2e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-09 08:12:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: Do you have these problems with VIP Professional?
Message-ID: <1765@druxu.UUCP>
Date: Sun, 9-Feb-86 11:12:37 EST
Article-I.D.: druxu.1765
Posted: Sun Feb 9 11:12:37 1986
Date-Received: Tue, 11-Feb-86 05:36:10 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 28

I've been (trying) to use VIP for a home finance system with some
pretty bizarre results. I've got a fairly small (200X50) worksheet
and the 12/18/85 update of VIP. I'm using the TOS system disk as is
(standard desk acc. files) and a 1 meg ST without TOS ROMs. /WS tells
me I've got 288K of available memory after the worksheet is loaded. Now
here are some of the nasty things I see:

1. Lots of "2 system error" and "3 system error" messages, garbled
    worksheets (things moved around in random places), lockups and
    mushrooms especially when doing CALC after a few items are added
    to the sheet. This also seems to happen when doing /WIC or WIR
    commands. After the system errors occur, nothing is recoverable.
    I assume these errors are processor exceptions, does anyone
    know what the 2 and 3 system errors represent?

2. Loss of data and column skewing when doing range prints. I'm using
    a Gemini 10X printer.

Problem 1 has rendered VIP useless to me. I don't want to use up
any of my customer service allocation on what are possibly bugs in
the program itself, so please let us know on the net if you have
encountered similar or other problems. If you have a system setup
similar to mine, have beat on VIP to some extent and DON'T have
any problems, please send me mail or post this info on the net.
Thanks!

--
Terry Zrust AT&T-ISL Denver, CO   (303) 538-4547

From -7942382168227733902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6341ee0ddc5677fe,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1986-02-09 10:10:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uokvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!inuxc!pur-ee!
uiucdcs!okstate.UUCP!uokvax.UUCP!emjej
From: emjej@uokvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: JS&A ad and ST future
Message-ID: <38700009@uokvax.UUCP>
Date: Sun, 9-Feb-86 13:10:00 EST
Article-I.D.: uokvax.38700009
Posted: Sun Feb 9 13:10:00 1986
Date-Received: Wed, 12-Feb-86 08:10:57 EST
References: <8@<12177599929>
Lines: 24
Nf-ID: #R:<12177599929:8:uokvax.UUCP:38700009:000:1262
Nf-From: uokvax.UUCP!emjej   Feb 9 12:10:00 1986

/* Written 2:34 pm Jan 23, 1986 by MRC%PANDA@SUMEX-AIM.ARPA in net.micro.atari */
I am really getting sick of the childish messages on this list that make
fun of serious concerns related to the ST's marketing.
/* End of text from net.micro.atari */

I have yet to see a message displaying serious concerns about the ST's
marketing. What I *have* seen are "Nyaah, nyaah"-style messages from
folks who seem to feel insecure about their choice of computers, and thus
look for any imagined opportunity to tear down the 520ST, claiming that
any inexpensive computer is a "toy," that nobody will write software for
a computer that doesn't cost too much, and posting innuendos about the
520ST's or Atari's alleged imminent demise. Up until very recently,
nobody has bothered posting any of the various articles describing
Commodore's financial troubles to net.micro.amiga. I know I've refrained
from posting items I saw a while back in *Info World* about delays in
software development for the Amiga.

Have fun, folks; I'll be back when OS-9 is out for the 520ST. With luck,
notes might have additional filtering capability by then. Even better,
people who seem less interested in technical matters than in bolstering
their egos may go away.

James Jones

From 8072244146894866499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e030881c68942bf3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-09 12:30:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)

Newsgroups: net.micro.atari
Subject: Re: /|\
Message-ID: <1408@cwruecmp.UUCP>
Date: Sun, 9-Feb-86 15:30:38 EST
Article-I.D.: cwruecmp.1408
Posted: Sun Feb 9 15:30:38 1986
Date-Received: Tue, 11-Feb-86 05:24:45 EST
References: <1006@decwrl.DEC.COM>
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 19

>
> /|\/|\/|\/

by Fred Fish, I am organizing a collection of public domain software
for the Atari ST machines.

THE LIBRARY

I am collecting and organizing programs which can be freely copied and shared, including teaching aids, utilities, demonstrations, and applications which are of use to programmers/developers, hobbyists, and members of Atari Users Groups. Programs will be grouped so that those logically related appear on the same disk, in as much as this leads to efficient use of storage space on disks. Whenever possible, the source code as well as object code for the programs will be distributed. To the extent that time permits, I am writing brief critiques/bug reports to accompany the software collected (as well as ascertaining that the effects of each program's execution is benevolent!). In addition I plan to author some tutorial programs on various aspects of programming for the ST and include these in the library.

SOFTWARE AVAILABLE

I have the usual demos of color and monochrome pictures, some games, freebie text editors, graphics editors, and ramdisks, miscellaneous utilities (such as a program to be placed in the Auto folder which queries you of time and date at boot-time), a dumphex utility, and several desk accessories. The above programs account for about 5-6 double-sided disks worth of software which will be distilled to make up the first 3-4 disks I distribute. I am also down-loading (and converting to the ST) programs from Net.Sources and (indirectly thru a friend) from CompuServe. In addition, I am taking programs from the Amiga library (many of which use only the standard C-language interface) and porting them to the ST. (Of course some of these programs depend upon the hardware/operating system specific to the Amiga and which will not be ported.) Likewise, there is a wealth of public domain programs for the Macintosh which could be converted to GEM. In the absence of objection, I'll post on this bulletin board a listing of the contents of each disk as it becomes available.

OBTAINING DISKS

I want to distribute the disks first to organizations and people who are willing to share what they get from me with friends or user groups. I am a member of the ST Developers Forum (a developers group in the San Francisco Bay Area) and will be sharing disks with other members of that group and with members of BAAUG (Bay Area Atari User Group). As has been noted many times, in order to ensure success of the ST, the software vacuum must be filled quickly, and for that to occur, aids for programmers should be readily and inexpensively available. So I would especially like to hear from members of other user groups who would make these disks available to their groups.

If you need a disk NOW, or can't find copies of these disks locally (which I hope will not be the case in a couple of weeks!), I will mail them directly to you for the cost of medium, mailing costs, photocopying, and misc expenses. The charge will be $10 for each double-sided (Sony) diskette 80-90% full of public domain software. Normally I will distribute the software on double-sided diskettes. However, since some ST owners have only a single-sided drive, I will also distribute the software in each double-sided disk as two single-sided disks and charge $12 for those two disks. If you make an order and send excess money, then I will apply the excess to the next disk and mail it to you when it becomes available. (If you're interested in "just demos" or "just utilities" or whatever be sure to tell me.) As stated above I have 3-4 disks almost ready to go, with roughly 1 1/2 disks utilities, 1 1/2 disks graphics demos, and 1 disk applications.

Finally, I am eager to hear from other programmers who wish to contribute to this library software they've written or ported. There are thousands of public-domain programs from other computers which could be adapted to the ST, but of course I don't have time to convert all these (and its more fun to write original software anyway), so I solicit aid from others in making available (public domain) software which they feel may be of use to fellow ST users.

I guess that's everything except ways to contact me if you want to share software, get disks, or to suggest ways to make this operation run more smoothly:

  Keith Hall

  address: 1510 Oak Creek Drive #305
            Palo Alto, CA 94304

  e-mail: hall@su-sushi.arpa

  phone: 415-324-0284
    Please call only between 10am and 12 midnite, and remember that I'm in
    Pacific Time Zone. I'm a student and home not alot, so don't be shy
    about talking to my answering machine.

From -4698851510868551540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,adfc04f5ebe32aa5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-10 00:14:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Bios calls For Modula-2
Message-ID: <1409@cwruecmp.UUCP>
Date: Mon, 10-Feb-86 03:14:53 EST

Article-I.D.: cwruecmp.1409
Posted: Mon Feb 10 03:14:53 1986
Date-Received: Wed, 12-Feb-86 06:20:28 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 251

Here are definition and implementation modules for bios calls for use with TDI's Modula-2. I found these on CompuServe. I have almost completed a similar interface for xbios calls, that i will post shortly.

```
#!/bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #!/bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create the files:
#    bioscall.def
#    bioscall.mod
# This archive created: Mon Feb 10 03:10:05 1986
# By:    Jwahar R. Bammi ()
export PATH; PATH=/bin:$PATH
echo shar: extracting "'bioscall.def'" '(1125 characters)'
if test -f 'bioscall.def'
then
     echo shar: over-writing existing file "'bioscall.def'"
fi
sed 's/^X//' << \SHAR_EOF > 'bioscall.def'
XDEFINITION MODULE BIOScalls;
X
XFROM SYSTEM IMPORT ADDRESS , CODE , SETREG , REGISTER;
X
XEXPORT QUALIFIED getmpb, bconstat, bconin, bconout, rwabs, setexc, tickcal,
X                 getbpb, bcostat, mediach, drvmap, kbshift;
X
XPROCEDURE getmpb( pmpb : ADDRESS );  (* BIOS call #0 *)
X
XPROCEDURE bconstat ( dev : CARDINAL ) : LONGINT;  (* BIOS call #1 *)
X
XPROCEDURE bconin( dev : CARDINAL ) : LONGINT;  (* BIOS call #2 *)
X
XPROCEDURE bconout( dev : CARDINAL; ByteOut : CARDINAL );  (* BIOS call #3 *)
X
XPROCEDURE rwabs( buff : ADDRESS ; rwflag, count, recno, dev : CARDINAL )
X: LONGINT;  (* BIOS call #4 *)
X
XPROCEDURE setexc( vecnum : CARDINAL; vec : ADDRESS): ADDRESS;
X                                                    (* BIOS call #5 *)
XPROCEDURE tickcal(): LONGINT;  (* BIOS call #6 *)
X
XPROCEDURE getbpb( dev : CARDINAL ): ADDRESS;  (* BIOS call #7 *)
X
```

```
XPROCEDURE bcostat( dev : CARDINAL ): LONGINT;  (* BIOS call #8 *)
X
XPROCEDURE mediach( dev :CARDINAL ): LONGINT;  (* BIOS call #9 *)
X
XPROCEDURE drvmap(): LONGCARD;  (* BIOS call #10 *)
X
XPROCEDURE kbshift( mode : LONGINT ) : LONGINT;  (* BIOS call *11 *)
X
XEND BIOScalls.
SHAR_EOF
if test 1125 -ne "`wc -c 'bioscall.def'`"
then
     echo shar: error transmitting "'bioscall.def'" '(should have been 1125
characters)'
fi
echo shar: extracting "'bioscall.mod'" '(6054 characters)'
if test -f 'bioscall.mod'
then
     echo shar: over-writing existing file "'bioscall.mod'"
fi
sed 's/^X//' << \SHAR_EOF > 'bioscall.mod'
XIMPLEMENTATION MODULE BIOScalls;
X
XFROM SYSTEM IMPORT ADDRESS , CODE , SETREG , REGISTER;
X
X
XPROCEDURE getmpb( pmpb : ADDRESS );  (* BIOS call #0 *)
X
XBEGIN;
X
X  SETREG(7,pmpb);                (* put table address into register D7 *)
X  CODE( 2F07H );                 (* push longword D7 onto stack *)
X  CODE(3F3CH,0,4E4DH);   (* push call number onto stack and call TRAP #13 *)
X
XEND getmpb;
X
X
XPROCEDURE bconstat ( dev : CARDINAL ) : LONGINT;  (* BIOS call #1 *)
X
XBEGIN;
X
X  CODE( 7000H );                 (* clear D0 register *)
X  SETREG(7,ADDRESS(dev));        (* put device number into register D7 *)
X  CODE( 3F07H );                 (* push word D7 onto stack *)
X  CODE(3F3CH,1,4E4DH);   (* push call number onto stack and call TRAP #13 *)
X  RETURN LONGINT(REGISTER(0));   (* return status of character device *)
X
XEND bconstat;
X
X
XPROCEDURE bconin( dev : CARDINAL ) : LONGINT;  (* BIOS call #2 *)
X
XBEGIN;
```

```
X
X  CODE ( 7000H );                (* clear D0 register *)
X  SETREG(7,ADDRESS(dev));         (* put device number into register D7 *)
X  CODE( 3F07H );                  (* push word D7 onto stack *)
X  CODE(3F3CH,2,4E4DH);   (* push call number onto stack and call TRAP #13 *)
X  RETURN LONGINT(REGISTER(0));   (* return input character longword *)
X
XEND bconin;
X
X
XPROCEDURE bconout( dev : CARDINAL; ByteOut : CARDINAL );  (* BIOS call #3 *)
X
XBEGIN;
X
X  SETREG(7,ADDRESS(ByteOut));    (* put character into register D7 *)
X  CODE( 3F07H );                  (* push word D7 onto stack *)
X  SETREG(7,ADDRESS(dev));         (* put device number into register D7 *)
X  CODE( 3F07H );                  (* push word D7 onto stack *)
X  CODE(3F3CH,3,4E4DH);   (* push call number onto stack and call TRAP #13 *)
X
XEND bconout;
X
X
XPROCEDURE rwabs( buff : ADDRESS ; rwflag, count, recno, dev : CARDINAL )
X: LONGINT;  (* BIOS call #4 *)
X
XBEGIN;
X
X  CODE ( 7000H );               (* clear D0 register *)
X  SETREG(7,ADDRESS(dev));       (* put mass storage device number into *)
X                                    (* register D7 *)
X  CODE( 3F07H );                (* push word D7 onto stack *)
X  SETREG(7,ADDRESS(recno));     (* put starting logical sector number into *)
X                                     (* register D7 *)
X  CODE( 3F07H );                (* push word D7 onto stack *)
X  SETREG(7,ADDRESS(count));     (* put sector count into register D7 *)
X  CODE( 3F07H );                (* push word D7 onto stack *)
X  SETREG(7,buff);               (* put buffer address into register D7 *)
X  CODE( 2F07H );                (* push longword D7 onto stack *)
X  SETREG(7,ADDRESS(rwflag));    (* put read/write flag into register D7 *)
X  CODE( 3F07H );                (* push word D7 onto stack *)
X  CODE(3F3CH,4,4E4DH);   (* push call number onto stack and call TRAP #13 *)
X  RETURN LONGINT(REGISTER(0)); (* return mass storage device error *)
X                                  (* status word *)
XEND rwabs;
X
X
XPROCEDURE setexc( vecnum : CARDINAL; vec : ADDRESS): ADDRESS;
X                                                        (* BIOS call #5 *)
XBEGIN;
X
X  CODE ( 7000H );                (* clear D0 register *)
X  SETREG(7,vec);                 (* put vector address into register D7 *)
```

```
X  CODE ( 2F07H );                (* push longword D7 onto stack *)
X  SETREG(7,ADDRESS(vecnum));     (* put vector number into register D7 *)
X  CODE( 3F07H );                 (* push word D7 onto stack *)
X  CODE(3F3CH,5,4E4DH);   (* push call number onto stack and call TRAP #13 *)
X  RETURN REGISTER(0);            (* return old vector address *)
X
XEND setexc;
X
X
XPROCEDURE tickcal(): LONGINT;  (* BIOS call #6 *)
X
XBEGIN;
X
X  CODE ( 7000H );                (* clear D0 register *)
X  CODE(3F3CH,6,4E4DH);   (* push call number onto stack and call TRAP #13 *)
X  RETURN LONGINT(REGISTER(0));   (* return system clock in milliseconds *)
X
XEND tickcal;
X
X
XPROCEDURE getbpb( dev : CARDINAL ): ADDRESS;  (* BIOS call #7 *)
X
XBEGIN;
X
X  CODE ( 7000H );                (* clear D0 register *)
X  SETREG(7,ADDRESS(dev));        (* put mass storage device number into *)
X                                    (* register D7 *)
X  CODE( 3F07H );                 (* push word D7 onto stack *)
X  CODE(3F3CH,7,4E4DH);   (* push call number onto stack and call TRAP #13 *)
X  RETURN REGISTER(0);            (* return BIOS parameter block pointer *)
X
XEND getbpb;
X
X
XPROCEDURE bcostat( dev : CARDINAL ): LONGINT;  (* BIOS call #8 *)
X
XBEGIN;
X
X  CODE ( 7000H );                (* clear D0 register *)
X  SETREG(7,ADDRESS(dev));        (* put device number into register D7 *)
X  CODE( 3F07H );                 (* push word D7 onto stack *)
X  CODE(3F3CH,8,4E4DH);   (* push call number onto stack and call TRAP #13 *)
X  RETURN LONGINT(REGISTER(0));   (* return device output status word *)
X
XEND bcostat;
X
X
XPROCEDURE mediach( dev :CARDINAL ): LONGINT;  (* BIOS call #9 *)
X
XBEGIN;
X
X  CODE ( 7000H );                (* clear D0 register *)
X  SETREG(7,ADDRESS(dev));        (* put mass storage device number into *)
```

```
X                                    (* register D7 *)
X  CODE( 3F07H );                   (* push word D7 onto stack *)
X  CODE(3F3CH,9,4E4DH);   (* push call number onto stack and call TRAP #13 *)
X  RETURN LONGINT(REGISTER(0));   (* return mass storage device media *)
X                                    (* status word *)
XEND mediach;
X
X
XPROCEDURE drvmap(): LONGCARD;  (* BIOS call #10 *)
X
XBEGIN;
X
X  CODE ( 7000H );                 (* clear D0 register *)
X  CODE(3F3CH,10,4E4DH);  (* push call number onto stack and call TRAP #13 *)
X  RETURN LONGCARD(REGISTER(0));  (* returns longword that maps active *)
X                                    (* storage units available *)
XEND drvmap;
X
X
XPROCEDURE kbshift( mode : LONGINT ) : LONGINT;  (* BIOS call *11 *)
X
XBEGIN;
X
X  CODE ( 7000H );                 (* clear D0 register *)
X  SETREG(7,ADDRESS(mode));       (* put mode into register D7 *)
X  CODE( 2F07H );                 (* push longword D7 onto stack *)
X  CODE(3F3CH,11,4E4DH);  (* push call number onto stack and call TRAP #13 *)
X  RETURN LONGINT(REGISTER(0));   (* return shift key status word *)
X
XEND kbshift;
X
X
XEND BIOScalls.
SHAR_EOF
if test 6054 -ne "`wc -c 'bioscall.mod'`"
then
     echo shar: error transmitting "'bioscall.mod'" '(should have been 6054
characters)'
fi
#    End of shell archive
exit 0
--
```


                      Jwahar R. Bammi
                    Usenet: .....!decvax!cwruecmp!bammi
                     CSnet: bammi@case
                   Arpa: bammi%case@csnet-relay
                CompuServe: 71515,155


```
From 2240066979058326212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18e5977cd86f75a5
X-Google-Attributes: gid1517c1,public
```

X-Google-ArrivalTime: 1986-02-10 04:38:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!
ucdavis!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: Single to double density switching
Message-ID: <8602101243.AA03314@ucbvax.berkeley.edu>
Date: Mon, 10-Feb-86 07:38:36 EST
Article-I.D.: ucbvax.8602101243.AA03314
Posted: Mon Feb 10 07:38:36 1986
Date-Received: Wed, 12-Feb-86 06:42:42 EST
References: <328@sask.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

If I remember correctly, making a drive change densities to match the
disk inserted is as easy as reading sector 1. Then you need only do a
status call to find out what the density is.

David Young

From -3669069008341084292
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b2e11a6867e57e0c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-10 06:27:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: ANNOUNCEMENT
Message-ID: <8602101427.AA02455@ritcv.UUCP>
Date: Mon, 10-Feb-86 09:27:50 EST
Article-I.D.: ritcv.8602101427.AA02455
Posted: Mon Feb 10 09:27:50 1986
Date-Received: Wed, 12-Feb-86 20:04:52 EST
References: <12179952512.9.MRC@PANDA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 6

I am not one of the 'cretins' etc., but I think that the reason that
they post the requests to the newsgroup is that they can't figure out
how to mail the notes to the ATARI-INFO-REQUEST. Most of these people
are probably fairly new to the USENET. Why don't you publish an article
on how to find out the path to the ATARI-INFO-REQUEST.

From -7317075737990926393
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c959e610cabed965,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-10 06:37:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari
From: bro@RICE.EDU (Doug Monk)
Newsgroups: net.micro.atari
Subject: Re: snide comments on Re: help
Message-ID: <508430239.bro@Dione.ARPA>
Date: Mon, 10-Feb-86 09:37:18 EST
Article-I.D.: Dione.508430239.bro
Posted: Mon Feb 10 09:37:18 1986
Date-Received: Wed, 12-Feb-86 06:45:37 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 27

ARRGH!!

I was happily reading info-atari and saw someone quote virtually the entire
text of someone else's message, then snidely suggest:

>Perhaps you, and a lot of other people also, could start by:-
>1. Learning to spell
>2. Learning to type, or at least to use an editor.

FLAME ON!!!

First of all, this kind of trash is uncalled for on the net. It serves no
purpose whatsoever.

Secondly, this poster has no idea with what situation the original poster
was struggling: I have done my share of time working on systems that only
had line oriented mail programs on terminals where the delete key was
immediately adjacent to the line-feed key (like the one I am on now).
I have made my share of spelling errors in mail messages, and I KNOW how to
spell quite well thank you.

FLAME OFF...

To the original poster, who indicated that (s)he was new to the net and
inexperienced: welcome aboard, and remember that not all of us are snide.

Non carborundum illegitimati.

From 1742661734467612609
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,51b0fad8e869b609,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-10 08:59:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!cmcl2!lanl!unm-la!unmvax!wampler
From: wampler@unmvax.UUCP (Bruce Wampler)
Newsgroups: net.micro.atari
Subject: C Compiler switches??
Message-ID: <1002@unmvax.UUCP>
Date: Mon, 10-Feb-86 11:59:33 EST
Article-I.D.: unmvax.1002
Posted: Mon Feb 10 11:59:33 1986
Date-Received: Wed, 12-Feb-86 20:51:27 EST
Distribution: net
Organization: Univ. of New Mexico, Albuquerque
Lines: 17

Does anyone know the real truth on the C compiler switches. They
certainly don't seem to correspond to the ones described in the
developer's manual (or have I missed them somewhere in the 12"
of paper?). Specifically, what does -f do (it was in their sample
c.bat). The manual says -d is used to include source line numbers,
but I get them without the -d and would like to turn them off.
(Look at the .s in case you haven't before - probably 25% of the
file is filled with line numbers).

Any help would be appreciated.
--
Dr. Bruce E. Wampler
University of New Mexico
Department of Computer Science
Albuquerque, NM 87131

..{ucbvax | seismo!gatech | ihnp4!lanl}!unmvax!wampler

From 3057216357071153616
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e3941194dd103742,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-10 10:44:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: D-ROGERS@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari
Subject: ST postings to info-atari
Message-ID: <12182298461.18.D-ROGERS@EDWARDS-2060.ARPA>
Date: Mon, 10-Feb-86 13:44:06 EST
Article-I.D.: EDWARDS-.12182298461.18.D-ROGERS
Posted: Mon Feb 10 13:44:06 1986
Date-Received: Wed, 12-Feb-86 07:36:51 EST

Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

Now that there is an INFO-ATARI16, it would seem to me that when a posting
is ST specific, rather than of general interest to ALL atari owners - or
at least mixed - that it should be directed to the new list. Those who
insist on cluttering up the net with inappropriate postings rate in my book
right along with the cretins who were perpetuating the ad-nauseum exchange
about mac vs. st vs. amiga. Likewise, postings which are 8 bit specific -
no general interest material - belong at info-atari8.
der
     "...of course my opinion differs from 'most everyone else! If it
 were the same, i'd probably have to change it, lest i remain in error."

From 1969421048471183561
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f766d2fa0ec37d02,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-10 12:09:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site lll-lcc.UUcp
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!lll-
lcc!langdon
From: langdon@lll-lcc.UUcp (Bruce Langdon)
Newsgroups: net.micro.atari
Subject: terminal emulator source
Message-ID: <142@lll-lcc.UUcp>
Date: Mon, 10-Feb-86 15:09:19 EST
Article-I.D.: lll-lcc.142
Posted: Mon Feb 10 15:09:19 1986
Date-Received: Wed, 12-Feb-86 20:15:01 EST
Organization: Lawrence Livermore Labs, LCC, Livermore Ca
Lines: 56
Keywords: terminal, termcap, UNIX, Action

I have sent the source, termcap and documentation of ACSTERM to our
moderator for possible inclusion in the archives. I will also send it
directly to anyone who requests it. It is about 39K bytes.

ACSTERM is a terminal emulator for the Atari 800, 800xl, 1200xl, 130xe.
It provides cursor motion, insert, delete, etc. The 'termcap' file tells
UNIX systems how to manipulate your screen. With 'more' and screen editors
like 'vi', this does near the best that can be done with a 40 column screen.
     The tilde and curly brace characters are provided using a redefined
character set; ^M etc. have their usual ascii meanings.
     ACSTERM was written by Clint Parker, author of the Action system.
All sources are in the Action language.
    As downloaded from the bbs he maintained, you must use the Action cartridge.
Here there is also a modification that compiles with the run-time library

to make an executable file that needs no cartridge.

     NB! R-Verter owners: The RHAND1C modem handler converts tilde and brace characters. Since they provide the source, I deleted those parts. I also cured occasional glitches it had running full tilt at 9600 baud, and improved its handling of S/Reset. As that software is copyright, I can't upload my version. However I am willing to upload a 'diff' file that shows the changes I made.

     These are the files:
TERM.DOC read this
TERMCAP.ACS   get this into your UNIX
TERM.AC0 Compile this file.
TERM1.AC0 these files will
TERM2.ACT be INCLUDEd
TERM.AC2 My modifications
TERM1.ACT of TERM, TERM1.
BLKIO.ACT CIO caller and fast I/O.

I wrote an XMODEM module but never got it integrated into ACSTERM.

    This is an archive made with the UNIX utility 'ar'. Its first line is:
        !<arch>
For some reason the ! causes 'more' to think it's not an ascii file; but
'cat file | more' works, as does vi.
    If you don't have 'ar', split it with a text editor.

     Bruce Langdon L-472   langdon%lll-lcc@lll-crg.ARPA
     Physics Department   "langdon#bruce%d"@lll-mfe.ARPA
     Lawrence Livermore National Laboratory
     Livermore, CA 94550   (415) 422-5444
UUCP: ..{gymble,ihnp4,seismo}!lll-crg!lll-lcc!langdon

     Bruce Langdon L-472   langdon%lll-lcc@lll-crg.ARPA
     Physics Department   "langdon#bruce%d"@lll-mfe.ARPA
     Lawrence Livermore National Laboratory
     Livermore, CA 94550   (415) 422-5444
UUCP: ..{gymble,ihnp4,seismo}!lll-crg!lll-lcc!langdon

From 6600034592024522270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7a889f9b5ede54af
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 10e148,44b0e45a3812570e,start
X-Google-Attributes: gid10e148,public
X-Google-Thread: feb82,44b0e45a3812570e,start
X-Google-Attributes: gidfeb82,public
X-Google-ArrivalTime: 1986-02-10 14:26:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!caip!
atux01!hedden
From: hedden@atux01.UUCP (D. Hedden)
Newsgroups: net.micro.atari
Subject: Re: S.A.M. and Speedscript 3.0
Message-ID: <160@atux01.UUCP>
Date: Mon, 10-Feb-86 13:52:49 EST
Article-I.D.: atux01.160
Posted: Mon Feb 10 13:52:49 1986
Date-Received: Wed, 12-Feb-86 20:13:59 EST
References: <8602051021.AA08835@ucbvax.berkeley.edu>
Organization: CSEd, AT&T Communications, Piscataway, N.J.
Lines: 30
Summary: S.A.M.

In article <8602051021.AA08835@ucbvax.berkeley.edu>, godden@GMR.CSNET (Kurt
Godden) writes:
> 1. Before I order back issues of ANTIC with S.A.M. programs in them:
>   Is S.A.M (software automatic mouth) a published program in ANTIC,
>   or is it commercial only, and the ANTIC programs just utilities?
>
> 2. I am going to type in (!!!) Speedscript 3.0 from May 85 Compute!

S.A.M. is a commercial product, and I don't believe it was ever
published in ANTIC. I have seen several S.A.M. utilities appear
in ANTIC over the last 3-4 years. I did purchase S.A.M. a few
years ago and would like to give you this warning. It comes on
a highly protected boot disc; you use it by booting S.A.M. and
then running your BASIC program that writes via S.A.M., thus
producing voice. I bought it so that I could produce software
for my young daughter to use even though she could not yet
read. When I got it and found out she would have to boot the
system with one disc, swap discs, and enter a command(s) to
run my program I knew S.A.M. would not meet my needs. It has
sat in my cabinet mostly unused since then. There was a utility
in ANTIC that enabled you have S.A.M. read a program to you.
This has been useful when I have typed programs in from magazine
listings, in that it makes it fairly easy to check my typing.

With regard to typing in Speedscript - I have just replaced
LETTER PERFECT with PAPER CLIP. It is available under $30 from
discounters and seems to be a very good word processor.

Sorry for the length of this.

  "The moving hand writes ..."

From -4161840263279030511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3adfb9c6eaa659c0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-10 16:36:00 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- CP/M Emulation ---
Message-ID: <8602110048.AA09729@ucbvax.berkeley.edu>
Date: Mon, 10-Feb-86 19:36:00 EST
Article-I.D.: ucbvax.8602110048.AA09729
Posted: Mon Feb 10 19:36:00 1986
Date-Received: Wed, 12-Feb-86 20:05:54 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 13

The CPM-80 emulator may not be PD. But in the recent (Jan-Mar) Issues
of Dr. Dobbs Journal is the 68000 source for a program to emulate
an 8080 (w/ some Z-80 support). The article is in the Jan issue,
but the listing is continued through three issues due to length.

This is NOT a full CP/M emulator w/ CCP etc. but it DOES run CP/M
programs on your 68000 machine. I do not know which machine it
was originally written for. Good luck,

-Richard Hartman
max.hartman@ames-vmsb

From 2592374059637911702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,be828cc7b0ced2b2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-10 16:43:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- SD/DD config info ---
Message-ID: <8602110123.AA10301@ucbvax.berkeley.edu>
Date: Mon, 10-Feb-86 19:43:00 EST
Article-I.D.: ucbvax.8602110123.AA10301
Posted: Mon Feb 10 19:43:00 1986
Date-Received: Wed, 12-Feb-86 20:06:44 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 12

The INSIGHT ATARI column in COMPUTE! magazine a couple of months back
was talking about the SIO & CIO functions & how to use them. This i
included a little CONFIG program in basic to check the format of disks,
a small change would enable you to change the format of the disks.
Caveat: The disks marked by Atari do NOT follow the standard started
by (I think) Percom. If you have any other drive, it should work.
(2 lines back, s/marked/marketed/)

-Richard Hartman
max.hartman@ames-vmsb

From 860922547455689386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,88d1280c646cb1bc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-10 16:58:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- INFO-ATARI-REQUEST ---
Message-ID: <8602110111.AA10111@ucbvax.berkeley.edu>
Date: Mon, 10-Feb-86 19:58:00 EST
Article-I.D.: ucbvax.8602110111.AA10111
Posted: Mon Feb 10 19:58:00 1986
Date-Received: Wed, 12-Feb-86 20:06:11 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 40

The other day I found this in my mail box. As I recall it was
in reply to people cross-posting items for the 8 & 16 bit machines
to the wrong lists. If my memory is deficient in recalling what
the reply was to, please forgive the following rant.

> From: ulysses!seismo!rochester!ritcv!ixl9261@ucbvax.berkeley.edu (D)
> Message-Id: <8602101427.AA02455@ritcv.UUCP>
> In-Reply-To: <12179952512.9.MRC@PANDA>
...
> Organization: Rochester Institute of Technology, Rochester, NY
>
>
> I am not one of the 'cretins' etc., but I think that the reason that
> they post the requests to the newsgroup is that they can't figure out
> how to mail the notes to the ATARI-INFO-REQUEST. Most of these people
> are probably fairly new to the USENET. Why don't you publish an article
> on how to find out the path to the ATARI-INFO-REQUEST.

>>> FLAME ON <<<

NO! NO! NO! NO! NO! MESSAGES SHOULD >>>ONLY<<< BE SENT TO
INFO-ATARI-REQUEST TO ADD/DROP NAMES FROM THE DISTRIBUTION
LIST!

These folks are NOT there to do your sorting for you!

Send to INFO-ATARI8 or INFO-ATARI16 as appropriate for the
msg you are posting, but do NOT send a message to INFO-ATARI-REQUEST
UNLESS it is to the MAINTAINERS of this distribution list,
rather than for general distribution.

If I where the maintainers of this list, I would refuse
to re-post any messages sent to the INFO-ATARI-REQUEST
address.

>>> FLAME OFF <<<

-Richard Hartman
max.hartman@ames-vmsb

From -3230730621180414156
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce0b95ddca2fca2b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-10 19:08:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Developement Software
Message-ID: <8602110308.AA08979@polyslo.UUCP>
Date: Mon, 10-Feb-86 22:08:52 EST
Article-I.D.: polyslo.8602110308.AA08979
Posted: Mon Feb 10 22:08:52 1986
Date-Received: Thu, 13-Feb-86 00:56:56 EST
References: <860207-055244-1154@Xerox>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

I just tried to post a message but have reason to believe I botched it.
In my rather lengthy non-transmission, I asked for any relevant information
from anyone doing developement, primarily with Megamax C but all info is
appreciated. Send responses to me here or to:

Sam
1241 Monte Vista
San Luis Obispo, CA.
93401

-thanks!

From -4259677837210501558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,65209df76c970f83,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-10 20:38:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watnot.UUCP
Path: utzoo!watmath!watnot!atoy
From: atoy@watnot.UUCP (Andy Toy)
Newsgroups: net.micro.atari
Subject: New *ATARI* UUCP Site
Message-ID: <11467@watnot.UUCP>
Date: Mon, 10-Feb-86 23:38:07 EST
Article-I.D.: watnot.11467
Posted: Mon Feb 10 23:38:07 1986
Date-Received: Wed, 12-Feb-86 06:02:56 EST
Reply-To: atoy@watdcsu.UUCP (Andy Toy)
Organization: Mapping Analysis and Design, U of Waterloo, Ontario
Lines: 56
Keywords: new site atari

This is a reposting of an article in net.news.newsite for those of you
who don't subscribe to it. Here's a place to ask questions, send gripes.
etc...
------------------------- cut here -------------------------

From vecpyr!atari!dyer Sun Feb 9 17:46:26 EST 1986
Article 897 of net.news.newsite:
Relay-Version: version B 2.10.2 9/18/84; site watnot.UUCP
Path: watnot!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!panda!talcott!
harvard!seismo!lll-crg!lll-lcc!vecpyr!atari!dyer
>From: dyer@atari.UUcp (Landon Dyer)
Newsgroups: net.news.newsite
Subject: atari (new site)
Message-ID: <104@atari.UUcp>
Date: 7 Feb 86 19:19:25 GMT
Date-Received: 9 Feb 86 07:24:46 GMT
Organization: Atari Corp., Sunnyvale CA
Lines: 20
Keywords: newsite

=Name of Site: atari
=System Type: Vax 11/780, 4.2bsd
=Organization: Atari Corp.
=Contact Person: Landon Dyer
=Electronic Address: atari!dyer
=Telephone Number: (408) 745-4987
=Postal Address: Atari Corp., 1196 Borregas Ave, PO Box 3427, Sunnyvale CA
94088-3427
=Longitude/Lattitude: Long 122 00' 04'', Lat 37 24' 00''
=Remarks and Comments:

=Who Edited the Entry: Landon Dyer

We exchange news and mail with vecpyr on (at least) a daily basis
through a 1200 baud uucp link.

We would be willing to connect to new or old usenet sites, as
long as they are local (in the San Francisco bay area.) We can
call or be called.

"atari!atari" for general questions, "atari!st" for ST-family related
questions. Developers welcome.

------------------------------ cut here --------------------------------

That's all folks!

--
  Andy Toy, Mapping Analysis and Design Group (MAD),
  Faculty of Environmental Studies, University of Waterloo,
  Waterloo, Ontario, CANADA N2L 3G1   (519) 885-1211 x6592
=-=
| UUCP: ...!{decvax|ihnp4|clyde|allegra}!watmath!watdcsu!atoy |
ARPA: atoy%watdcsu%waterloo.csnet@csnet-relay.arpa
| CSNET: atoy%watdcsu@waterloo.csnet |
EAN: atoy@dcsu.waterloo.cdn
| BITNET: atoy at watdcsu |
=-=

From 1180037961489410737
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6ce581cd707bd603,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-11 05:03:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: TOS in ROM but no instructions
Message-ID: <500035@iuvax.UUCP>
Date: Tue, 11-Feb-86 08:03:00 EST
Article-I.D.: iuvax.500035
Posted: Tue Feb 11 08:03:00 1986
Date-Received: Fri, 14-Feb-86 01:23:48 EST
Lines: 5
Nf-ID: #N:iuvax:500035:000:243
Nf-From: iuvax!franco   Feb 11 08:03:00 1986

We got our TOS in ROM but without instructions. I don't know who else
has had this problem but I suspect a number of people have or will.

Therefore, I am requesting that someone with the instructions post them to the net. Thanks in advance.

From -6486245334405543869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,30af8cc3a8c57b4d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-11 07:20:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site blade.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!blade!jls
From: jls@blade.UUCP (John L. Schantz)
Newsgroups: net.micro.atari
Subject: GEM Programmer's Manual
Message-ID: <768@blade.UUCP>
Date: Tue, 11-Feb-86 10:20:11 EST
Article-I.D.: blade.768
Posted: Tue Feb 11 10:20:11 1986
Date-Received: Wed, 12-Feb-86 08:07:12 EST
Distribution: net
Organization: Bellcore, Red Bank ,NJ)
Lines: 31

****
ITS HERE, ITS HERE, ITS HERE
THE GEM PROGRAMMER'S MANUAL IS IN THE BOOKSTORES!!!
****

Hi everybody, get excited! I stopped in a local bookstore (Dalton's) yesterday and they had the GEM Programmer's Manual by Abacus. After skimming thru the book, I highly recommend it to the people that have HIPPO-C or want to program in assembler. The book seems to be very thorough in describing the VDI and AES functions. I compared it with the HIPPO-C listing of VDI and AES functions; the book describes about 75% of the VDI functions and about 120% of the AES functions that HIPPO-C supports. And there are plenty of good example programs in both C and assembler.

The book fills in some of the missing documentation that is required for really programming the ST. I was totally amazed in what GEM will do for you. For example, GEM already has built into it the 36 different pattern fill designs and all you have to do is ask for them. Another example is that it also has special graghics text such as bold, italic, outline, underline, etc. and you can get combinations. Yet another example is that GEM will draw boxs, circle, ellipses, arcs, ellipical arcs, and etc. for you and fill them in with any color pattern you want. You can also generate your own pattern designs. I am very excited about this book and the information that it has given to me. So far I have been blind in trying to program the ST and now I have color!!!!

This book is even better that their ST INTERNALs book, so go and get your copy NOW! I have mine.

John Schantz

From -2264068239093829916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d4a1b59dd9198a0b,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 122486,d4a1b59dd9198a0b,start
X-Google-Attributes: gid122486,public
X-Google-ArrivalTime: 1986-02-11 08:03:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site pluto.UUCP
Path: utzoo!linus!decvax!decwrl!pyramid!pesnta!phri!pluto!warren
From: warren@pluto.UUCP (Warren Burstein)
Newsgroups: net.micro.atari,net.news.group
Subject: new atari groups nearly up
Message-ID: <339@pluto.UUCP>
Date: Tue, 11-Feb-86 11:03:21 EST
Article-I.D.: pluto.339
Posted: Tue Feb 11 11:03:21 1986
Date-Received: Thu, 13-Feb-86 19:18:19 EST
Organization: The Mayhem Institute
Lines: 12
Xref: linus net.micro.atari:2730 net.news.group:4401

I newgroup'd net.micro.atari8 and 16. They will replace net.micro.atari.
This is being done in accordance with the user poll I took several months
back. It has taken this long to get all the people involved in the change
together, and will take a few more days until the connection to ARPA is
set up. Until then, please don't use the new groups or you will not
reach ARPA readers. I'll post when it's connected.

If everything goes according to plan, net.micro.atari will eventally be
rmgroup'd.

Please mail me flames instead of cluttering up the group, there's time
to post later if I turn out to be unreasonable.

From -5202687048426952573
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d0edfa01aab8c2d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-11 08:22:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!druxu!rwb
From: rwb@druxu.UUCP (BlackR)
Newsgroups: net.micro.atari
Subject: 520 cost, OSS Pascal, and ST Internals
Message-ID: <1769@druxu.UUCP>
Date: Tue, 11-Feb-86 11:22:26 EST

Article-I.D.: druxu.1769
Posted: Tue Feb 11 11:22:26 1986
Date-Received: Wed, 12-Feb-86 08:17:51 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 44

I guess its time to throw in a few comments about my experiences with the 520 and reply to a few articles I've seen on the net.

First, I think a person can do quite useful development work on the ST and pay in the $1000 to $1200 range. The question is how. I have a 520 ST with color monitor. I purchased the OSS Personal Pascal package and the book on Atari 520 Internals (total retail price is around $1100 for computer, software, and a good reference manual). This adds to the basic hardware an editor, a high level language compiler, a linker, and a description of the hardware and how to use GEM and the BIOS for those things outside the Pascal definition (e.g. how to determine if a character is waiting at the RS-232 port). I won't be so bold as to claim this combination (Pascal+book) is as good as the developer's kit, but it is a good substitute at 1/3 the price.

On the plus side, it has very nice libraries for windows, dialog boxes, menus, etc. and a simple interface for accessing GEM and the BIOS directly (whose calls the book documents). The compiler is quick and after one deletes all the demo files from the working disk, there is room to create and run small to medium size programs (<500 lines). I have called OSS for some support and they do seem to know their product and are helpful. The language implemented does conform closely to the ISO standard with a few welcome extensions (it is actually very similar to UCSD Pascal), so portability isn't a real problem.

On the negative side, there are the limitations of Pascal (you just can't do everything with it that you can with C or assembler, but that discussion goes in a different news group). It would be nice if the package used less disk space (i.e. more room on disk for creating programs), but the separate compilation facilities help. Plus, when I get TOS in ROMs (that is a hint for my dealer), I plan to install a RAM disk (first shot will be the 90K public domain version). That will ease the disk problem and speed things up. In the future, I will install the 1MB upgrade and use a full 360K RAM disk, which could hold the Pascal package. The other thing lacking is utility software. But there is a lot of public domain stuff, both on the net and from magazines (Dr Dobbs Journal had a C listing for XMODEM last summer) and User's groups.

Thus, by trading some of my experience and time (converting code from C to Pascal is a pain) for money, I have thus far been able to keep the cost down and utility high.

Rodney Black
AT&T Information Systems, Denver ..!ihnp4!druxu!rwb

From -9179249138213478944

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a7bdb3d522636769,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 07:01:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!amdcad!lll-crg!ucdavis!ucbvax!info-atari
From: Denber.wbst@XEROX.COM
Newsgroups: net.micro.atari
Subject: Re: $25 850 interface modules
Message-ID: <860129-070333-1128@Xerox>
Date: Wed, 29-Jan-86 10:01:00 EST
Article-I.D.: Xerox.860129-070333-1128
Posted: Wed Jan 29 10:01:00 1986
Date-Received: Sat, 1-Feb-86 00:30:41 EST
References: <Hewitt.Wbst>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

> "San Salvage Co"

Forget it - I just called them and they said they didn't have any more
and weren't going to be getting any in the future.

- Michel

"If it sounds too good to be true - it is."

From -3526706766738867373
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e89fa4df3e219dd0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 07:10:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!dec-rhea!dec-lymph!mccamy
From: mccamy@lymph.DEC
Newsgroups: net.micro.atari
Subject: 520 ST SOFTWARE
Message-ID: <789@decwrl.DEC.COM>
Date: Wed, 29-Jan-86 10:10:06 EST
Article-I.D.: decwrl.789
Posted: Wed Jan 29 10:10:06 1986
Date-Received: Sat, 1-Feb-86 03:03:55 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 55

From: "...decvax!decwrl!rhea!Squirt!McCamy"
Merrimack, New Hampshire

I recently purchased the 520 ST. I'm new to this user group
and have some questions.

1. Does anyone have experience with the Modula-2 software
    developed by a British group?

2. What does one get in the development package offered
    by Atari for $300?

3. I did not receive BASIC with my computer, Atari is
    sending it to me. Is this a powerful implementation
    of BASIC or would I be better off with another
    language/software that better utilizes the capabilities
    of the 520 ST? I want a development language that allows
    structured programming and taps the powerful graphics
    capabilities of the 520 ST.

    I've never used 'C' before, does anyone out there recommend
    it, and why?

    Sorry if I've rehashed old questions.

From -5835992604556704097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b614c15f0b5e39c6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 08:23:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site spp2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwspp!spp2!rroux
From: rroux@spp2.UUCP (Ray Roux)
Newsgroups: net.micro.atari
Subject: Re: Loading SynCalc(R) (XL/XE)
Message-ID: <858@spp2.UUCP>
Date: Wed, 29-Jan-86 11:23:00 EST
Article-I.D.: spp2.858
Posted: Wed Jan 29 11:23:00 1986
Date-Received: Sat, 1-Feb-86 03:49:53 EST
References: <391@tekigm2.UUCP>
Distribution: net
Organization: TRW, Redondo Beach CA
Lines: 17

> Has anyone out there on the net figured how to get the new 130XE version of
> SynCalc(R) to load? I recently purchased it and am trying to load it on a

> normal Atari system. I.e. 130XE with a 1050 disk drive. I understand that
> it (SynCalc) is extremely sensitive to drive speeds due to the copy protection

I have the new version of SynCalc and have had no problems loading it on my
1050. I have a 256K XL (ala CDY) instead of the 130XE, but I don't think
this should make a difference. My drive runs at about 288 give or take a
few RPMs, sounds like you just got a bad copy. I suggest returning it, if
you still have problems I believe Synapse will exchange it for one that
works.

Good luck!
--

   Ray Roux
     {ucbvax|decvax}!trwrb!trwspp!spp3!rroux

From 3505371521046192528
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e04c299b7c3744
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 08:59:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: Re: St magazines
Message-ID: <8601291659.AA19451@mitre-bedford.ARPA>
Date: Wed, 29-Jan-86 11:59:46 EST
Article-I.D.: mitre-be.8601291659.AA19451
Posted: Wed Jan 29 11:59:46 1986
Date-Received: Sat, 1-Feb-86 02:30:03 EST
References: <430@aum.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 31

I've just gone through some efforts to become familiar with Atari-oriented
computer magazines, and the following comments summarize my impressions.
Bear in mind that I have only seen a few issues of most of these magazines,
so my comments could well be unfair to some of them.

BYTE, Antic, Analog, and COMPUTE! all have run articles on the ST. BYTE for
January '86 and COMPUTE! for October '85 have "product descriptions" on the
ST. Antic and Analog are entirely devoted to Atari products and have
significant sections devoted to the ST. COMPUTE! is fairly evenhanded amongst
the small personal computers including IBM, Apple, Commodore and Atari, but
still has devoted significant efforts to the ST (as well as the Amiga).
COMPUTE! has in the past provided much excellent information in book form, and
I suspect that they will soon carry the tradition forward to the ST products.
I have been much impressed with their virtuosity on the 8-bit Ataris, so I
suspect that they will continue to be one of the better sources.

Antic seems to be more game-oriented than the others. Depending on your interests and applications, this may be good or bad.

Analog seems to have the most complete selection of software and accessories specifically for Atari products in its advertising. It seems to be more "technical" than Antic.

I suggest you browse at your friendly local newsstand (surely in Berkeley, CA there are newsstands that cater to computer freaks!!!) and see which one(s) you like best. I hope you will get other comments which add perspective and balance, as I am acutely aware that my impressions are based on a very brief look at these magazines.

-John Sangster
jhs at mitre-bedford.arpa

From 947497644241385540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce26a3d8454c2262,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 09:45:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: I6191008@DBSTU1.BITNET
Newsgroups: net.micro.atari
Subject: bus contention
Message-ID: <8601291719.AA22830@ucbvax.berkeley.edu>
Date: Wed, 29-Jan-86 12:45:52 EST
Article-I.D.: ucbvax.8601291719.AA22830
Posted: Wed Jan 29 12:45:52 1986
Date-Received: Sat, 1-Feb-86 02:32:08 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

No, the timing is so good that the processor and the videochip are not

disturbing each other when accessing the bus.

Johann Zuschlag

(I6191008@DBSTU1.BITNET)

From 4122326673940556924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,44a8354632462a43,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 10:52:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: EEMA031@MAINE.BITNET (Michael W. Picher)
Newsgroups: net.micro.atari
Subject: books
Message-ID: <8601292048.AA26697@ucbvax.berkeley.edu>
Date: Wed, 29-Jan-86 13:52:00 EST
Article-I.D.: ucbvax.8601292048.AA26697
Posted: Wed Jan 29 13:52:00 1986
Date-Received: Sat, 1-Feb-86 02:42:34 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 14

Compute! books publications is already advertising a book for the ST
and one for the Amiga. I don't know how in-depth theses books are though.

I don't see much said anywhere about the sound on the atari ST... could
anybody tell me what the quality is like???

Also, i would like to know how many colors are available in 640x400
mode and are there any sprites, or player grapics supported???

Thanks in advance...

Michael Picher
University of Maine at Orono
EEMA031@MAINE.BITNET

From -5070556364991019282
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,91db306c2fa96580
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 11:03:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!ut-sally!topaz!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: 16-bit upgrade for the 800XL, 130XE, etc.
Message-ID: <1935@uwmacc.UUCP>
Date: Wed, 29-Jan-86 14:03:13 EST
Article-I.D.: uwmacc.1935
Posted: Wed Jan 29 14:03:13 1986
Date-Received: Sat, 1-Feb-86 03:34:55 EST
References: <8601272322.AA01905@mitre-bedford.ARPA> <860128-070207-1228@Xerox>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Organization: UWisconsin-Madison Academic Comp Center
Lines: 41

In an article, Fleysher.wbst@XEROX.COM (Dan Fleysher) writes:
>re: dropping a 65816 into your Atari 800XL in place of the 6502, to

>upgrade it to 16 bits: Note that ANTIC (the screen display chip) is
>also an 8 bitter, so you would have to confine your display RAM to
>within 64K addresses....

>having usable RAM above the display area violates Atari 8-bit software
>architecture, which always puts the display area at the top of available
>RAM - the extra memory would not be usable by most 8 bitter programs
>(but you could make RAM disk(s) out of it).
>
   Unless I'm mistaken, that's merely a convention. The display memory
can be anywhere (subject of course, to the usual alignment restrictions).

>Also, you'd have to find a place to put the
>additional memory chips without destroying the RF shield - a packaging
>nightmare.

  Granted, a problem; but there are a *lot* of 800XL's out there with 256K
and 512K already.

>Sounds like an awful lot of work to me, and when you finished up you
>would still not be able to run ST programs because of instruction set
>differences between the 65816 and ANTIC and their ST equivalents.
>Unless you want the experience of tearing apart your 8-bitter and
>learning something, I think you'd be further ahead to buy a new ST. (Of
>course, those of us who use our 8 bitters for word processing, game
>playing and bulletin-board-calling don't really need 16 bits anyway...)

   I think you missed the point. The chip would be faster if only you
take into consideration the fact that it could do memory transfers and
arithmetic in 16 bits. I once attempted to alter the public domain
Small-C compiler to generate 6502 code, and I gave up when I got sick of
all the high-byte/low-byte garbage-- the compiler would have turned out
twice as big and twice as slow.
   And who wants to run ST programs, anyway? (:-)

 - Joel ({allegra,ihnp4,seismo}!uwvax!uwmacc!oyster)

P.S. I'd like to change my "split the group" vote from a no to a yes, just
so the obnoxious amiga/mac/ham-radio cross(and mis)-postings go away.

From 6477891600673278142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f14b56de97b3188
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 11:13:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: Re: 850 Interface module needed
Message-ID: <687@mtuxn.UUCP>

Date: Wed, 29-Jan-86 14:13:05 EST
Article-I.D.: mtuxn.687
Posted: Wed Jan 29 14:13:05 1986
Date-Received: Thu, 30-Jan-86 06:41:20 EST
References: <860108-064146-4557@Xerox>
Reply-To: rb@mtuxn.UUCP (01161-R.BOTWIN)
Organization: AT&T Information Systems, Holmdel NJ
Lines: 4
Summary:

[]
850 Interface available from CSC Hightstown, NJ (609) 448-8889.
In stock....$109 plus shipping.

From 1112405711446233990
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,49e80ee34dd0066a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 11:14:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpl!psstr1
From: psstr1@ihlpl.UUCP (Stork)
Newsgroups: net.micro.atari
Subject: mail list
Message-ID: <545@ihlpl.UUCP>
Date: Wed, 29-Jan-86 14:14:30 EST
Article-I.D.: ihlpl.545
Posted: Wed Jan 29 14:14:30 1986
Date-Received: Fri, 31-Jan-86 23:46:56 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 4

Would you please include me on the mailing list

From -1548065226667160984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f602445ecfebeac3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 11:41:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari

Subject: Re: Plea for Help
Message-ID: <688@mtuxn.UUCP>
Date: Wed, 29-Jan-86 14:41:20 EST
Article-I.D.: mtuxn.688
Posted: Wed Jan 29 14:41:20 1986
Date-Received: Thu, 30-Jan-86 06:43:10 EST
References: <8601201838.AA12584@ucbvax.berkeley.edu>
Reply-To: rb@mtuxn.UUCP (01161-R.BOTWIN)
Organization: AT&T Information Systems, Holmdel NJ
Lines: 7
Summary:

[]
Send me the disk and I will convert it for you....
Just tell me what format you want...
or give me a call and I'll help any way I can, short of going to Cal!!

Rob Botwin (609) 448-8889 Hightstown, NJ 08520-0873

From 5294336709303746702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a48f875a7e3e2a6a
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d4424a92a64c8ec3
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-29 12:07:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sunybcs.UUCP
Path: utzoo!watmath!sunybcs!ugjohna
From: ugjohna@sunybcs.UUCP (John Arrasjid)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: New Atari Toy Computer
Message-ID: <2794@sunybcs.UUCP>
Date: Wed, 29-Jan-86 15:07:17 EST
Article-I.D.: sunybcs.2794
Posted: Wed Jan 29 15:07:17 1986
Date-Received: Fri, 31-Jan-86 23:53:15 EST
References: <37@sbcs.UUCP> <402@tekig5.UUCP> <1302@sdcsvax.UUCP> <635@ark.UUCP>
Organization: SUNY/Buffalo Computer Science
Lines: 74
Xref: watmath net.micro.amiga:1761 net.micro.atari:2614
Summary: Software off the Shelf...

<355@3comvax.UUCP> <279@ism780c.UUCP> <374@3comvax.UUCP>
Sender: John Arrasjid
Reply-To: ugjohna@sunybcs.BITNET
Distribution: net
Organization: SUNY/Buffalo Computer Science

In article <374@3comvax.UUCP> mykes@3comvax.UUCP (Mike Schwartz) writes:

>By the way, (no offense intended) it seems to me that the people who ae
>so pro ST like to exercise the left half of their brains while the pro
>Amiga people exercise the right half. To the left-half people, monochrome
>text in high resolution is appealing. To the right-half people, high-resolution
>color, speech, audio, etc. is appealing. To each his own, but as a right
>brainer, I have a monochrome hi-res (640x400) AT&T PC to satisfy my left
>brain, and an Amiga, Commodore 64, and Atari 800 to satisfy my right.

What????? Who says that the st doesn't have hi-res color?? 640 x 200 in hi res with 512 colors isn't?? The IBM does 320 by 200 with 16 colors.
No speech synthesis??? If an Atari 8bit machine and a commodore 64 machine can do speech synthesis through software with a program called SAM, then who is to say the ST won't be able to do it yet. Besides, I think the speech synthesis on the Amiga sounds alot like that produced by SAM (maybe that company created the software for the amiga's sound synth.).
No audio??? Well, granted it only has 3 voices but if you listen to the music produced by the programs Barraticus and Sundog, you'll realize that the quality is fantastic!! Besides, a professional musician wouldn't, I assume, hook his computer to a microphone to play music!!! They'd use a midi interface (built in on the ST and extra cost on the Amiga).

Now..... I have been in all the computer stores in the Buffalo and Erie county computer stores. I have seen a total of 5 different Amiga programs: 4 games by Electronic Arts, and one graphics program. I have seen no less than 90 commercial ST programs on dealers shelves. For the benefit of ST users, I would like to list them here:

Business: VIP Professional, How to write Business Letters, How to write your own Will, Letter Processor, Typesetter ST, Haba Write, Hippo Simple, Chat, ST-Talk, Antic Color Sprite Editor, Degas (graphics arts), Final Word, a midi program (can't remember the name), Hippo Rolodex, Hippo Checkbook Balancer.

Languages: Hippo C, Modula-2, OSS Personal Pascal, Michtron Forth, Dragon Group Forth.

Operating Systems: TOS (GEM), OS-9 68K, BOS, Micro C shell.

Utilities: Michtron Ramdisk, Michtron Printer Spooler, Michtron BBS, Hippo Ramdisk, Hippo Spooler, Micronomist Disk Analyser.

Entertainment: Mom and Me, Murray and Me, Barraticus, Sundog, Infocom line of Interactive fiction, Kings Quest II, Ultima II, Hippo Jokes and Quotes, Crimson Manor, Perry Mason, Mudpies, Hex, Alien Adventure Hacker, Borrowed Time, Hippo Almanac.

Educational: Typing Tutor, Winnie The Pooh in the 100 acre wood, Mathbusters - Homework Helper, Word Forth (crosswords), Maps and Legends (Antic), Cartographer.
(not to mention that Spinnaker plans on releasing its complete line of educational software)

Public Domain Software:

Printer Spooler, Ramdisk, Assembler, pop up calculator, Megaroids, Dragon Forth Demo Disk (working subset of Forth), Degas Graphics Slide show, Neo Chrome slide show, Breakout in TOS, etc... etc...

These are actual programs that I have seen on the shelf!! Most of them I have already seen demonstrated. The software programs are in the same price range as most 8 bit computer software --> $25 to $40. I have seen a list of close to 400 programs that are supposed to be available, but I cannot vouch as to their availability. I'll post a list of new software every few weeks or so to keep people up to date.

John Arrasjid SUNY/Buffalo Computer Science
BITNET: ugjohna@sunybcs

From 1726146983327471822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2a505539fbd1b30,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 12:53:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!dec-rhea!dec-pulman!peters
From: peters@pulman.DEC (Don Peters, APO-1/F8, 289-1242)
Newsgroups: net.micro.atari
Subject: Atari club meeting notes
Message-ID: <797@decwrl.DEC.COM>
Date: Wed, 29-Jan-86 15:53:44 EST
Article-I.D.: decwrl.797
Posted: Wed Jan 29 15:53:44 1986
Date-Received: Sat, 1-Feb-86 01:51:38 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 122

Last nite I attended our local Atari user group meeting, took some notes, and posted them to our local notes file within the Digital network. I then wondered if any of you out there in USENET land would also have an interest. Since there was lots of good Atari info I hadn't seen before, I am posting a copy of the message below.

While sitting in on last nite's ABUG meeting I took a few notes, and thought I'd share them with those of you who are interested but couldn't made the meeting for one reason or another.

There were two ST's and one 800 set up running demos at the meeting. One of the St's was a monochrome. 8-bit and 16-bit library updates were discussed and I gave a review of the ST info I'd gathered in these notes files, the USENET network, and the news at the recent BCS ST meeting, as well as the info I gathered from my call to Atari (which is now in this notes file). I also gathered a few new ST programs from Dave Davis.

The subject of 1 meg upgrades for the ST came up. Both Harry Steel (the former ABUG librarian) and John Hajinlian do them, or know someone who will do them, at a cost ranging from $125 to $150 (also, see below).

But by far the most interesting event was the talk by Thom of Compuclub of Natick, Ma. I would judge his talk easily the most enjoyable and informative of any ABUG or BCS ST meeting I've attended so far. Even when I left at 10:30 there still was a small group clustered around him asking questions. And he gave a LONG presentation.

I'll try to give a brief (very, considering the length of his talk) summary of what Thom had to say. Those of you who were there, feel free to add.

A very brief intro to the game "Alternate Realities" was shown, and the claim was made that this was possibly the best graphic adventure yet for the Atari! However, early versions were sold with a bad disk that prematurely caused you to die of a "bad disease".

Atariwriter plus is out for $37, and PLATO is out for $20.

The rest pertains to the ST:

Philon Basic, 250 p. manual, is out for $75, but no graphics or GEM interface

Henry's Basic, an interpreter, is 6 x faster than ST Basic, but has no graphics or GEM interface either.

Atari is working on a hardware emulator for the IBM PC, using an 8088 CPU in a box that plugs into the hard disk slot, to cost less than $300. It now runs 80% the speed of the PC, but is expected to improve.

The CPM emulator is selling for $38.

The 1040 will be shipping Thursday, for $200 more than the 520ST.

Compuclub sells the 1 meg upgrade for $130 installed. This may be the best deal going since they are an Atari dealer, can also install the TOS ROMs and also the battery powered clock option (these things are a few dollars extra, however)

The TOS ROMs are probably 2-3 weeks away from general availability.

Unix for the ST looks to be 60-75 days away.

The OS9 operating system will sell for less than $100.

A DBASE II close is coming out for $75 & will be called H&D Base

If your ST kept failing when new, it was due to a faulty power pak. The newer power paks do not have this problem. If you haven't seen it on your ST, don't worry.

520STs with the new ROMs in them are supposed to be coming in 8 days.

An ST cart having a clock in it is coming out by Softlogic in about 2-3 weeks. Thom just saw a beta test version of it. It'll cost $50.

A very brief demo of the "Borrowed Time" game was given - it appeared to have nice (semi-static) graphics.

Intuit, a 1-2-3 clone which now runs on an IBM PC, is 2 months away.

The Atari hard disk (one of the two?) is 20 meg in size and will sell for $799. The Bit Bucket, in Newton, Ma, has one now, and loves it. It has a built-in coprocessor, is a 5 1/2" drive, and you can hang up to 8 of em on an ST.

Atari will have an expansion port that will hang on the hard disk port, and will sell for $75.

A beta test of GEM Draw was demoed - it looked pretty good.

Lechmere Sales is selling the ST now, and Sears is considering it now.

Compuclub sells 6' disk drive cables for $20, so you can buy one, cut it up and use it for experiments.

Thom says that the few people he has seen who have used Modula II for the ST think it's spectacular.

The language APL is less than 30 days away (its by Phylon). Phylon and Atari also have COBOL coming.

A brief discussion of Atari and Amiga ensued, and Thom said Atari really didn't see itself competing with Amiga, since they were after different markets.

Compuclub sells the 520ST for $850, $700 for the mono version. The 1040ST will go for $1150, 950 for the mono version. LOGO, BASIC, and 1stWord will be the software shipped with them.

Thom said to watch out if you are trying to save money on an ST system, since Atari is coming out with a 14" color monitor for the ST which is about $100 cheaper but has less resolution than the current color monitor. Be aware of which monitor you are getting when you buy a packaged system.

Thats the end of my notes. If you would like to confirm any of this (or argue about its validity), give Thom a call at Compuclub, at (617)879-5232. But call after about 11:30 am EST since I think they start their business day about then. I have no connection with Compuclub except that I did buy my ST there about 4 months ago.

/Don Peters, Digital, 617-689-1242/

...decvax!decwrl!dec-rhea!dec-pulman!peters

From 8429335845047516687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,87dddb550f0214ed,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 13:07:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site unmvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!linus!philabs!cmcl2!lanl!unm-la!unmvax!wampler
From: wampler@unmvax.UUCP
Newsgroups: net.micro.atari
Subject: 520st CP/M emulator - help
Message-ID: <988@unmvax.UUCP>
Date: Wed, 29-Jan-86 16:07:52 EST
Article-I.D.: unmvax.988
Posted: Wed Jan 29 16:07:52 1986
Date-Received: Sat, 1-Feb-86 03:34:39 EST
Distribution: net
Organization: Univ. of New Mexico, Albuquerque
Lines: 20

I've seen the news from germany that the emulator does indeed
seem to be ok to use for free, now...
We lost our feed for about a week, and it seems clear
from the traffic that I've seen that I've missed something.
Question: has anyone figured out how to get stuff TO the
disk? A blank TOS disk seems to work - you can use "SAVE 10 TEST.TMP"
to save a file - but how do I get anything there to begin with?
Sorry about posting to the net.

By the way, I'm still willing to provide the sources and compiled
atari versions of my screen editor TVX which I posted a couple
of weeks ago to anyone interested.
--
Dr. Bruce E. Wampler
University of New Mexico
Department of Computer Science
Albuquerque, NM 87131

..{ucbvax | seismo!gatech | ihnp4!lanl}!unmvax!wampler

From -322640930354007321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f4b382cf88d0e2cf,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,f4b382cf88d0e2cf,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 152df8,f4b382cf88d0e2cf,start
X-Google-Attributes: gid152df8,public

X-Google-ArrivalTime: 1986-01-29 18:20:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!think!harvard!seismo!
umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.68k,net.micro.mac,net.micro.atari
Subject: New Motorola 68k graphics processor?
Message-ID: <495@eneevax.UUCP>
Date: Wed, 29-Jan-86 21:20:25 EST
Article-I.D.: eneevax.495
Posted: Wed Jan 29 21:20:25 1986
Date-Received: Sat, 1-Feb-86 03:29:46 EST
Reply-To: ravi@eneevax.UUCP (Ravi Kulkarni)
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 10
Xref: watmath net.micro.68k:1466 net.micro.mac:4391 net.micro.atari:2635

I just heard that motorola introduced a graphics processor with
a 68000 core. Anyone know any more information? Any idea whether
existing 68000 systems such as the mac or atari 520ST can be
retrofitted with this chip. Thanks for any info.

-ravi

--
ARPA: ravi@eneevax.umd.edu
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From -1670218455406604076
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b66c18aca8f54886
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 23:06:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site lll-lcc.UUcp
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!ut-sally!mordor!lll-crg!lll-lcc!langdon
From: langdon@lll-lcc.UUcp (Bruce Langdon)
Newsgroups: net.micro.atari
Subject: Re: --- Action! sources ---
Message-ID: <132@lll-lcc.UUcp>
Date: Thu, 30-Jan-86 02:06:36 EST
Article-I.D.: lll-lcc.132
Posted: Thu Jan 30 02:06:36 1986
Date-Received: Sat, 1-Feb-86 03:46:18 EST
References: <8601231829.AA01526@ucbvax.berkeley.edu>
Organization: Lawrence Livermore Labs, LCC, Livermore Ca
Lines: 30
Summary: PD 'Action' compiler sources (8 bit)

I have a collection of PD programs in Action, primarily from 3 sources:

-The bbs that Clint Parker (author of Action) maintained until last Fall.
-The bbs that OSS (marketer of Action et al) sometimes maintains.
-A few things that I adapted or wrote.

There are various utilities, including a good UNIX terminal with termcap,
examples of how to make the Atari do various things with graphics etc.,
nothing significant in complete games.
I am quite willing to upload all of this, if it isn't much hassle to
distribute or post or archive or whatever. I hesitate to post it
because it would make a lot of traffic on the net and would expire soon
anyway. I have no idea whether some of it is the archives, because I don't
know how to access that or add to it. (Where does one learn that?)
One program, Palevich's VT52 emulator + kermit, was once mentioned as if
it was posted or archived, for example.

How Public Domain can programs ever be that are translations of
copyrighted magazine programs, or of UNIX C utilities? Not much, I
fear.

Bruce Langdon L-472 langdon%lll-lcc@lll-crg.ARPA
Physics Department "langdon#bruce%d"@lll-mfe.ARPA
Lawrence Livermore National Laboratory
Livermore, CA 94550 (415) 422-5444
UUCP: ..{gymble,ihnp4,seismo}!lll-crg!lll-lcc!langdon

From 7183451282228917274
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e04c299b7c3744
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 23:27:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Re: St magazines
Message-ID: <1394@cwruecmp.UUCP>
Date: Thu, 30-Jan-86 02:27:26 EST
Article-I.D.: cwruecmp.1394
Posted: Thu Jan 30 02:27:26 1986
Date-Received: Sat, 1-Feb-86 03:33:56 EST
References: <430@aum.UUCP>
Distribution: net
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 32

> I would appreciate it if someone could give me the name and addresses

> of any Atari magazines that provide useful info into the ST.
> Thanks in advance!
> --

There is fairly nice ST ONLY magazine called ST Applications. It has
been around since September or so last year. In addition to features
the regular departments are:
     - You Can do it - all about the 68K chip and machine lang.
     - MIDI Beat
     - Let's C
     - A Step FORTH
     - Purposeful PASCAL
     - Ask ED
     - BASIC know-how
Each month they have Reviews of Software, and a ST BBS review. Each
month also has a pretty entertaining rumors section. The current
issue is 70 Pages.

     Subscription: $25/6 or $40/12 issues printed
               $60/6 or $100/12 issues+disk
          ST Applications
          10760 Hwy 116
          P.O. Box 968
          Forestville, CA 95436 (Check or MO only)

--
                      Jwahar R. Bammi
                    Usenet: .....!decvax!cwruecmp!bammi
                     CSnet: bammi@case
                   Arpa: bammi%case@csnet-relay
                CompuServe: 71515,155

From 7575727226064661277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,99db8ce75601a1af
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 04:22:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!saber!imagen!
turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: KERMIT for the ST?
Message-ID: <219@imagen.UUCP>
Date: Thu, 30-Jan-86 07:22:18 EST
Article-I.D.: imagen.219
Posted: Thu Jan 30 07:22:18 1986
Date-Received: Sat, 1-Feb-86 06:00:18 EST
References: <8601282141.AA05557@ucbvax.berkeley.edu>
Organization: The Houses of the Holy
Lines: 23

> Is there already a KERMIT version for the ST available?
>
> Thanks in advance,
>
> Johann Zuschlag
>
> (I6191008@DBSTU1.BITNET)

~~~~~~~~~~~~~~~~~~\ lineater, \~~~~~~~~~~~~~~~~~~~~~~~~

yes it comes with the developers kit

--
----
god bless Lily St. Cyr
-Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From -490008079311565113
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,954e61f209804382,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 06:14:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: COMPUTE! books
Message-ID: <8601301414.AA11001@mitre-bedford.ARPA>
Date: Thu, 30-Jan-86 09:14:39 EST
Article-I.D.: mitre-be.8601301414.AA11001
Posted: Thu Jan 30 09:14:39 1986
Date-Received: Sat, 1-Feb-86 06:44:13 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 15

Re: previous inquiry about Atari ST and books on it...

As a new owner of an 800XL, I have recently scoured the bookstore walls for
Atari books. I have consistently found all COMPUTE! books to be excellent,
certainly among the best available on all aspects of the 800XL. Their
magazine staff seems to be outstandingly competent at describing and
~~~~~~~~~~~~~~~~~~

programming not only the Atari products, but also those of Commodore, Apple, TI, and IBM. This suggests to me that they will quickly become expert on the new Atari and Commodore products as well.

I would expect any books they publish on the ST and the Amiga to be well worth buying.

-John Sangster
jhs at mitre-bedford

From 6461994649825718438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,36d9d7eefd81fa38,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 06:51:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: Re: need dealer
Message-ID: <8601301451.AA13171@mitre-bedford.ARPA>
Date: Thu, 30-Jan-86 09:51:07 EST
Article-I.D.: mitre-be.8601301451.AA13171
Posted: Thu Jan 30 09:51:07 1986
Date-Received: Sat, 1-Feb-86 06:44:27 EST
References: <894@h-sc1.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 8

The Bit Bucket on Rte. 16 in Newton is one Atari ST dealer. For those who think Amiga is competitive with the ST, they have that too. The phone number at the Bit Bucket is (617) 964-3080. NOTE: I just read in another message that the Bit Bucket has the 20-Mbyte Hard Disk for the ST!!!! (A demo unit only, I fear!)

-John Sangster
jhs at mitre-bedford.arpa

From 4930619311301925469
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,91db306c2fa96580
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 07:29:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA

Newsgroups: net.micro.atari
Subject: Re: 16-bit upgrade for the 800XL, 130XE, etc.
Message-ID: <8601301529.AA14605@mitre-bedford.ARPA>
Date: Thu, 30-Jan-86 10:29:12 EST
Article-I.D.: mitre-be.8601301529.AA14605
Posted: Thu Jan 30 10:29:12 1986
Date-Received: Sat, 1-Feb-86 06:43:00 EST
References: <1935@uwmacc.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 37

Re: where to put the memory...

The 65816 sounds like a very nifty idea to me, but certainly no substitute for buying an ST if you desire one. As an upgrade for the 800XL, it would be desirable to keep everything as compatible as possible. Since Atari has already devised a scheme for banked memory in the 130XE, and CDY and others(?) have successfully and compatibly extended that scheme to at least 262K, it would make sense to keep the current banking scheme. See Mapping The Atari, 1985 edition, Appendix 16, page 238, for a full description of the 130XE memory management scheme. Basically, they put the extra memory into the 65K memory map by replacing the original 16K segment between $4000 and $7FFF (decimal 16384 to 32767). Location $D301 (decimal 54017) controls the bank switching. Two bits there are used to control which of four possibilities occur with regard to whether the CPU or the ANTIC chips stay with standard memory or use the selected 16-K bank of extended memory. If you add more than 131 K but stay with their conventions you can always switch to XL/XE compatibility mode to run "old" software. Note that with this arrangement, both the low memory area and the high ROM area are unaffected. This is why everything still works (can be made to work easily).

Re: why to do the conversion

I concur that the reason for the conversion is to get more addressing flexibility within the 65K memory space. A whole lot of assembly language programs will be easier to write and more compact with the extended instruction set. If the 65816 in fact is truly object-code upward compatible with the 6502, I for one am CERTAINLY going to want to drop one into my 800XL even though I bought it basically as a toy computer and for use in ham radio applications and general electronic fooling around. This will in no way affect my interest in adding an ST to the collection for more serious work.

By the way, does anybody know when this chip will really be available; where; and how much? I would appreciate solid info.

John Sangster
jhs at mitre-bedford.arpa

From 1450505343421063076
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,3e04c299b7c3744
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 07:29:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!amdcad!lll-crg!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: Atari magazines
Message-ID: <1936@uwmacc.UUCP>
Date: Thu, 30-Jan-86 10:29:47 EST
Article-I.D.: uwmacc.1936
Posted: Thu Jan 30 10:29:47 1986
Date-Received: Sat, 1-Feb-86 07:29:18 EST
References: <430@aum.UUCP> <8601291659.AA19451@mitre-bedford.ARPA>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Organization: UWisconsin-Madison Academic Comp Center
Lines: 49
Keywords: magazines

<>
In an article, jhs@MITRE-BEDFORD.ARPA writes:
>I've just gone through some efforts to become familiar with Atari-oriented
>computer magazines, and the following comments summarize my impressions.
>Bear in mind that I have only seen a few issues of most of these magazines,
>so my comments could well be unfair to some of them.

   I'll add my experiences to jhs'. I've just let my year-long subscription to Compute! run out, my Antic subscription is into its 7th month, and my Analog subscription just started (though I have the last 4 issues). I agree with most of the comments, but will add my own.

>Antic and Analog are entirely devoted to Atari products and have
>significant sections devoted to the ST. COMPUTE! is fairly evenhanded amongst
>the small personal computers including IBM, Apple, Commodore and Atari, but
>still has devoted significant efforts to the ST (as well as the Amiga).
>COMPUTE! has in the past provided much excellent information in book form, and
>I suspect that they will soon carry the tradition forward to the ST products.
>I have been much impressed with their virtuosity on the 8-bit Ataris, so I
>suspect that they will continue to be one of the better sources.

   Compute! does seem to have their act together. However, due to the fact that they cover several flavors of machines, the Atari-specific material is necessarily low. They come out periodically with collections of articles and programs for each machine- there are currently three for the Atari. Support the magazine if you like; I'll scan each issue on the newsstands, and wait for the compendiums. After all, I only have so much money to spend on magazine subscriptions.

>Antic seems to be more game-oriented than the others. Depending on your
>interests and applications, this may be good or bad.
>
>Analog seems to have the most complete selection of software and accessories

>specifically for Atari products in its advertising. It seems to be more
>"technical" than Antic.
>
   The above two paragraphs are almost word-for-word what I told the Micro
Center people here when my opinion was solicited. However, don't let that
steer you away from Antic. They still have many non-game applications,
and best of all, handle the old APX software. Lots of useful software
that you see mentioned on USENET is available through them. Some of the
titles that have been popping up recently are Deep Blue C, Chameleon
terminal emulator, and Dandy (see the "Gauntlet" postings in
net.games.video). Also, Antic has a UK edition (at least that's the im-
pression I got); I'm not sure about the others.

 - Joel ({allegra,ihnp4,seismo}!uwvax!uwmacc!oyster)

Support Atari magazines!

From 5013894711540781985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f4b382cf88d0e2cf
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,f4b382cf88d0e2cf
X-Google-Attributes: gid159df4,public
X-Google-Thread: 152df8,f4b382cf88d0e2cf
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1986-01-30 08:04:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ut-ngp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!ut-sally!ut-
ngp!dlnash
From: dlnash@ut-ngp.UUCP (Donald L. Nash)
Newsgroups: net.micro.68k,net.micro.mac,net.micro.atari
Subject: Re: New Motorola 68k graphics processor?
Message-ID: <2885@ut-ngp.UUCP>
Date: Thu, 30-Jan-86 11:04:22 EST
Article-I.D.: ut-ngp.2885
Posted: Thu Jan 30 11:04:22 1986
Date-Received: Sat, 1-Feb-86 04:42:44 EST
References: <495@eneevax.UUCP>
Organization: UTexas Computation Center, Austin, Texas
Lines: 32
Xref: watmath net.micro.68k:1467 net.micro.mac:4398 net.micro.atari:2641

> I just heard that motorola introduced a graphics processor with
> a 68000 core. Anyone know any more information? Any idea whether
> existing 68000 systems such as the mac or atari 520ST can be
> retrofitted with this chip. Thanks for any info.
>
> -ravi
>
> --

> ARPA: ravi@eneevax.umd.edu
> UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

Motorola was coming out with a graphics processor as part of the M68000 family, but it was cancelled recently. The chip was being designed at the Motorola facility in Austin, Texas by someone I know very well. I will not go into the reasons for the cancellation, since I don't want to get in trouble with Motorola, but according to this person I know, the reasons were more political than practical.

Disclaimer: I don't work for Motorola. The opinions expressed here are mine. Motorola may release some "official" reason for the cancellation which may or may not agree with what my contact told me.

BTW, from what I was told, the chip was pretty sharp. Resolution on the order of 1K by 1K, 8(?) bits of color (256 colors overall) from a virtually unlimited palette, bit blitting, etc. I can't remember what else. It was a really hot ticket.

Don Nash

UUCP: ...!{ihnp4,allegra,seismo!ut-sally}!ut-ngp!dlnash
APRA: dlnash@ngp.UTEXAS.EDU

From -1604565342192297695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ef8854fe70cd859d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 08:20:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: Re: File I/O in TDI Modula-2
Message-ID: <1311@gitpyr.UUCP>
Date: Thu, 30-Jan-86 11:20:41 EST
Article-I.D.: gitpyr.1311
Posted: Thu Jan 30 11:20:41 1986
Date-Received: Sat, 1-Feb-86 01:31:28 EST
References: <8601291811.AA23787@ucbvax.berkeley.edu>
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Organization: Georgia Institute of Technology
Lines: 22

In article <8601291811.AA23787@ucbvax.berkeley.edu> terrell@OHIO-STATE.CSNET (Eric Terrell) writes:
>
>How does one open a disk file for reading with TDI Modula-2?
>
>I have tried to get OpenInputFile in the InOut module with
>unsuccessful results.
>

>If anyone has this compiler, please let me know how you have
>gotten disk files to work.

I've used both OpenInput (from InOut) and OpenStream (from Streams) without
a hitch... never tried OpenInputFile...

=-=
No problem is so formidable that you can't just walk away from it.

    Steve Tynor
    Georgia Instutute of Technology

 ...{akgua, allegra, amd, harpo, hplabs,
     ihnp4, masscomp, ut-ngp, rlgvax, sb1,
     uf-cgrl, unmvax, ut-sally} !gatech!gitpyr!tynor

From -4218513978742961932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,89fe03a4ae0bc48d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 08:23:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: camis..ajb@MITRE.ARPA
Newsgroups: net.micro.atari
Subject: Cheap Printers
Message-ID: <8601301623.AA11093@mitre.ARPA>
Date: Thu, 30-Jan-86 11:23:41 EST
Article-I.D.: mitre.8601301623.AA11093
Posted: Thu Jan 30 11:23:41 1986
Date-Received: Sat, 1-Feb-86 07:09:13 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 5

For anyone interested, I have heard that K-Mart is now selling limited
quantities of Atari 1027 Letter Quality Printers for $50 !!!!.

              Alan J. Broder
              ajb@mitre

From -4140319535004000805
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f6b1fcd606865fba
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 08:39:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site pogo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!orca!pogo!jutz

From: jutz@pogo.UUCP (Curt Jutzi)
Newsgroups: net.micro.atari
Subject: Re: Bus contention
Message-ID: <2365@pogo.UUCP>
Date: Thu, 30-Jan-86 11:39:50 EST
Article-I.D.: pogo.2365
Posted: Thu Jan 30 11:39:50 1986
Date-Received: Sat, 1-Feb-86 05:44:29 EST
References: <2048@watdcsu.UUCP>
Reply-To: jutz@pogo.UUCP (Curt Jutzi)
Organization: Tektronix, Beaverton OR
Lines: 13
Summary:

In article <2048@watdcsu.UUCP> dmcanzi@watdcsu.UUCP (David Canzi) writes:
>To refresh a 640 by 400 bit screen 70 times per second from memory 16
>bits wide requires reading memory 1.12 million times per second. It
>takes 4 clock cycles (minimum) for the processor to read a word from
>memory. I would assume the same applies to the screen logic, *plus*
>the time it takes to get control of the bus before reading, and
>relinquish it after reading. With an 8 megahertz clock, the screen
>must be slowing down the processor by at least a factor of 2.

What's wrong with duel ported memory?

Curt Jutzi
tektronix!pogo!jutz

From 7903207977588376686
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3c9a580b195f279,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 08:55:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Delete me
Message-ID: <8601301655.AA15459@ucbvax.berkeley.edu>
Date: Thu, 30-Jan-86 11:55:25 EST
Article-I.D.: ucbvax.8601301655.AA15459
Posted: Thu Jan 30 11:55:25 1986
Date-Received: Sat, 1-Feb-86 07:12:45 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

As I must pay for each message I receive on the mailing list
PLEASE delete me with utmost speed!

Aloha,
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons
"On Thursday, the world came to an end."

From 5808750632974055198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,91db306c2fa96580
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 10:51:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!amdcad!lll-crg!seismo!uwvax!uwmacc!demillo
From: demillo@uwmacc.UUCP (Rob DeMillo)
Newsgroups: net.micro.atari
Subject: Re: Oyster Babble
Message-ID: <1939@uwmacc.UUCP>
Date: Thu, 30-Jan-86 13:51:15 EST
Article-I.D.: uwmacc.1939
Posted: Thu Jan 30 13:51:15 1986
Date-Received: Sat, 1-Feb-86 07:18:25 EST
References: <8601272322.AA01905@mitre-bedford.ARPA> <860128-070207-1228@Xerox>
<1935@uwmacc.UUCP>
Organization: UWisconsin-Madison Academic Comp Center
Lines: 17

>   And who wants to run ST programs, anyway? (:-)
>
> - Joel ({allegra,ihnp4,seismo}!uwvax!uwmacc!oyster)

This is what you get when you live in the water... ;-)

--
                          --- Rob DeMillo
                              Madison Academic Computer Center
                              ...seismo!uwvax!uwmacc!demillo

     "...I suppose you find the concept of a
         robot with an artificial leg amusing?"

                     -- Marvin, the Paranoid Android

From 3779178406028632910
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e075829527921df7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 11:12:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/18/84; site watrose.UUCP
Path: utzoo!watmath!watnot!watrose!dwrowley
From: dwrowley@watrose.UUCP (David W. Rowley)
Newsgroups: net.micro.atari
Subject: Anyone have Breakout DA for the ST ?
Message-ID: <7792@watrose.UUCP>
Date: Thu, 30-Jan-86 14:12:31 EST
Article-I.D.: watrose.7792
Posted: Thu Jan 30 14:12:31 1986
Date-Received: Sat, 1-Feb-86 01:08:00 EST
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 9

Quite a while ago, when atari was demonstrating the pre-production ST's
they showed a 'Breakout' desk accessory... Does anyone on the net have
a copy ? Is it in the public domain ? If so, could someone post it,
or if possible, the source.

Thanks in advance, etc.

David Rowley.
Univ. Of Waterloo

From -8486300768400708972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,61056a2517b1c4e8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 11:16:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watrose.UUCP
Path: utzoo!watmath!watnot!watrose!dwrowley
From: dwrowley@watrose.UUCP (David W. Rowley)
Newsgroups: net.micro.atari
Subject: Wandering Cursor on the ST
Message-ID: <7793@watrose.UUCP>
Date: Thu, 30-Jan-86 14:16:28 EST
Article-I.D.: watrose.7793
Posted: Thu Jan 30 14:16:28 1986
Date-Received: Sat, 1-Feb-86 01:08:30 EST
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 13

Every now and then, such as when exiting from an application back to the
desktop, the cursor wanders by itself in one direction. As soon as you
move the mouse, you regain control. Otherwise, the cursor just bashes into
the side of the screen. Has anyone else experienced this, or am I just
loosing my grip on reality ?

P.S. I am using a fairly old version of TOS.

Thanks.

David Rowley
Univ. Of Waterloo

From 3462571925037135172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dbf503816ca9e4c6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 11:33:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: eem@MIT-YOSEMITE-SAM (Evangelos Milios)
Newsgroups: net.micro.atari
Subject: Please add me to the mailing list.
Message-ID: <8601301954.AA00629@ucbvax.berkeley.edu>
Date: Thu, 30-Jan-86 14:33:36 EST
Article-I.D.: ucbvax.8601301954.AA00629
Posted: Thu Jan 30 14:33:36 1986
Date-Received: Sat, 1-Feb-86 07:07:22 EST
Sender: uucp@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 2

eem@mit-bugs-bunny

From -7553115612110727978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f4446551176bb317,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 12:15:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!info-atari
From: camis..ajb@MITRE.ARPA
Newsgroups: net.micro.atari
Subject: 16 bit upgrade for 8 bit'ers
Message-ID: <8601302015.AA15170@mitre.ARPA>
Date: Thu, 30-Jan-86 15:15:31 EST
Article-I.D.: mitre.8601302015.AA15170
Posted: Thu Jan 30 15:15:31 1986
Date-Received: Sat, 1-Feb-86 07:09:46 EST
Sender: spp@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 14

Some disappointing news regarding the possibility of the 65816 as a possible upgrade for the 8 bit line :

I seem to recall an very detailed article regarding the new chip in a special issue of BYTE magazine on the topic of "New Chips" (within the last year). Some months later someone wrote in to "Ask Steve Ciarcia" in BYTE enquiring as to whether the 65816 could be easily installed in place of a 6502. His answer was no...

I don't have either of those issues anymore however, if anyone out there does maybe they can fill us in on the detail.

Alan Broder
ajb@mitre

From 4576261481464124619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,99db8ce75601a1af
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 13:56:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: KERMIT for the ST?
Message-ID: <8601302156.AA12532@ulysses.UUCP>
Date: Thu, 30-Jan-86 16:56:27 EST
Article-I.D.: ulysses.8601302156.AA12532
Posted: Thu Jan 30 16:56:27 1986
Date-Received: Sat, 1-Feb-86 07:10:55 EST
References: <8601282141.AA05557@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 1

PC/Intercom from Mark of the Unicorn supports Kermit.

From -5059990466001400600
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d6d7dfa903d07b78
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 14:31:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!decvax!decwrl!amdcad!lll-crg!gymble!umcp-cs!eneevax!andre
From: andre@eneevax.UUCP (Andre Tits)
Newsgroups: net.micro.atari
Subject: Re: vt100 emulator
Message-ID: <497@eneevax.UUCP>

Date: Thu, 30-Jan-86 17:31:06 EST
Article-I.D.: eneevax.497
Posted: Thu Jan 30 17:31:06 1986
Date-Received: Fri, 31-Jan-86 03:06:27 EST
References: <253@spp3.UUCP>
Reply-To: andre@eneevax.UUCP (Andre Tits)
Distribution: na
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 7

I was recently demonstrated a graphics terminal emulator, AnsiGraf
by Grafikon. It seems very complete and reliable. I am told it
should be ready for release very soon. The persons to contact
for more information are ravi@eneevax.umd.edu and gyuri@eneevax.umd.edu
--
ARPA: andre@eneevax.umd.edu
UUCP: [seismo,allegra]!umcp-cs!eneevax!andre

From 7649778561048945641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c445ebc69f08d459,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 14:44:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpm!rtb
From: rtb@ihlpm.UUCP (Todd)
Newsgroups: net.micro.atari
Subject: Atari news
Message-ID: <694@ihlpm.UUCP>
Date: Thu, 30-Jan-86 17:44:45 EST
Article-I.D.: ihlpm.694
Posted: Thu Jan 30 17:44:45 1986
Date-Received: Sat, 1-Feb-86 01:43:53 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 26

There is an interesting article about Atari in the Jan 27th issue
of Electronic Engineering Times. The author was very positive
about Atari and the directon Jack Tramiel has been taking them.
Some of the points were:

     Atari is continuing to sell about 15,000 units a month

     Warner has written off $240 million in notes from Atari

     Atari's finances are almost at a break even lpoint

Developers are selling more software than they expected to
at this time. (DEGAS has sold more than 10,000 copies)

Also the article was positive about the two tier marketing aproach
for the ST line (520's in mass market, and 1024's in the computer
stores).(I still think that the mass market move was good, but
the JS&A approach is going to give the machines a bad name).
By the way, I purchased DEGAS last week and I am really happy
with it. Hopefully we will be seeing more good news about
Atari and the ST in the future.

R.T. Bradstrum

From 7388850953987544837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9bf738b950e5b5a1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 17:27:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!
seismo!rochester!ritcv!ref0070
From: ref0070@ritcv.UUCP (Robert Fortin)
Newsgroups: net.micro.atari
Subject: sign-up
Message-ID: <9300@ritcv.UUCP>
Date: Thu, 30-Jan-86 20:27:06 EST
Article-I.D.: ritcv.9300
Posted: Thu Jan 30 20:27:06 1986
Date-Received: Sat, 1-Feb-86 21:31:45 EST
Reply-To: ref0070@ritcv.UUCP (Robert Fortin)
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 3

Please add me to the info-atari mailing list.

{allegra ucbvax }!rochester!ritcv!ref0070

From -4713282505318035656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,15024c8638ce1314,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-30 17:39:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Kermit-tac-info
Message-ID: <8601310139.AA18067@mitre.ARPA>
Date: Thu, 30-Jan-86 20:39:28 EST

Article-I.D.: mitre.8601310139.AA18067
Posted: Thu Jan 30 20:39:28 1986
Date-Received: Sat, 1-Feb-86 07:08:20 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 171

The following file was recently obtained from the NIC. I thought it might be of general interest.

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938
The MITRE Corporation, 1820 Dolley Madison Blvd.
Mail Stop W458, Mc Lean, VA 22102

[NETINFO:KERMIT-TAC-INFO.TXT] [updated 8/13/85]

QUICK GUIDE TO USING KERMIT THROUGH A TAC

ASCII FILES

1. What kind of file are you transferring? If a text file, it should be straight ASCII with no control characters (Wordstar files should be run through a conversion program).

2. Does your PC Kermit allow the packet size to be changed? (MS DOS Kermit does; check your manual).

   If YES,
   then set the send or recieve packet size to 60
   on both the PC Kermit and the Host Kermit.

   If NO,
   then enable flow control (XON/XOFF) on the PC Kermit.
   Enable flow control on the TAC by typing:

   ```
   @D C A
   @F I S
   @F O S
   ```

3. Change the TAC intercept character from "@" to "^F".
   To do this, type this command to the TAC:

   ```
   @I 6
   ```

4. Do the file transfer.

BINARY FILES

1. Your host must be able to support binary mode. Put the TAC in binary
   mode by typing:

        @B O S
        @B I S

2. Transmit the file.

[CU20B, DDN-TAC.HLP]

Date: Mon, 25 Feb 85 15:49:04 EST
From: Edward Haines <haines@BBNCCI.ARPA>
Subject: Kermit and TACs
To: Info-Kermit @ cu20b

Using Kermit with an InterNet Terminal Access Controller (TAC).

There are some conditions that must be met to successfully use Kermit on a personal computer through a TAC.

Flow Control

The buffer size for a terminal port on a TAC is typically about 64 bytes. (The size is a configuration parameter.) Since the default packet size in Kermit is about 96 bytes it is quite likely that buffer overflow will occur.

Some possible solutions:

1. Enable flow control in Kermit on the PC and on the TAC. Many PC versions of Kermit implement XON/XOFF flow control. In particular, the new MS-DOS version does for the IBM PC. To enable flow control on the TAC issue the TAC commands

  @Flow Input Start
  @Flow Output Start

These are usually abbreviated @f i s and @f o s. Note that flow control is not compatible with binary mode (except see note below).

2. Make the packet size on the PC Kermit small enough to not overflow the TAC buffer, e.g. 60 bytes. I had patched the old MS-DOS Kermit to do this. On the new MS-DOS Kermit, there is a command to set the packet size.

3. Increase the buffer size in the TAC. This is not usually practical and won't be considered further.

TAC Intercept Character.

The default TAC intercept character is the AT-sign. The AT-sign is also required by the Kermit Protocol.

Solutions

1. Have the PC Kermit automatically double AT-signs on output. This is probably the best solution in general. This feature is available on some PC implementations of Kermit. It is not yet available on the MS-DOS version. [Ed. - It's available in CP/M-80 Kermit 4.0x.]

2. Change the TAC Intercept character with the command

```
@Intercept <decimal ASCII value>
```

I generally use @I 6 which sets the intercept character to Ctrl-F.

3. Put the TAC into Binary mode. This has the side effect of disabling the Intercept character. It also will allow you to transfer binary files without special encoding. The TAC can be put into Binary mode with the commands

```
@Binary Input Start
@Binary Output Start
```

Some host systems allow you to engage the binary mode from the host. [Ed. - DEC-20 Kermit has a command for this.]

There are several problems with binary mode:
- Some host systems don't support it.
- You lose the ability to control the TAC from the PC.
- You lose the ability to do XON/XOFF flow control.

Binary Files

It is sometimes desireable to be able to transmit an 8-bit binary file between a host and a PC. The TAC (which implements the DDN Telnet Protocol) normally provides just a 7-bit ASCII path.

Solutions

1. Enable binary mode (if possible) as described above.

2. Enable 8th bit prefixing (if available) in both Kermits. (This is usually done by enabling parity.)

Notes

1. You will probably get the best throughput for ASCII files by keeping the packet size as large as possible and using flow control.

2. There is not much advantage in increasing the baud rate between the PC

and the TAC beyond 1200 baud because of the realatively long turnaround time for the acknowledgement packet.

3. You may have problems when going through satellite hops or multiple gateways due to the occasional very long delays. This may result in Kermit giving up. I have also seen Kermit get into a sort of resonant mode where it sends each packet twice but is otherwise succesful. [Ed. - The resonating packets usually happen when one of the Kermit programs is not capable of flushing its input buffer. See the BYTE article for an explanation of this phenomenon. Long delays can be circumvented to some extent by increasing the timeout interval; many Kermits have commands to allow this.]

4. Only the first letter of a TAC command is required.

5. It is possible to set binary mode in only one direction. For example you can set Inbound binary and retain input flow control (XON/XOFF flow is in the opposite direction). You probably don't need outbound (input to the PC) flow control when using the Kermit protocol.

Ted Haines

From 2735155309883520882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bc0173ae078a9691,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 04:52:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: camis..ajb@MITRE.ARPA
Newsgroups: net.micro.atari
Subject: Word Processing Software
Message-ID: <8601311252.AA21131@mitre.ARPA>
Date: Fri, 31-Jan-86 07:52:56 EST
Article-I.D.: mitre.8601311252.AA21131
Posted: Fri Jan 31 07:52:56 1986
Date-Received: Sat, 1-Feb-86 21:01:59 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 10

I need information on public domain word-processing programs for the 8-bit line. In particular I'm looking for something that will work with 1027 printer. I would also appreciate comments regarding experience with the 1027 (e.g. how reliable is it ?).

I will summarize and post info on the word-processing software.

Alan J. Broder
ajb@mitre

From 2968996801185837868
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,15024c8638ce1314
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 04:55:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Kermit-tac-info
Message-ID: <8601311255.AA21278@mitre.ARPA>
Date: Fri, 31-Jan-86 07:55:50 EST
Article-I.D.: mitre.8601311255.AA21278
Posted: Fri Jan 31 07:55:50 1986
Date-Received: Sat, 1-Feb-86 21:02:13 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 171

The following file was recently obtained from the NIC. I thought it
might be of general interest.

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938
The MITRE Corporation, 1820 Dolley Madison Blvd.
Mail Stop W458, Mc Lean, VA 22102

[NETINFO:KERMIT-TAC-INFO.TXT] [updated 8/13/85]

QUICK GUIDE TO USING KERMIT THROUGH A TAC

ASCII FILES

1. What kind of file are you transferring? If a text file, it should be straight ASCII with no control characters (Wordstar files should be run through a conversion program).

2. Does your PC Kermit allow the packet size to be changed? (MS DOS Kermit does; check your manual).

   If YES,
   then set the send or recieve packet size to 60
   on both the PC Kermit and the Host Kermit.

   If NO,

then enable flow control (XON/XOFF) on the PC Kermit.
Enable flow control on the TAC by typing:

```
@D C A
@F I S
@F O S
```

3. Change the TAC intercept character from "@" to "^F".
   To do this, type this command to the TAC:

```
@I 6
```

4. Do the file transfer.

BINARY FILES

1. Your host must be able to support binary mode. Put the TAC in binary mode by typing:

```
@B O S
@B I S
```

2. Transmit the file.

[CU20B, DDN-TAC.HLP]

Date: Mon, 25 Feb 85 15:49:04 EST
From: Edward Haines <haines@BBNCCI.ARPA>
Subject: Kermit and TACs
To: Info-Kermit @ cu20b

Using Kermit with an InterNet Terminal Access Controller (TAC).

There are some conditions that must be met to successfully use Kermit on a personal computer through a TAC.

Flow Control

The buffer size for a terminal port on a TAC is typically about 64 bytes. (The size is a configuration parameter.) Since the default packet size in Kermit is about 96 bytes it is quite likely that buffer overflow will occur.

Some possible solutions:

1. Enable flow control in Kermit on the PC and on the TAC. Many PC versions of Kermit implement XON/XOFF flow control. In particular, the new MS-DOS version does for the IBM PC. To enable flow control on the TAC issue the TAC commands

```
  @Flow Input Start
  @Flow Output Start
```

These are usually abbreviated @f i s and @f o s. Note that flow control is not compatible with binary mode (except see note below).

2. Make the packet size on the PC Kermit small enough to not overflow the TAC buffer, e.g. 60 bytes. I had patched the old MS-DOS Kermit to do this. On the new MS-DOS Kermit, there is a command to set the packet size.

3. Increase the buffer size in the TAC. This is not usually practical and won't be considered further.

TAC Intercept Character.

The default TAC intercept character is the AT-sign. The AT-sign is also required by the Kermit Protocol.

Solutions

1. Have the PC Kermit automatically double AT-signs on output. This is probably the best solution in general. This feature is available on some PC implementations of Kermit. It is not yet available on the MS-DOS version. [Ed. - It's available in CP/M-80 Kermit 4.0x.]

2. Change the TAC Intercept character with the command

```
  @Intercept <decimal ASCII value>
```

I generally use @I 6 which sets the intercept character to Ctrl-F.

3. Put the TAC into Binary mode. This has the side effect of disabling the Intercept character. It also will allow you to transfer binary files without special encoding. The TAC can be put into Binary mode with the commands

```
  @Binary Input Start
  @Binary Output Start
```

Some host systems allow you to engage the binary mode from the host. [Ed. - DEC-20 Kermit has a command for this.]

There are several problems with binary mode:
   Some host systems don't support it.
   You lose the ability to control the TAC from the PC.
   You lose the ability to do XON/XOFF flow control.

Binary Files

It is sometimes desireable to be able to transmit an 8-bit binary file between a host and a PC. The TAC (which implements the DDN Telnet

Protocol) normally provides just a 7-bit ASCII path.

Solutions

1. Enable binary mode (if possible) as described above.

2. Enable 8th bit prefixing (if available) in both Kermits. (This is usually done by enabling parity.)

Notes

1. You will probably get the best throughput for ASCII files by keeping the packet size as large as possible and using flow control.

2. There is not much advantage in increasing the baud rate between the PC and the TAC beyond 1200 baud because of the realatively long turnaround time for the acknowledgement packet.

3. You may have problems when going through satellite hops or multiple gateways due to the occasional very long delays. This may result in Kermit giving up. I have also seen Kermit get into a sort of resonant mode where it sends each packet twice but is otherwise succesful. [Ed. - The resonating packets usually happen when one of the Kermit programs is not capable of flushing its input buffer. See the BYTE article for an explanation of this phenomenon. Long delays can be circumvented to some extent by increasing the timeout interval; many Kermits have commands to allow this.]

4. Only the first letter of a TAC command is required.

5. It is possible to set binary mode in only one direction. For example you can set Inbound binary and retain input flow control (XON/XOFF flow is in the opposite direction). You probably don't need outbound (input to the PC) flow control when using the Kermit protocol.

Ted Haines

From 7606998158203218233
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6431c40f434640ae,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 05:17:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site bambi.UUCP
Path: utzoo!decvax!bellcore!petrus!magic!science!bambi!clayton
From: clayton@bambi.UUCP (Richard V. Clayton)
Newsgroups: net.micro.atari
Subject: 520ST disk write problems
Message-ID: <250@bambi.UUCP>
Date: Fri, 31-Jan-86 08:17:06 EST
Article-I.D.: bambi.250
Posted: Fri Jan 31 08:17:06 1986

Date-Received: Sat, 1-Feb-86 03:21:28 EST
Distribution: na
Organization: Bell Communications Research Inc., Morristown, NJ
Lines: 19

My 520ST is having trouble writing to floppies. For example, the TOS formatter gets to the working box, but then the screen goes white and the system crashes. The system also crashes when creating and deleting files, or when saving NEOChrome pictures. However, Megaroids does successfully write the high score file.

Write-protected floppies are recognized; with protection removed, the system crashes on retry. After rebooting, I find the floppies are not formatted. Files do get created and deleted, although the files are always empty.

I have the standard issue 520ST system with color monitor. The hardware seems to be working ok; I can boot the system, list files, and run programs.

Does anybody have any ideas about this problem and its fix? My main mail address is clayton%thumper@mouton.arpa

Thanks.

From -3002505205664489999
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a08a02d480339ffa,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 08:51:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: Re: MAC65 Author
Message-ID: <8601311651.AA14554@mitre-bedford.ARPA>
Date: Fri, 31-Jan-86 11:51:06 EST
Article-I.D.: mitre-be.8601311651.AA14554
Posted: Fri Jan 31 11:51:06 1986
Date-Received: Sat, 1-Feb-86 21:03:32 EST
References: <4075@ut-sally.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 10

I dunno about the author, but OSS can be contacted by mail at

Optimized Systems Software, Inc.
1221B Kentwood Avenue
San Jose, CA 95129

or by telephone at (408) 446-3099.

John Sangster
jhs at mitre-bedford.arpa

From 2022404015946950376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f4b382cf88d0e2cf
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 08:54:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: Re: New Motorola 68k graphics processor?
Message-ID: <8601311654.AA14700@mitre-bedford.ARPA>
Date: Fri, 31-Jan-86 11:54:05 EST
Article-I.D.: mitre-be.8601311654.AA14700
Posted: Fri Jan 31 11:54:05 1986
Date-Received: Sat, 1-Feb-86 21:03:13 EST
References: <2885@ut-ngp.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 8

Hey, can your friend get us a few samples to fool around with (on our 520ST's
of course!)???

If not, perhaps I can pursue some contacts down there...

John Sangster
(former Motorolan)
jhs at mitre-bedford.arpa

From -2160576783351959621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f4a8cfe23a521e36,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,f4a8cfe23a521e36,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 12c65a,f4a8cfe23a521e36,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 142096,f4a8cfe23a521e36,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-31 09:44:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site voder.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!nsc!voder!
kev
From: kev@voder.UUCP (Kevin Hoskins)

Newsgroups: net.micro.cbm,net.micro.amiga,net.micro.atari,net.micro
Subject: The Demise of Commodore!??
Message-ID: <1024@voder.UUCP>
Date: Fri, 31-Jan-86 12:44:46 EST
Article-I.D.: voder.1024
Posted: Fri Jan 31 12:44:46 1986
Date-Received: Sun, 2-Feb-86 01:11:04 EST
Organization: National Semiconductor, Santa Clara
Lines: 22
Keywords: "Your loans are due today, sir!"
Xref: watmath net.micro.cbm:1976 net.micro.amiga:1807 net.micro.atari:2674
net.micro:13669

About three weeks ago a friend of mine at Epyx here in Sunnyvale informed me of the possibility of Commodore filing for bankruptcy. Since he did not tell me where he heard this from, I kept it off the net.

However, this morning (1-31-86) the stock market reporter on an ABC radio affiliate in San Francisco, KGO, announced that Commodore's creditors have told the company that today is the day that they have to pay up. This is after one previous extension of a payment deadline.

My friend was right.

Will Commodore survive?

One final note, during the past few weeks Commodore stock has fallen nearly 40% and is now selling(!?!) for less than $7 a share.

Kevin

From 7250779538866085500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2e193c328952e66f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 10:23:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!dec-rhea!dec-cache!
leigh
From: leigh@cache.DEC (Allen Leigh SHR1-3/E29 DTN 237-3255)
Newsgroups: net.micro.atari
Subject: Any interested programmers?
Message-ID: <847@decwrl.DEC.COM>
Date: Fri, 31-Jan-86 13:23:16 EST
Article-I.D.: decwrl.847
Posted: Fri Jan 31 13:23:16 1986

Date-Received: Sat, 1-Feb-86 20:37:22 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 30

A couple of years ago while finishing my MS from Boston University, I wrote
a simple relational database manager for the Atari 800/etc. called RDBMS/AT.
Due to the 48K memory limitation and slow processor I wasn't able to include
a lot of the functionality that one would expect from a DBMS. However, the
package, which consists of subroutines that one includes with his or her
application code, is very useful.

I was thinking the other day that with the advent of the ST, we finally have
a machine that can do some powerful database functions. So, I'm proposing
in this mail that interested persons combine forces to produce a powerful
public domain database package for the ST. Once it is available, people could
use it as the basis for their application programs. Because it is in the
public domain, it would be free for all to use and could evolve with the
growth of database technology. I'm not thinking of a finished package like
DBASE III but of subroutines that provide database primitives and thus
could form the nucleus of finished programs. If enough people are involved,
a common design could be implemented in several languages.

So if you are interested, send me mail. I don't have nor plan to get a
ST (alas my budget has higher priority needs), but I am willing to collect the
names of interested "hackers" and help get the idea started. Also, I would
like to be involved with the design (I'm not a database guru but would
contribute what I can and would learn from all involved...)

Allen Leigh, DEC
...decvax!decwrl!dec-rhea!dec-cache!leigh

p.s. if any of you 8-bitters would like to look at RDBMS/AT as a tool for your
software development, send me mail. I have a formal release from DEC and
its ok to give it out to anyone.

From 2647514579239611214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3d052db0ac0748d5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 11:15:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: EEMA031@MAINE.BITNET (Michael W. Picher)
Newsgroups: net.micro.atari
Subject: home controller
Message-ID: <8601311932.AA19878@ucbvax.berkeley.edu>
Date: Fri, 31-Jan-86 14:15:04 EST
Article-I.D.: ucbvax.8601311932.AA19878
Posted: Fri Jan 31 14:15:04 1986
Date-Received: Sat, 1-Feb-86 20:25:45 EST

Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

A very good home control application of your machine might be an enviroment
control unit. this would monitor the temp of your house (this could be done
with thermal resistors). the program could turn down the heating at night,
up before you wake in the morning, down while you are at work... etc.
on the same idea, it could also handle cooling in the summer... turning on
fans or air contidtioner ... whatever
these are things that make a computer finally seem like so much more than
a toy...

Michael Picher
University of Maine Orono
Electrical Engineering Dept.

From 6127114852351331429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,de26149789238fcc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 11:20:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site
tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Re: Announcing INFO-ATARI8 and INFO-ATARI16
Message-ID: <408@tekigm2.UUCP>
Date: Fri, 31-Jan-86 14:20:28 EST
Article-I.D.: tekigm2.408
Posted: Fri Jan 31 14:20:28 1986
Date-Received: Sun, 2-Feb-86 01:17:43 EST
References: <12178982611.9.G.ABRAMS@SU-SCORE.ARPA>
Organization: Tektronix, Beaverton OR
Lines: 25

>
> A recent poll has confirmed the impression that interest in Atari
> computers is divided according to architecture family, namely the
> 8-bit and 16-bit families. Accordingly, the list is to be divided.
> Exactly how this division will effect the individual is described
> below.
>
> Direct contact with INFO-ATARI@SU-SCORE will change as follows: Two
> new lists have been created INFO-ATARI8 and INFO-ATARI16. They are
> both copies of the original INFO-ATARI. Please send a message to
> INFO-ATARI-REQUEST@SU-SCORE for additions and removals from either
> list. Presently, INFO-ATARI will point to INFO-ATARI8; eventually it
> will be removed.
>

...etc....
>
> There is a mirror between ARPANET/DDN mail as described above and the
> Usenet news group net.micro.atari. We are working on getting it
> replaced by net.micro.atari8 and net.micro.atari16.
>
Hip, hip, hooray!!! I cannot wait for net.micro.atari8 and net.micro.atari16!

Thank you, thank you.

--Bill--

From 483886278155241719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,790fa8666d69c46f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 11:21:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!nsc!voder!
kontron!stephan
From: stephan@kontron.UUCP (Stephan W. Wendl)
Newsgroups: net.micro.atari
Subject: Re: Re: JS&A ad and ST future
Message-ID: <505@kontron.UUCP>
Date: Fri, 31-Jan-86 14:21:45 EST
Article-I.D.: kontron.505
Posted: Fri Jan 31 14:21:45 1986
Date-Received: Sun, 2-Feb-86 01:11:23 EST
References: <12177599929.8.MRC@PANDA> <215@imagen.UUCP> <857@spp2.UUCP>
Organization: Kontron Electronics, Irvine, CA
Lines: 28

>
> For your information, I've gotten responses back from people you have NOT
> been able to update their 520ST to 1meg. So far no one has been able to
> verify if the mmu has changed or not, in the other peoples machine the
> drams had a metal cover (unremovable) on them so you couldn't piggy back
> the chips. I would guess that you might be able to replace all the chips
> but I don't know.
>
>
>   Ray Roux
>   {ucbvax|decvax}!trwrb!trwspp!spp3!rroux

I would like to add my experience to these rumors. Having an early 520ST
(rev A) I was able to upgrade to 1Meg. Now the bad news: The now avai-
lable ROM version of TOS will ignore this upgrade. It will still work if
the additional DRAMs are in but without using them. Furthermore if you
change the appropriate system variables to update top of memory and 'MMU"
configuration byte the system will NOT work after a reset. One has to turn
it off and on again. I haven't found the routines yet who make it appearently

impossible to utilize a selfupgraded 520ST (any hints?)

Some remarks about the ROM version:
The ROM version seems to be more stable when recovering from a system crash. It boots up in ~less than 10 seconds (still reads the *.INF and *.ACC files from disk). The 'MUSHROOMS' were replaced be the pictore of little bombs (they DON'T explode).

Stephan W. Wendl

From -7551715780664439124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,57cf5565495cf2dc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 12:49:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Ishler.WBST@XEROX.COM
Newsgroups: net.micro.atari
Subject: 800XL UPGRADES
Message-ID: <860131-124921-2883@Xerox>
Date: Fri, 31-Jan-86 15:49:23 EST
Article-I.D.: Xerox.860131-124921-2883
Posted: Fri Jan 31 15:49:23 1986
Date-Received: Sat, 1-Feb-86 20:25:02 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

I have been following the discussion on upgrading the 800XL with the 65816 processor.The main problem that I see is that ATARI didn't use a standard 6502 in the 800XL it's a special version made for them that has some of the pinouts changed and new signals added to the chip.This chip is code named "SALLY" and in the 800XL repair manual is says "6502c (modified)"pg 1-5.In particular the r/w pin is 36 and a new input is"HALT" at pin 35.All of the 65xx family manuals that I have, don't contain a chip like this.

Mike

From 5467453926021028557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,461f51145901ab3b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 13:20:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!mcvax!unido!uh
From: uh@unido.UUCP

Newsgroups: net.micro.atari
Subject: Need hard-disk help for ST
Message-ID: <15700053@unido.UUCP>
Date: Fri, 31-Jan-86 16:20:00 EST
Article-I.D.: unido.15700053
Posted: Fri Jan 31 16:20:00 1986
Date-Received: Sun, 2-Feb-86 01:03:33 EST
Sender: notes@unido.UUCP
Lines: 15
Nf-ID: #N:unido:15700053:000:690
Nf-From: unido!uh   Jan 31 21:20:00 1986

We need help!!!!!!!!!!

We just got our Hard-Disk from Atari (Beta-Test). Unfortunately there
was not a single sheet of paper, which tells how to get it up and running.
If the power is switched on, the disk does something (self-test of the
controller???) but what. Reseting the 520ST does not boot the hard disk
(The Hitchhikers Guide (26.Aug.85) says that this is ok). But booting
from floopy and then creating a drive "C" for the hard disk doesn't
work either. So any hints are welcome. Please send your mail to

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address: uh@unido.uucp, uh@unido.bitnet

From 4556301002075421814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,82cf15485d2c657e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 14:12:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: godden@GMR.CSNET (Kurt Godden)
Newsgroups: net.micro.atari
Subject: Clock Program
Message-ID: <8602010231.AA06913@ucbvax.berkeley.edu>
Date: Fri, 31-Jan-86 17:12:00 EST
Article-I.D.: ucbvax.8602010231.AA06913
Posted: Fri Jan 31 17:12:00 1986
Date-Received: Sat, 1-Feb-86 20:29:07 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

Roger Swan asked about home controllers and software clocks, etc. There
is a program in Analog that puts a clock in the border region of your
screen that stays there and lets you use your Atari as usual. I don't
recall which issue, but I >think< it's from last summer. If I remember
to look at home (don't count on it), I'll post the reference next week.

I would also be very interested in source code or references to info about
programs for home control. I believe there is a large untapped market out
there for such applications of 8-bit machines.

Kurt Godden
godden%gmr@csnet-relay

From -1026838835459979386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a97525cd8f0948b6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 15:39:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!dec-rhea!dec-lymph!
mccamy
From: mccamy@lymph.DEC
Newsgroups: net.micro.atari
Subject: Modula-2 for the 520 ST
Message-ID: <854@decwrl.DEC.COM>
Date: Fri, 31-Jan-86 18:39:16 EST
Article-I.D.: decwrl.854
Posted: Fri Jan 31 18:39:16 1986
Date-Received: Sat, 1-Feb-86 21:14:05 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 26

From: "...decvax!decwrl!rhea!Squirt!McCamy"

I just picked up Modula-2 by TDI and I'm very excited about
it from my first impression! I got it at Instant Software
in the Nashua Mall here in New Hampshire for $69.95.

It's about time somebody (namely Dr. Niklaus Wirth) put
together a program development language that makes good
sense! This language is what I've only dreamed about
in the past. It's structured programming at it's finest.

Unfortunately for me, I don't have the development package
from Atari, and therfore will be fumbling for a while until
I can understand the AES and VDI interfaces.

Is anyone aware of documentation that exists or may come
out soon on the AES and VDI interfaces?

I highly recommend Modula-2 for anyone who really wants fast
executable code and wants to harness the power of the 68000.

It's a GEM of a product, and well WIRTH the price!

From -5644006837433188072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f6b1fcd606865fba
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 17:30:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.atari
Subject: Re: Bus contention
Message-ID: <360@ccivax.UUCP>
Date: Fri, 31-Jan-86 20:30:38 EST
Article-I.D.: ccivax.360
Posted: Fri Jan 31 20:30:38 1986
Date-Received: Mon, 3-Feb-86 04:51:23 EST
References: <2048@watdcsu.UUCP>
Reply-To: rb@ccivax.UUCP (Rex Ballard)
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 46

In article <2048@watdcsu.UUCP> dmcanzi@watdcsu.UUCP (David Canzi) writes:
>To refresh a 640 by 400 bit screen 70 times per second from memory 16
>bits wide requires reading memory 1.12 million times per second.
>It takes 4 clock cycles (minimum) for the processor to read a word from
>memory.
>With an 8 megahertz clock, the screen
>must be slowing down the processor by at least a factor of 2.

Three possibilities here:

1: The hi-res mode is really 70 hz interlaced.
     At the 70HZ rate you could not tell visually, you would have to use a
     high speed camera and a short persistance monitor to even tell.
     Some very high resolution video and CAD/CAM systems have used this
     successfully to attain very high resolution when bus bandwiths
     are to slow for say 4096x4096 by 4 colors.

2: The MMU chip may include a syncronous address multiplexor (SAM) circuit
     similar to the 6883 used in the TRS-80 color computer. This circuit
     allows a second device to use the memory during the period that the
     CPU is "announcing addresses".   The MMU provides VMA
     to allow the CPU to continue the set up, when everything is ready,
     all of the CPU signals get sent to the memory at the same time,
     then DTAK is dropped. The effect is to cause the two different
     processors to access memory 180 degrees out of phase with each
     other and latch/tri-state the various signals. TI does this
     in their dual-ported video RAMS for systems where a SAM is not
     practical.

3: Other assistance, such as FIFO's in the video chip
     (8275 style), or in the MMU chip can compensate for the irregular
     timing of the CPU fetches. This would also allow video or DMA
     circuitry additional access during CPU execution cycles, ROM
     access cycles, and other "RAM-Idle States".

There is a good possibility that all of the above were incorporated. As evedenced by the requirement for fast (120ns) rams, 'raster crawl' visible under a magnifying glass, and the fact that the video doesn't "Glitch Out" during things like timer loops, which demand heavy buss acess. I suppose we'll have to wait for Atari to divulge the finer points of these not too well documented chips. Or wait for a good hacker to try "poke-blasting" the MMU/Configuration addresses. 512 of these are indicated but not well described in "Presenting the Atari ST".

Hardware is my hobby, so a good engineer may have a better answer for you than this.

From 5160290244960940103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e714d3f9949196e4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 17:51:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- HELP w/ SUPERCARTS! ---
Message-ID: <8602010208.AA06534@ucbvax.berkeley.edu>
Date: Fri, 31-Jan-86 20:51:00 EST
Article-I.D.: ucbvax.8602010208.AA06534
Posted: Fri Jan 31 20:51:00 1986
Date-Received: Sat, 1-Feb-86 20:27:13 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 72

I am having a problem. The following program SHOULD re-instate an OSS "supercartridge" after being 'removed' by a similar program (the only differences are between the SEI and the CLI). When I enter Action! from OS/A+ after turning the cart off & on w/ these programs, I get MUCH garbage on screen (pretty lights, different modes on each line!) & have to re-boot.

I am not too good w/ assembly language & a borrowed entirely some code from a similar program for turning the XL basics on & off (published as DATA statements in Compute! & hand dis-assembled.

Could someone tell me what I'm doing wrong here??

```
          -Richard Hartman
          max.hartman@ames-vmsb


;
; TURNON -- RESTORES AN OSS SUPERCART
;           "REMOVED" WITH TURNOFF
;
;      COPYRIGHT RICHARD M. HARTMAN
;              JAN 1986
;
SAVBNK =       $CF     ; UNUSED BY OS
CLKLO  =       20      ; LO BYTE OF CLOCK
CURBNK =       $AFFF   ; SUPERCART BANK
RAMTOP =       $6A     ;
SEL    =       $D500   ; START OF BANK "SWITCHES"
ISCART =       $03FA   ; IS CART IN?
;
       ORG     $0600   ; PAGE SIX
;
START  LDA     CLKLO
TOP    CMP     CLKLO
       BEQ     TOP     ; WAIT FOR CLOCK TO CHANGE
;
       SEI             ; DISABLE INTERUPTS
;
       LDX     SAVBNK  ; RECALL SAVED BANK #
       STA     SEL,X   ; RE-INSTALL CART
;
       LDA     #1
       STA     ISCART  ; TELL OS CART IS IN
       LDA     $A0
       STA     RAMTOP  ; WE HAVE LESSMORE MEMORY NOW
;
       CLI             ; RE-ENABLE INTERUPTS
;
; CLOSE & REOPEN SCREEN DEVICE
; (DEVICE #0) TO RESET SCREEN TO
; NEW TOP OF RAM.  THESE NUMBERS
; LIFTED FROM BASIC DATA STATEMENTS
; IN NOV '85 COMPUTE! MAGAZINE'S
; "INSIGHT: ATARI" COLUMN, WHICH
; SHOWED HOW TO DISABLE THE BUILT-IN
; BASIC IN THE XL/XE SERIES ATARIS.
;
       LDA #03         ; OPEN
       STA $0342       ; DEV 0 COMMAND BYTE
       LDA #LOW EDEV   ; DEV NAME LOW
       STA $0344
       LDA #HIGH EDEV  ; DEV NAME HI
       STA $0345
       LDX $00         ; AUX
```

```
       JMP $E456       ; OPEN SCREEN DEV
;      PERHAPS JSR INSTEAD?
       RTS             ; UNUSED IF ABOVE IS JMP
EDEV   DB  'E:',0
```

```
From -6018083265058453959
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,43c91cd4690c6f43,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 20:06:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Archives for January
Message-ID: <12179779483.13.G.ABRAMS@SU-SCORE.ARPA>
Date: Fri, 31-Jan-86 23:06:57 EST
Article-I.D.: SU-SCORE.12179779483.13.G.ABRAMS
Posted: Fri Jan 31 23:06:57 1986
Date-Received: Sat, 1-Feb-86 20:30:23 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

<info-atari> now contains ATARI.JAN-86A and ATARI.JAN-86B.

P.S. Remember to address your mail to INFO-ATARI8 or INFO-ATARI16
as appropriate.
-------


From 5170339818881817517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e8bc521ae7f26b41,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 20:21:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.ROODE@SU-SCORE.ARPA (David Roode)
Newsgroups: net.micro.atari
Subject: deletions/additions to mailing list
Message-ID: <12179782104.18.G.ROODE@SU-SCORE.ARPA>
Date: Fri, 31-Jan-86 23:21:21 EST
Article-I.D.: SU-SCORE.12179782104.18.G.ROODE
Posted: Fri Jan 31 23:21:21 1986
Date-Received: Sat, 1-Feb-86 20:29:40 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
```

Lines: 12

The convention is to send to INFO-ATARI16-REQUEST
to be added to INFO-ATARI16 and to INFO-ATARI8-REQUEST
to be added to INFO-ATARI8 and to INFO-ATARI16-REQUEST
to be deleted from INFO-ATARI16 and ot INFO-ATARI8-REQUEST
to be deleted from INFO-ATARI8.

Everyone considering being added or deleted should wake up
and contemplate this. There are incredible numbers of
messages directed at the whole distribution that need not
be and this is a significant needless overhead in many
ways.

From 646168480341886744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8ff3067c9cbd71d7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 20:33:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.DYER@SU-SCORE.ARPA (Landon Dyer)
Newsgroups: net.micro.atari
Subject: 1M on a 520-ST
Message-ID: <12179784321.9.G.DYER@SU-SCORE.ARPA>
Date: Fri, 31-Jan-86 23:33:31 EST
Article-I.D.: SU-SCORE.12179784321.9.G.DYER
Posted: Fri Jan 31 23:33:31 1986
Date-Received: Sat, 1-Feb-86 20:30:54 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 20

Atari has made no special effort to prevent someone from upgrading
a 520-ST to 1Mbyte. I think that some early memory controllers had
some problems with drive capability for a second bank of RAM chips,
but none of those controllers made it into production machines.

I have heard horror stories about companies doing 520-ST upgrades to
1Mbyte (one developer said his machine came back with only 2 of the
6 OS PROMs, and that the machine had been busted in other, more
subtle ways.) BE CAREFUL! Go to someone reputable; make sure that
you know that they know what they are doing ....

Atari should be on usenet presently, within two weeks, tops. When
we are finally and solidly up, I'll let you know.

-landon

From 7754696846094448819
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d1180fce7ea7fe1e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-31 21:23:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucsfcgl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
ucbvax!ucsfcgl!pett
From: pett@ucsfcgl.UUCP (Eric Pettersen%CGL)
Newsgroups: net.micro.atari
Subject: haba digitizers
Message-ID: <765@ucsfcgl.UUCP>
Date: Sat, 1-Feb-86 00:23:23 EST
Article-I.D.: ucsfcgl.765
Posted: Sat Feb 1 00:23:23 1986
Date-Received: Mon, 3-Feb-86 05:17:08 EST
Reply-To: pett@ucsfcgl.UUCP (Eric Pettersen)
Distribution: net
Organization: UCSF Computer Graphics Lab
Lines: 51
Summary: are they for real?

Has anyone purchased either of the Hippo sound or video digitizers advertised
in the March '86 Antic? They *sound* good. For those of you who haven't seen
the ad (and in the hope of luring someone into buying it and getting a review),
I will repeat the ad below...

HIPPO ST SOUND DIGITIZER
     Digitally sample, modify, and play back high-quality sounds. Experi-
     ment with adjustible real-time echos, phase shifts, voice synthesis
     and recognition, and fourier analysis. Adjustible sample and playback
     rates. Software includes many fun demonstrations including a real-
     time graphic oscilloscope. Useful for analog lab measurement and
     control too. Includes software (executable and source), hardware,
     microphone, power supply, and instructions. $139.95
     THE SPECS: 8 bit A/D and D/A // 2.5 microsec flash A/D conversion rate
     allows sampling up to 400,000 samples per second // 1 volt peak to
     peak signal and source // Hardware plugs into printer port for high
     speed data transfer rate.

HIPPOVISION VIDEO DIGITIZER
     Digitize from any standard composite video source (e.g. TV camera, VCR,
     TV tuner, etc...). Frame grabber "snaps" color picture in a single
     video frame. Creates Neo files. Perfect for game-designers and art-
     ists. Send video pictures over the phone (requires a modem)! Includes
     hardware and software. Contact us for high-quality color printers and
     ST color printer software drivers too. Call for price.

THE SPECS: 256x256x9 bit resolution (3 bits per color) // Standard NTSC 1 volt peak-to-peak composite sync signal // Software color "voting" system picks optimum 16-color ST palette according to image // Hardware plugs into printer port for high speed data transfer rate.

Yeah, advertising makes me sick too. But if either of these devices deliver what they claim, they could really enhance an ST. Consider working on a video image in Neo that started as a single frame grabbed from the movie BLADERUNNER! The sound digitzer can be used to analyze sound from actual instruments and thereby simplify manyfold the task of creating the "patches" for those instruments for digital synthesizers. However, I'm as aware as the next guy about HIPPO's track record for producing problem-free products. This is why I'm hoping that someone to whom $139+ doesn't represent such a big investment will take the plunge and enlighten us all.

BTW, if you *do* want one...

HIPPOPOTAMUS
985 University Ave., Suite #12
Los Gatos, CA 95030
(408)-395-3190 (that could be 5190, my copy is bad)

Don't flame me, I have flash paper underwear. Thanks.

Eric Pettersen
Impoverished ST owner

From 2297977937574813122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,243d7c319636c0be,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-01 05:30:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!seismo!mcvax!unido!dfk
From: dfk@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: Some news items from Atari
Message-ID: <15700054@unido.UUCP>
Date: Sat, 1-Feb-86 08:30:00 EST
Article-I.D.: unido.15700054
Posted: Sat Feb 1 08:30:00 1986
Date-Received: Mon, 3-Feb-86 05:43:17 EST
References: <663@decwrl.UUCP>
Sender: notes@unido.UUCP
Lines: 23
Nf-ID: #R:decwrl:-66300:unido:15700054:000:920
Nf-From: unido!dfk Feb 1 13:30:00 1986

> /***** unido:net.micro.atar / bnl!jbm / 9:31 pm Jan 26, 1986*/
>

> 1.) a number of people have asked about "macwrite-like" word processors.
> i've been using 1st Word which is from a british firm. it's pretty nice
> but it's not a full-fledged "macwrite". i've been unable to figure out
> how to output something using double spacing.

The kludgy way: Install a printer that has the command to set double
spacing in the initialization string.

> the program operates in a
> "document" or strictly ascii mode. the annoying thing is if you save
> some text as ascii you can't convert it back into a document and use the
> reformat command.

Well you can - sort of:
Simply :-) turn all spaces in the ascii file into what they call "variable
spaces". I have a little c-program for doing that. But it's on a disk I
don't have here at the moment.

-Daniel <dfk@unido.uucp>, <dfk@unido.bitnet>

From -1189816034101847361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,43c91cd4690c6f43
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-01 07:34:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari
From: T3B@PSUVM.BITNET (Tom Benson 238-5277)
Newsgroups: net.micro.atari
Subject: Re: Archives for January
Message-ID: <8602011537.AA18372@ucbvax.berkeley.edu>
Date: Sat, 1-Feb-86 10:34:00 EST
Article-I.D.: ucbvax.8602011537.AA18372
Posted: Sat Feb 1 10:34:00 1986
Date-Received: Mon, 3-Feb-86 04:40:19 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 14

Please remove me from info-atari mailing list. Thanks.

Tom Benson
Department of Speech Communication
The Pennsylvania State University
227 Sparks Building
University Park, PA 16802
814-238-5277

{akgua,allegra,ihnp4,cbosgd}!psuvax1!psuvm.bitnet!t3b   (UUCP)

t3b%psuvm.bitnet@wiscvm.arpa (ARPA)
T3B@PSUVM (BITNET)

From -606207858076394245
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,43c91cd4690c6f43
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-01 07:34:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari
From: T3B@PSUVM.BITNET (Tom Benson 238-5277)
Newsgroups: net.micro.atari
Subject: Re: Archives for January
Message-ID: <8602011550.AA18636@ucbvax.berkeley.edu>
Date: Sat, 1-Feb-86 10:34:00 EST
Article-I.D.: ucbvax.8602011550.AA18636
Posted: Sat Feb 1 10:34:00 1986
Date-Received: Mon, 3-Feb-86 04:40:32 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 14

Please remove me from info-atari mailing list. Thanks.

Tom Benson
Department of Speech Communication
The Pennsylvania State University
227 Sparks Building
University Park, PA 16802
814-238-5277

{akgua,allegra,ihnp4,cbosgd}!psuvax1!psuvm.bitnet!t3b (UUCP)
t3b%psuvm.bitnet@wiscvm.arpa (ARPA)
T3B@PSUVM (BITNET)

From 3449892669163795823
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4bfc7cca752c14a2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-01 10:45:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: SALAMIR@UMASS.BITNET (Local UMass address is Salamir@Mailer.CY175)
Newsgroups: net.micro.atari
Subject: Please delete this name from the info-atari mailing list!
Message-ID: <860201134557.000002ED.AOZN.AA@UMass>
Date: Sat, 1-Feb-86 13:45:57 EST

Article-I.D.: UMass.860201134557.000002ED.AOZN.AA
Posted: Sat Feb 1 13:45:57 1986
Date-Received: Mon, 3-Feb-86 06:24:37 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 1

ICONS@UMASS.BITNET

From 8473916132008701451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f4a8cfe23a521e36
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,f4a8cfe23a521e36
X-Google-Attributes: gid129c11,public
X-Google-Thread: 142096,f4a8cfe23a521e36
X-Google-Attributes: gid142096,public
X-Google-Thread: 12c65a,f4a8cfe23a521e36
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1986-02-01 11:18:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 SMI; site sun.uucp
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!chuq
From: chuq@sun.uucp (Chuq Von Rospach)
Newsgroups: net.micro.cbm,net.micro.amiga,net.micro.atari,net.micro
Subject: Re: The Demise of Commodore!??
Message-ID: <3210@sun.uucp>
Date: Sat, 1-Feb-86 14:18:20 EST
Article-I.D.: sun.3210
Posted: Sat Feb 1 14:18:20 1986
Date-Received: Mon, 3-Feb-86 04:38:17 EST
References: <1024@voder.UUCP>
Organization: Third Person, Omniscient
Lines: 37
Xref: watmath net.micro.cbm:1979 net.micro.amiga:1812 net.micro.atari:2680
net.micro:13673

> 	About three weeks ago a friend of mine at Epyx here in Sunnyvale
> informed me of the possibility of Commodore filing for bankruptcy.
>
> 	However, this morning (1-31-86) the stock market reporter on an
> ABC radio affiliate in San Francisco, KGO, announced that Commodore's
> creditors have told the company that today is the day that they have
> to pay up. This is after one previous extension of a payment deadline.

The San Jose Mercury News reported this morning that creditors have given
Commodore another extension while they negotiate on re-arranging the loans
that are in default. If it doesn't work out, Commodore will probably have to
file chapter 11 for protection.

> 	Will Commodore survive?

Hard to say. Even if this latest extension fails, Commodore can operate under Chapter 11 until it gets itself going again. Being bought by a company looking for entrance into the personal computer market is another option. I think the chance of it just disappearing into the sunset some afternoon is quite small.

> One final note, during the past few weeks Commodore stock has
> fallen nearly 40% and is now selling(!?!) for less than $7 a share.

It might well be a good buy if you're looking for a speculative stock. If they can pull off a turnaround, the stock will take off. If they file chapter 11, it'll probably drop to around $1 or so. I wouldn't write them off at all, and if everyone else is selling, contrarian philosophy says to buy. It'd be a high risk (don't bet your retirement on it) but could also pay off quite well. Look at chrysler stock.
--
:From catacombs of Castle Tarot: Chuq Von Rospach
sun!chuq@decwrl.DEC.COM {hplabs,ihnp4,nsc,pyramid}!sun!chuq
FidoNet: 125/84

My uncle told me all of this. It must be true, because I know my uncle, and he is as honest as me.

From 6489787987563161396
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b2e11a6867e57e0c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-01 11:57:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: ANNOUNCEMENT
Message-ID: <12179952512.9.MRC@PANDA>
Date: Sat, 1-Feb-86 14:57:25 EST
Article-I.D.: PANDA.12179952512.9.MRC
Posted: Sat Feb 1 14:57:25 1986
Date-Received: Mon, 3-Feb-86 06:26:06 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 27

There have been too many "please delete" messages sent to this list, from ninnies, twits, and cretins who refuse to read or comprehend simple instructions. Today, there were over a dozen in my mail file.

To reiterate: Requests to be ADDED TO or DELETED FROM the INFO-ATARI list should be sent to:
INFO-ATARI-REQUEST@SU-SCORE.ARPA

Note the "-REQUEST" in the address, kids. The same convention is used in hundreds of other mailing lists.

     If the flow of please delete messages does not stop, I will set in motion a program that will repeatedly bombard the culprit's mailboxes with megabytes of junk mail from all directions, with no obviously discernable means of filtering out the junk short of deleting all your mail. If you think your UUCP or BITNET charges are high now, just wait until I get through with you.

     Moderator, I suggest that you decline to add any new people to the INFO-ATARI list until they send you a message (at INFO-ATARI-REQUEST) containing the following: "Please add me to the INFO-ATARI list. I understand that any change in my membership, including address changes or removal from the list, is to be sent to INFO-ATARI-REQUEST and not to INFO-ATARI."

From 1853371413254599390
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ef475d960ad7a5b9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-01 12:30:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: please REMOVE me from the mailing list
Message-ID: <8602040350.AA07480@ucbvax.berkeley.edu>
Date: Sat, 1-Feb-86 15:30:41 EST
Article-I.D.: ucbvax.8602040350.AA07480
Posted: Sat Feb 1 15:30:41 1986
Date-Received: Thu, 6-Feb-86 04:48:11 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 2

Eric Terrell

From 1354200449650605250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a97525cd8f0948b6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-01 13:07:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)

Newsgroups: net.micro.atari
Subject: Re: Modula-2 for the 520 ST
Message-ID: <1395@cwruecmp.UUCP>
Date: Sat, 1-Feb-86 16:07:10 EST
Article-I.D.: cwruecmp.1395
Posted: Sat Feb 1 16:07:10 1986
Date-Received: Sun, 2-Feb-86 06:02:16 EST
References: <854@decwrl.DEC.COM>
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 87

>
> From: "...decvax!decwrl!rhea!Squirt!McCamy"
......

> It's a GEM of a product, and well WIRTH the price!

I agree with the above article, it is a GEM of a product and well
WIRTH the price etc. However I have the following concerns:

1) The user interface of the compiler SUCKS (please excuse my french -
or is it american -:). Why? Firstly you cannot call up the compiler
from a command line, you have to use the desk top (this is probably
due to gem and not the compiler, but they could have provided two fron
ends). Secondly, your default drive has to be the one containing the
compiler which has some overlay files. In addition all the .SYM files
required by the program have to be on the default disk, you cannot
specify a path for them. You can run the compiler, and it will let you
answer dialogues so that it finds them somewhere else, but it takes
all day to answer the dialog and compile. If your source file is not
there in the default directory, you have to do a lot of work just to
specify the file name to the file dialog (again a problem with gem ,
but the compiler fron end could prompt for a simple file name, sort
of like ttp). Third, compiler options have to be given as comments in
the source code, which means that if you want to change some options
you have to go re-edit your program (the options provided are pretty
useless in any case for majority of the programs). It all boils down
to how they have used the Gem interface. The interface is getting in
the way of using the otherwise excellent product. A .TTP kind of
interface would have been mich nicer for the way they have used it. It
would have been much nicer, if they would have used the gem interface
in the following manner - the files menu would let you specify which
file(s) you want to compile, giving you a dialog to enter the file
names. The file menu has a selection for compile, quit etc, which
allows you the flexibility to compile another file. The option menu
lets you select compiler options and so on. This would of course mean
a lot of shuffling between the mouse and keyboard, so i would prefer
just a simple command line interface, which can be also invoked from
the desktop in a .TTP fashion if you so prefer.

2) Errors: The compiler generates an error file, which contains a
bunch of numbers, which only the editor supplied can understand. This
is fine if you want to use their editor (that lets you go to the next

error), but what if you do not want to use their editor? Why could it not generate a human readable error file too (or may be a compiler option). ?

3) Editor: really slow, very simple minded, has lots of useless menu selections (like under the move menu, it has a selections for line up/down. There are alternate key binding for these functions, so it is not too bad, but this spce could be used much for effectively to privide functions that make sence to have in a menu. It looks like they put up menus just for the sake of having them, and did not consider their utility at all).

4) Linker: The biggest short coming in the whole system is that the compiler produces its own format (.LNK) object files. The linker will only understand .LNK files. This means that implementation modules HAVE to be written in modula. To my mind this is totally RIDICULAS (sp?), modula is not the ideal language for all the things you want to do at the implementation level, though it is great for specifying the interface and dealing with say the object at the higher levels. Again like the compiler it is really painful, when your .LNK file is not in the current directory to specify another one.

5) Library: Xbios and Bios interfaces are missing. There are no routines for LONGINT LONGCARD i/o.

Note that i am mainly complaining about the interface, and not the compiler itself. How do others feel about the interface. The only serious complaint about the compiler is not being able to write implementation modules in other languages, which kind of ailienates modula from rest of the languages and useful libraries in the system.

As far as I am concerned PASCAL is DEAD (finally, good riddance..)

--
Jwahar R. Bammi
Usenet: .....!decvax!cwruecmp!bammi
CSnet: bammi@case
Arpa: bammi%case@csnet-relay
CompuServe: 71515,155

From -8296317057987844288
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,40207859695812fd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-01 17:09:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!cwruecmp!pjd
From: pjd@cwruecmp.UUCP (dr. funk)
Newsgroups: net.micro.atari
Subject: Regent Word 1 review
Message-ID: <1396@cwruecmp.UUCP>
Date: Sat, 1-Feb-86 20:09:13 EST
Article-I.D.: cwruecmp.1396
Posted: Sat Feb 1 20:09:13 1986
Date-Received: Mon, 3-Feb-86 04:36:34 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 45

Product: Regent Word 1
Developer: Regent Software, 7131 Owensmouth, Suite 45, Canoga Park, CA 91303
Machine: 520ST
Price: $49.95 (already discounted to $35)

Regent Word 1 is a word processing program which is similar to STwriter or the 8-bit AtariWriter. It retains much of the flavor and features of these older programs (e.g., new line at column 80 when typing, control characters to set parameters, etc.) Word 1 uses the ST as an 80 column terminal -- don't expect fancy windows. It has a preview mode to view a file without printing, but does NOT change font, use bold face, etc. (Phooey!) Current printers supported are Epson and Juki. (There don't appear to be the separate printer drivers as in AtariWriter.)

There are some good features available. All the function keys are used and are bound to some of the more frequently used operations. The help key will bring up the help menu pages (five in all.) Unfortunately, Regent expects users to flip through the help pages in place of good substantial paper documentation. (I am definitely NOT pleased with this situation. If you go to a menu display for help, it will of course disappear when returning to the text display! Printed documentation doesn't have this problem.) There is a word count command which should make students and piecework writers. Special effects are easier to invoke such as bold face, underlining, elongated text, font type, font pitch (Juki), etc. A limited communication feature is included to send and receive files. (Transfers are pure ASCII without any protocol such as XMODEM.)

All in all, Regent Word 1 isn't bad, but is short on flash. About 200K bytes are available at startup (I throw all those ^%$%#@#$ accessories out by the way) so it can handle some pretty big documents. AtariWriter (STWriter) users will feel comfortable with this product, but beware! The key commands are NOT the same. Overall, Regent Word 1 is servicable and should tide us over until "the real thing" comes along for the ST.

Also, a companion spelling checker is available for $49.95 (discounted to $35), but I did not pick it up for testing.

--

paul drongowski   decvax!cwruecmp!pjd
case western reserve university   pjd%Case@CSNet-relay

From -7872793148428491646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f4a8cfe23a521e36
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,f4a8cfe23a521e36
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 142096,f4a8cfe23a521e36
X-Google-Attributes: gid142096,public
X-Google-Thread: 129c11,f4a8cfe23a521e36
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1986-02-01 17:50:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site alice.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!aer
From: aer@alice.UucP (D. Rosenberg)
Newsgroups: net.micro.cbm,net.micro.amiga,net.micro.atari,net.micro
Subject: Re: The Demise of Commodore!??
Message-ID: <4926@alice.UUCP>
Date: Sat, 1-Feb-86 20:50:08 EST
Article-I.D.: alice.4926
Posted: Sat Feb 1 20:50:08 1986
Date-Received: Sun, 2-Feb-86 05:43:04 EST
References: <1024@voder.UUCP>
Organization: Bell Labs, Murray Hill
Lines: 8
Keywords: "Your loans are due today, sir!"
Xref: watmath net.micro.cbm:1977 net.micro.amiga:1810 net.micro.atari:2677
net.micro:13671

Today (the first of February) Commodore's bank loans were extended. See
the second page of today's New York Times business section (in part two
of the paper.)

--
##
#D. Rosenberg "Disclaimer: I'd never want to hurt anyone with My Opinions"
#(..{ihnp4,research,allegra}!alice!aer)

From 378872726247823250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4a148e6fccb829ad,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-01 18:51:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU

Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: TDI Modula-2 Review
Message-ID: <8602040344.AA07383@ucbvax.berkeley.edu>
Date: Sat, 1-Feb-86 21:51:06 EST
Article-I.D.: ucbvax.8602040344.AA07383
Posted: Sat Feb 1 21:51:06 1986
Date-Received: Wed, 5-Feb-86 05:04:53 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 42

****

I purchased the TDI Modula-2 system and have been using it for about a week. The system comes on two disks. Documentation is adequate, but the manual assumes that the user has a Modula-2 programming manual.

Unlike many of the early programs for the 520ST, this one actually makes use of GEM! I managed to transliterate a nontrivial Pascal program into Modula-2 and got it to run without too many problems.

Since the system is stored on two disks, it is EXTREMELY tedious to use it with a single drive system. I would not recommend getting this program unless:

1. you have a hard disk
2. you have a double-sided drive
3. you have two single-sided drives
4. you have a single drive but can develop your programs elsewhere

It appears that most if not all system routines (GEM, VDI, etc) can be called from Modula-2 programs.

The system is not copy protected. It has usually been my experience that copy-protected programs are usually not worth copying...

Syntax errors are for the most part understandable, and the editor and the compiler are fixed up so that the editor will flag the syntax errors that the compiler discovered.

Although the syntax error messages are plentiful and meaningful, there are only a very small number of runtime errors, which tend not to let you know what went wrong.

The code generated by the compiler is small and fast, and according to the manual, some primitive optimizations are performed (short-circuiting of Boolean expressions).

The linker allows true seperate compilation. One can create libraries that are compiled only once, and then linked into programs using their routines.

Eric Terrell CSNET address terrell@OHIO-STATE

From -2376084583706758746
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c4568a39c793154d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-01 18:56:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: efficiency of TDI Modula-2 code
Message-ID: <8602040320.AA07005@ucbvax.berkeley.edu>
Date: Sat, 1-Feb-86 21:56:17 EST
Article-I.D.: ucbvax.8602040320.AA07005
Posted: Sat Feb 1 21:56:17 1986
Date-Received: Thu, 6-Feb-86 04:47:45 EST
Sender: uucp@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

It appears that a program written in TDI Modula-2 run on the ST will be
about twice as fast as the corresponding Berzerkely Pascal program running
on a VAX 780...

Of course, your speed will depend on your programming habbits and will be
lower in California.

From 8161143237603787775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,95f330f1f6b600bd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-01 23:38:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site lll-lcc.UUcp
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!lll-
lcc!langdon
From: langdon@lll-lcc.UUcp (Bruce Langdon)
Newsgroups: net.micro.atari
Subject: CHECK utility (in Action language)
Message-ID: <133@lll-lcc.UUcp>
Date: Sun, 2-Feb-86 02:38:10 EST
Article-I.D.: lll-lcc.133
Posted: Sun Feb 2 02:38:10 1986
Date-Received: Mon, 3-Feb-86 05:04:35 EST
Organization: Lawrence Livermore Labs, LCC, Livermore Ca
Lines: 235
Keywords: Action compiler, CRC

```
------------------------------------------------------------------------------

    Utility CHECK provides a way to find the length of a file (in bytes,
and in lines for text files), and sorting out different versions of files
(by comparing their CRC's).
    There are two files, CHECK.ACT and CRC.ACT. CRC shows a progression from
a straight Action version, updCRCa, to a machine language version updCRCx
of updCRCa, to a straight Action version that uses a table but is fastest.
    If you compile and write and executable file to be run without recompiling,
consider removing the ; from SET $491... so it will not run on top of
something else. If you have the run-time libraries SYSLIB and SYSIO, remove
the ; from those INCLUDEs to make an executable file that doesn't need the
Action cartridge to run.
    At least with DOS XL, CHECK can be re-run without re-reading it off disk
by just typing 'RUN'. This is the purpose of 'Entry'.
    Other features useful in other programs include:
        fast disk read
        error handling
        fixing up the DOS file name (force upper case, prefix D: if needed)
        locating the buffer
        run-time library does not set device=0; do it yourself in case.

------------------------------------------------------------------------
    Bruce Langdon  L-472               langdon%lll-lcc@lll-crg.ARPA
    Physics Department                 "langdon#bruce%d"@lll-mfe.ARPA
    Lawrence Livermore National Laboratory
    Livermore, CA 94550                (415) 422-5444
UUCP: ..{gymble,ihnp4,seismo}!lll-crg!lll-lcc!langdon
------------------------------------------------------------------------------

; CHECK 8/17/85-12/21, A. B. Langdon

; Determine length, CRC and checksum of file.
; Also number of lines, for text file.

;SET $491=$4000 SET 14=$491^
BYTE JMP=[$4C]: CARD Entry
;INCLUDE "D:SYSLIB.ACT"
;INCLUDE "D:SYSIO.ACT"

; Using channel 1, Close caused "system error" with DOS 2.1 but not DOS XL.
; ACS bbs has a block read (BLKIO.ACT) in machine code segments that is
; smaller and has a general purpose call to CIO. Here, I'll leave mine
; as it illustrates use of the language and is just as fast.

; First global ARRAY, other than BYTE ARRAY of length less than 257,
; is placed AFTER rest of program (undocumented?).
BYTE ARRAY buffer(257)   ; locate the buffer.

CARD FLen, ; File length up to 64K
     i, CSum, NLines
BYTE OpOK, CSum0=CSum, CSum1=CSum+1, text
```

```
BYTE CIO_status ; global for CIO return value (per ACS convention)

INCLUDE "CRC.ACT"

CARD FUNC GetAD(BYTE chan CARD addr, len) ; Block read
  TYPE IOCB=[BYTE hid,dno,com,sta
             CARD badr,put,blen
             BYTE aux1,aux2,aux3,aux4,aux5,aux6]
  IOCB POINTER ic
  BYTE chan16
  BYTE POINTER b
  chan16 = (chan&$07) LSH 4
  ic = $340+chan16
  ic.com = 7 ; read
  ic.blen = len
  ic.badr = addr
  [$AE chan16 $20 $E456 $8C CIO_status] ; LDX chan, JSR CIO; STY CIO_status
  FLen ==+ ic.blen  ; this to RETURN is special to this application.
  IF CIO_status = $88 THEN
    EOF(chan)=1
    IF (FLen&$FF) = 0 THEN ; likely last sector of
      b = addr+ic.blen-1      ; a DOS 4 file.
      WHILE b^ = 0 DO
        b ==- 1
        ic.blen ==- 1
        FLen == -1
      OD
    FI
  FI
  b = addr
  FOR i = 1 TO ic.blen DO
    IF b^ = $9B THEN NLines ==+ 1 FI
    CSum0 ==+ b^
    CSum1 ==+ CSum0
    updCRC(b^)
    b ==+ 1
  OD
RETURN (ic.blen)

CARD FUNC GetCD(BYTE chan) ; Read a word
  CARD c
  GetAD(chan,@c,2)
RETURN (c)

PROC FixFlSp(BYTE ARRAY FileSpec)
  IF FileSpec(2)<>': AND FileSpec(3)<>': THEN ; prefix "D:" to file name
    FileSpec^==+2
    i=FileSpec^
    WHILE i>2 DO
      FileSpec(i)=FileSpec(i-2)
      i==-1
    OD
```

```
    FileSpec(1)='D  FileSpec(2)=':
  FI
; Could also convert to upper case: if >$60 then subtract $20.
RETURN

PROC SysErr(BYTE errno)

PROC MyError(BYTE errno)
  IF errno=$80 THEN Error=SysErr Error(errno) FI ; break quits
  PrintF("error %I. Try again%E",errno)
  OpOK=0
RETURN

PROC End=*() [$68$AA$68$CD$2E8$90$5$CD$2E6$90$F3 $48$8A$48$60]
; entry: PLA; TAX; PLA; CMP MEMLO+1; BCC lab; CMP MEMTOP+1; BCC entry;
; lab: PHA; TXA; PHA; RTS
; Trace back thru RTS's and return to cartridge or DOS.
; From ACS bulletin board.

PROC CHECK()
  CHAR ARRAY FileSpec(20)
  BYTE b, SHFLOK=$2BE
  CARD fwa, lwa, BufLen, MEMTOP=$2E5, MEMLO=$2E7
  BufLen=MEMTOP-$80-buffer
  SysErr=Error
  DO
    Print("File Spec=")
    SHFLOK=$40 ; upper case
    InputS(FileSpec)
    IF FileSpec^=0 THEN END() FI
    FixFlSp(FileSpec)
    Close(2)
    OpOK=1 Error=MyError Open(2,FileSpec,4,0)
  UNTIL OpOK OD
  Error=SysErr
  FLen=0 CSum=0 CRC=0 text=1 NLines=0

; With DOS 4, this artifice ensures
; that each GetAD reads one byte into
; next sector, to anticipate EOF.
  BufLen ==& $FF00
  GetAD(2,buffer,1)
  IF buffer(0) = $FF THEN text=0 FI

  WHILE EOF(2) = 0 DO
    GetAD(2,buffer,BufLen)
  OD
  updCRC(0) updCRC(0)
  PrintF("End of file. %H bytes%E",FLen)
  PrintF(" checksum=%H, CRC=%H%E",CSum,CRC)
  IF text THEN
    PrintF("%I lines%E",NLines)
  FI
```

```
  Close(2)
RETURN

PROC Main()
  device=0 ; in case MAC/65 has been here

  SetupCRC()

  DO
    CHECK()
    PrintE(" (RETURN to end)")
  OD
RETURN

SET Entry=Main
--------------------------------------------------------------------------------

MODULE; CRC.ACT    12/21/85 A. B. Langdon
;  Before use, do SetupCRC().
;  For each data set, first set global CRC=0.
;  After calling updCRC(data) with all
; data bytes, do updCRC(0) twice.
;  If CRCx is the CRC of a byte string,
; then the CRC of that string, followed by
; the hi and lo bytes of CRCx, is zero.

CARD CRC: BYTE CRCl=CRC, CRCh=CRC+1
CARD ARRAY CRCtable(256)

;PROC updCRCa(BYTE b) ; Action version
;  From C code by D. Krantz,
; Dr. Dobb's Journal, June 1985.
; Takes 99 jiffies for 2000 bytes.
; BYTE i
; CARD flag
; FOR i=0 TO 7 DO
;   flag = CRC&$8000
;   CRC ==LSH 1
;   IF b&$80 THEN CRC ==% 1 FI
;   IF flag THEN CRC ==XOR $1021 FI
;   b ==LSH 1
; OD
;RETURN

PROC updCRC(BYTE b)
; Adaptation to this CRC of the algorithm
; by W.D.Schwaderer, PC Tech Journal, 4/85.
; Takes 14 jiffies for 2000 bytes.
  CARD tem
  BYTE teml=tem, temh=tem+1
  teml = b
  temh = CRCl
  CRC = tem XOR CRCtable(CRCh)
```

```
RETURN

PROC updCRCx=*(BYTE b)
; Machine language for Dr. Dobb's routine.
; Takes 35 jiffies for 2000 bytes.
  [$85$A0]            ; STA $A0
  [$A2$8]             ; loop over 8 bits
  [$26$A0]            ; 3 byte shift of data
  [$2E CRC $2E CRC+1]          ; and CRC
  [$90$10 $AD CRC $49$21 $8D CRC] ; if carry, then XOR
  [$AD CRC+1 $49$10 $8D CRC+1] ; poly bits
  [$CA $D0$E3]        ; loop
RETURN

PROC SetupCRC()
  FOR i=0 TO $FF DO ; set up CRC table
    CRCl=0 CRCh=i
    updCRCx(0)
    CRCtable(i)=CRC
  OD                ; <0.1 sec.
RETURN

MODULE; end CRC
--------------------------------------------------------------------------------


From -7718683084222131521
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2b75756c12756927,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-02 10:46:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: TDI Modula-2 Compiler Error Files
Message-ID: <8602040329.AA07153@ucbvax.berkeley.edu>
Date: Sun, 2-Feb-86 13:46:54 EST
Article-I.D.: ucbvax.8602040329.AA07153
Posted: Sun Feb  2 13:46:54 1986
Date-Received: Thu, 6-Feb-86 04:47:59 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 16


A previous letter stated that compiler generated error files were usable
only by the editor that came with the system.

The format of the error files is:

<line #> <error #>
```

The file is a normal text file. The only problem one might have using
<ignore previous and current line>

One can look up the meanings of the error numbers in the manual (You have
to do this even when using the supplied editor).

Eric Terrell CSNET address terrell@OHIO-STATE

From -4821789114700395494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f43cedfe5cdf25d7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-02 11:42:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site isrnix.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!isrnix!apratt
From: apratt@isrnix.UUCP (Allan Pratt)
Newsgroups: net.micro.atari
Subject: My upgrade (long, with summary)
Message-ID: <687@isrnix.UUCP>
Date: Sun, 2-Feb-86 14:42:19 EST
Article-I.D.: isrnix.687
Posted: Sun Feb 2 14:42:19 1986
Date-Received: Wed, 5-Feb-86 07:09:49 EST
Organization: Institute for Social Research (Indiana University, Bloomington)
Lines: 134

SUMMARY: My upgrade didn't work at first, then did, and I'm not sure what I
fixed. THE INSTURUCTIONS I FOLLOWED NUMBERED THE PINS OF THE MMU BACKWARDS!
The correct numbering is silkscreened in white around the chip. My ST
didn't have any metal shield around the RAMs, and the MMU and Glue chips
were not soldered in, but there was a blue MOD stamp on the box, and there
were some fixes inside. For even moderately-experienced hardware hackers,
this upgrade is fairly easy, and worth it.

I recently upgraded my 520ST into a 520ST+, and I would like to share my
experiences with the net.

When I received my 520ST by UPS, the first thing I noticed was the word MOD
stamped in blue on the outside of the CPU box. I don't know what that
means, but I would guess that it means my ST has been somehow modified. Just
below the word MOD is the sticker with the serial number of the ST, and on
that sticker there's the notation "7 1985" in the same color of blue as the
MOD stamp. If anybody has any clues about this, please let me know.

I ordered 20 Hitachi 150ns 256Kx1 RAMs from Microprocessors Unlimited, and
was, of course, impressed with their performance: all the good things
you've heard about them are true. They took my VISA card number when I
ordered, so they could ship my RAMs right away, and also sent a stamped
return envelope that I could use to send them payment by check. More

companies should do this -- it speeds the process tremendously.

I ordered the chips on Monday, and they arrived Thursday. By Friday morning, I was in the lab on campus with my foil-covered desk, solder-vacuum, and high hopes. Nothing like having the right tools for the job: the vacuum-operated de-solderer made removing the capacitors a breeze.

When I got my mother board out of the casing, I looked it over for any MODs I might find. I saw some obvious hand-work around the MMU chip - on the pins to the left of Pin 1 as I looked at the solder side. There was also some blue solder mask in that area, but I could not see any actual modifications; maybe they just had to resolder that part of the socket. There was also a resistor which had obviously been installed after manufacture: it was in the upper-left quadrant on the component side, near the CPU, and came from one side of a capacitor to ground. Both sides of the capacitor in question were still soldered in place. Finally, I noticed a capacitor which had apparently been replaced, in the middle of the row of capacitors which parallels the mouse and joystick ports. Also, my board was Rev B, and my serial number is A1-102-6982. If anybody knows the meaning of all this, please clue the rest of us in. Thanks.

Piggybacking the RAMs was not rough, but be sure to use a narrow soldering tip: there's not much room between chips, and you have to solder in that channel. Here's a tip: bend the pins of the new RAMs so they come out not-quite-straight down from the package, then seat them on the old ones: you get a decent electrical connection just by the friction, and the solder just has to hold everything together. (Somebody please post something if sliding the pins of the new RAMs over the old ones builds up dangerous static charge.)

The first four chips I soldered on had the wrong pins bent up: I am used to seeing the solder side of ICs, and I counted backwards. I had to de-solder the correct pins and bend and solder the wrong ones... It turned out later that one of the chips involved was bad, so maybe this is when I blew it. The rest I did correctly, and it was really no trouble. Once the pins are pressed against each other, just add enough solder to flow, and it will work fine.

Wiring the busses across the tops of the chips was easy, once I bent the pins almost vertical. If your bus wire is thick enough, you can weave it between the pins to get some tension while you solder. Weave the wire between the pins before soldering any of them, and press down on it so it rests on the chips. Solder the whole Pin 15 (or is it Pin 4?) bus at once, and then cut it in the middle after you're finished: you get fewer loose ends that way.

The instructions I had called for six resistors, and it took me a couple of minutes to find all the places to connect them. What the instructions don't tell you is that the three lower-bank bus control signals come out of the MMU chip together, three traces on the component side of the board. I found that I could slip some spaghetti (insulation from a stripped wire) over the leads of the resistors to get insulated leads, and these worked well for me. In fact, most resistors have long-enough leads to make those three

connections: cut the traces on the top of the board, but solder the resistors on the solder side. You will need low-profile reistors for this: the cylindrical ones are too fat. Use the barbell-shaped ones.

As instructed, I connected the upper-bank bus control pins of the MMU to the busses in the middle, not at one end, for a T shape. This is just as easy, and seems to be a good noise-reducer. I soldered the resistors to the pins from the MMU socket, then soldered wires to the ends of the resistors, and finally brought the wires up through the holes in the PCB to connect to the busses on the component side. Leave a little slack in these wires, because they have to get out of the way of the plastic case which comes up through those holes.

Finally, I was ready to test it. I put some paper down over my foil, connected all the cables (Atari returns us to the Age of Rat's Nest Computers!) and powered up. Glory be, she booted! But my free-ram desk accessory showed the same number as before, not 1/2 meg more! So the top bank hadn't passed the memory test.

I got lucky: I used the memory editor I got from bammi@case, and it demonstrated a one-bit error in the upper bank. Bit Twelve of each word was always zero. Fortunately, the instructions I had told which chip was which bit, so I could pinpoint the problem: it was one of the chips I'd made the counting mistake with.

I removed that chip from the two busses, and de-soldered all its pins. The best way to do this is to get a sturdy hook of some kind (the lead from a resistor bent into a hook is good), catch the pin of the upper pin in the hook, and pull while applying the soldering iron. The pin should come free, and when you've de-soldered them all, the chip will rattle in its position. It was a little tricky to get it out without disturbing the bus wires above it, but I managed it.

Then in with the new chip, and power up, and it booted, and ... GEM still recognized only 1/2 meg. This time, when I got into the memory editor, each reference to the upper 1/2 meg gave a bus fault of some kind (lots of mushroom clouds; more than my list describes). I'm glad this didn't happen the first time, because I would never have been able to pinpoint the problem. This time, I knew which chip was suspect.

The trouble is, I don't know how I fixed it. I re-soldered the pins of that suspect chip, and it didn't help. I poked at the bus wires and resistors, and it didn't help. But then, magically, it worked! I have no idea what I fixed, but I can only imagine that my futzing with it broke some short I had introduced. It hasn't given a lick of trouble since then (two weeks ago or more), so my faith is growing.

In conclusion, I suggest that rank amateurs not do this, but that middleweights should give it a try -- especially if they have an expert or two around whom they can ask if they get in trouble. For experts, this should be a piece of cake. In any event, you don't have to pay $150 for somebody else to do it; just $50 for the chips and a few hours of your time. Naturally, if you have the bucks, and don't want to take your ST into your

own hands, find a pro, or a friend who has done it.

-- Allan Pratt
...ihnp4!inuxc!iubugs!isrnix!apratt

From 4897495901274252643
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f6b1fcd606865fba
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-02 15:46:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.DYER@SU-SCORE.ARPA (Landon Dyer)
Newsgroups: net.micro.atari
Subject: Re: Bus contention
Message-ID: <12180256423.9.G.DYER@SU-SCORE.ARPA>
Date: Sun, 2-Feb-86 18:46:51 EST
Article-I.D.: SU-SCORE.12180256423.9.G.DYER
Posted: Sun Feb 2 18:46:51 1986
Date-Received: Tue, 4-Feb-86 03:15:59 EST
References: <360@ccivax.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 24

Don't bother "poke-blasting" the memory controller ("MMU") address
space. There's nothing interesting there. If you don't believe me,
then go ahead.

The 68000 makes a bus request every 4 cycles. This means that there are
3 other cycles available for doing stuff. 2 of these cycles are used for
video DMA. 1 more is used for disk DMA.

Now, it is NOT true that the 68000 makes a memory access every 4
cycles (I lied.) The processor is given a window every 4 cycles,
and it is stopped if it makes a request that is out of line. It
quickly falls back into step. This means that the processor loses
cycles occasionally, but very occasionally.

(If you don't beleive me, go ahead: write some assembly language
benchmarks and count cycles. THEN you can start talking numbers
about "occasionally".)

Multiport RAM on a consumer machine? Yick. How much does that COST?

-landon

From 3312462709931983768
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,790fa8666d69c46f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-02 15:51:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!ut-sally!
seismo!uwvax!uwmacc!demillo
From: demillo@uwmacc.UUCP (Rob DeMillo)
Newsgroups: net.micro.atari
Subject: Re: Upgrading the ST
Message-ID: <1949@uwmacc.UUCP>
Date: Sun, 2-Feb-86 18:51:12 EST
Article-I.D.: uwmacc.1949
Posted: Sun Feb 2 18:51:12 1986
Date-Received: Tue, 4-Feb-86 03:30:51 EST
References: <12177599929.8.MRC@PANDA> <215@imagen.UUCP> <857@spp2.UUCP>
Organization: UWisconsin-Madison Academic Comp Center
Lines: 39

A couple of general questions for the group: the January BYTE hinted
that Atari was coming out with an 8 slot expansion unit for the ST
in the first part of '86. Any truth to this? Anyone know anything
different?

Also - this may be a moot point, since I already sent in my order
two weeks ago - does anyone know anything about Metacomco?
Specifically: I am curious about their Macro Assembler, their
ISO PASCAL standard ("Meta Pascal"), their screen editor and their
linker. Any comments on their stuff would be GREATLY appreciated.

For anyone who is curious: I am the proud owner of an IBM XT, and I
just recently purchased an Atari ST. I am impressed so far by what
I can get it to do - which isn't much since I am lacking compilers,
assemblers, and other goodies. They are on order, but mail order
stuff takes such a depressing long time to arrive.

I also purchased one book from ABACUS Software - it is AMAZINGLY
INFORMATIVE - and plan on purchasing another. (One of these books
has already been reviewed here.) They are also cheap. ($19.95 apeice,
as opposed to the $300 for the developer's kit from Atari...)

Since this is my second computer, I don't want to spend a lot of
money on it right away....

...it does, however, look like fun....

--

--- Rob DeMillo
Madison Academic Computer Center
...seismo!uwvax!uwmacc!demillo

"...I suppose you find the concept of a
robot with an artificial leg amusing?"

-- Marvin, the Paranoid Android

From 8362247785553043217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,14d4cde7ddf592be,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-02 18:28:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site pur-ee.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!mckay
From: mckay@pur-ee.UUCP (Dwight D McKay)
Newsgroups: net.micro.atari
Subject: OSS Personal Pascal for 520ST - Review
Message-ID: <3693@pur-ee.UUCP>
Date: Sun, 2-Feb-86 21:28:13 EST
Article-I.D.: pur-ee.3693
Posted: Sun Feb 2 21:28:13 1986
Date-Received: Wed, 5-Feb-86 03:07:46 EST
Reply-To: mckay@pur-ee.UUCP (Dwight D McKay)
Organization: Electrical Engineering Department , Purdue University
Lines: 77
Keywords: Pascal 520ST OSS

Product name: Personal Pascal

Price: $70.30 (including tax, from Von's Computers, W. Lafayette, IN)

Vendor: Optimized Systems Software, Inc. (OSS, the guys who made ACTION!)
1221 B Kentwood Avenue
San Jose, CA 95129
(408) 446-3099

Introduction:
I purchased Personal Pascal from my local dealer (Von's Computers, West Lafayette, IN) Thursday at lunch and have been playing with it in my spare time ever since. This package has got to be one of the best values for those of you who, like myself, have not purchased the $300 development package but want to do GEM programming on the ST. It generates compact, fast code and makes using GEM easy through many library procedures to do windows, etc.

Description:
The package includes a non-copy-protected disk with a "system manager", simple editor, compiler, linker, and complete libraries for various pascal functions as well as a complete set of GEM interface functions. Along with this comes a rather complete manual of 200+ pages, which describes: how to use the editor, compiler, and linker, describes all of the included library

functions, describes windows, menus, alert boxes and event management with GEM as well as a short description of their implementation of Pascal (right down to notes on how they store the various variable types!)

On the disk they have included several demo programs to get you started. These all compiled and ran with no trouble. The "system manager" provides a handy GEM interface to the compiler, editor and linker. Compiler errors pop-up in an alert box giving you the option of jumping into the editor to fix things. It's simple enough to use that I don't think I ever even looked at the section of the manual which descibes it!

Bencharks:
Although I've not extensively tested the compiler & linker here are the compile times and sizes for my clock program (which follows in the next two articles) and a simple "hello world" program. All times are for compiles from a single sided floppy. "checks" refers to the optional compiler run-time checking. The times were done with a wrist-watch stopwatch and so are probably off by a second or two:

program:	hello world	clock	
compile time			
w/checks:	0'36"	na	(' = minutes, " = seconds)
w/o checks:	0'36"	1'25"	
link time			
w/checks:	0'45"	na	
w/o checks:	0'41"	1'05"	
Total			
w/checks:	1'21"	na	
w/o checks:	1'17"	2'30"	

File size			
source:	64	9672	(sizes are in bytes)
.prg files:			
w/checks:	4179	na	
w/o checks:	1361	23637	

License and support:
The OSS license is simple. Sign the enclosed form, and put their message in your program where the end user can see it. No fees, no fuss. As for support, the package comes with an ID number which you use when calling either their phone line (not an 800 number) or their BBS. They seemed very eager from their documentation to be sure you could reach them if you had any questions. I've not had to contact them yet so I can't comment on how good their assistance is.

Overall Impression:
I've extremely happy with Personal Pascal. Over the weekend I've written my first GEM program which I've posted in the next two messages (once as source, once as uuencoded binary) so you can see just how easy it was to do. My major complaint? Not enough room on the floppy. Only about 55k remains after you clean off the demos. Other than that I'd say this is a great way to start programming your ST in GEM inexpensively.

--Dwight Mckay, ECN Software Support [mckay@purdue-ecn]

From -2614811716981407987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8b6558e91699b15f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-02 18:29:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: 88362744%sdcc13@SDCSVAX.UCSD.EDU
Newsgroups: net.micro.atari
Subject: help
Message-ID: <8602030229.AA19672@sdcc13.ARPA>
Date: Sun, 2-Feb-86 21:29:02 EST
Article-I.D.: sdcc13.8602030229.AA19672
Posted: Sun Feb 2 21:29:02 1986
Date-Received: Tue, 4-Feb-86 03:19:24 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

hello,
     i am a student at ucsd and i enjoy roaming the net. my particular est is in the atari(since i own one). for a long time now i have seen ref-
erences to 'info-atari' or 'subscribe' etc. now i have no idead what all thiss stuff is, but am interested. i know how to readnews and postnewss, but anything beyond that i have not learned. i would appreciate any help you can offer.
                         thank you very much
                         sincerely
                         scott weisman
                         sdcc13!88362744

From 6777620740341400734
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f88f0ae6529da03d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-02 22:29:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site hoptoad.uucp
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!hoptoad!gnu
From: gnu@hoptoad.uucp (John Gilmore)
Newsgroups: net.micro.atari
Subject: Re: UNIX for ST
Message-ID: <474@hoptoad.uucp>
Date: Mon, 3-Feb-86 01:29:00 EST
Article-I.D.: hoptoad.474
Posted: Mon Feb 3 01:29:00 1986
Date-Received: Wed, 5-Feb-86 00:57:07 EST
References: <1206@princeton.UUCP>

Organization: Nebula Consultants in San Francisco
Lines: 14

In article <1206@princeton.UUCP>, petsche@princeton.UUCP writes:
>   Our friendly local computer store man says that the ST has been licensed
> by ATT as a UNIX workstation, his pal said that UNIX would be available on
> ROM. Anyone have any more or better information?

I suspect that the "UNIX workstation" would be more like a terminal to
a Unix system. Remember the Blit? Rob Pike and Bart Locanthi's
unreleased bitmapped terminal which AT&T management aborted into the
Teletype 5620? I've heard of projects that put the Blit software into
a ROM cartridge for the Atari without much trouble.
--
I resisted cluttering my mail with signatures for years, but the mail relay
situation has gotten to where people can't reach me without it. Dammit!
John Gilmore {sun,ptsfa,lll-crg,nsc}!hoptoad!gnu   jgilmore@lll-crg.arpa

From 2821128071145138519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e89fa4df3e219dd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-03 03:00:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!mcvax!vu44!botter!ark!boomsma
From: boomsma@ark.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520 ST SOFTWARE
Message-ID: <653@ark.UUCP>
Date: Mon, 3-Feb-86 06:00:57 EST
Article-I.D.: ark.653
Posted: Mon Feb 3 06:00:57 1986
Date-Received: Wed, 5-Feb-86 04:42:17 EST
References: <789@decwrl.DEC.COM>
Reply-To: boomsma@ark.UUCP (Raoul Boomsma)
Followup-To: net.micro.atari
Distribution: net
Organization: VU Informatica, Amsterdam
Lines: 55

In article <789@decwrl.DEC.COM> you write:
>
>1. Does anyone have experience with the Modula-2 software
>   developed by a British group?

Yes, it's a very complete system, with 6-pass compiler, linker and
screen-editor. However, it has some disadvantages since Modula-2
uses many files for IMPLEMENTATION and DEFINITION modules, so it
takes much disk space and time to compile and link a simple
application.

>
>2. What does one get in the development package offered
>   by Atari for $300?
>

You get:
i.   The C-compiler and pre-processor (cp68.prg, c068.prg, c168.prg)
ii. The linker and relocator (link68.prg, relmod.prg)
iii. A utility disk (dump68.prg. size68.prg, command.prg, etc.)
iv. The Resource Construction Set (rcs.prg)

>
>3. I did not receive BASIC with my computer, Atari is
>   sending it to me. Is this a powerful implementation
>   of BASIC or would I be better off with another
>   language/software that better utilizes the capabilities
>   of the 520 ST? I want a development language that allows
>   structured programming and taps the powerful graphics
>   capabilities of the 520 ST.

The Basic implementation is very much Microsoft compatible. However,
I find it somewhat slow, because of the use of the GEM environment.
I don't often use it, but that's maybe 'cause I'm not a Basic fan.

>
>   I've never used 'C' before, does anyone out there recommend
>   it, and why?
>

I recommend it to you when you have experience with a Pascal-like
language, and if you have no objections against less structural
and more assembly-like statements. Then C would be a perfect
combination of a structured language and a development tool for
you. Other languages you can use for developing purposes are
TDI Modula-2 (described above), and OSS Pascal and 4xForth, which
I haven't seen but seem to be very powerful.

--

     Raoul Boomsma
     Vrije Universiteit
     Amsterdam
     ...!mcvax!boomsma@ark.UUCP

From -8683214607629325018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,442a9748289547dc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-03 05:11:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU

Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari
From: camis..ajb@MITRE.ARPA
Newsgroups: net.micro.atari
Subject: Word processing and the 1027
Message-ID: <8602031311.AA08186@mitre.ARPA>
Date: Mon, 3-Feb-86 08:11:09 EST
Article-I.D.: mitre.8602031311.AA08186
Posted: Mon Feb 3 08:11:09 1986
Date-Received: Wed, 5-Feb-86 01:17:28 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 15

I'm looking for information on the use of the 1027 Printer from Atari
together with a word processing program (Public domain or Commercial).
I would appreciate ANY comments on this topic.

Also for those of you who own 1027 printers: where do you buy replacement
ink rollers for the printer ? They appear to have been specially
designed for the 1027. Are you forced to re-ink them by hand ?

Please reply to me at the following arpa-net address.

Thank you.

          Alan J. Broder
          ajb@mitre

From -9079713944230508300
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1e80c6202e1524bf,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-03 06:09:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: RAMDISK for ST wanted
Message-ID: <500034@iuvax.UUCP>
Date: Mon, 3-Feb-86 09:09:00 EST
Article-I.D.: iuvax.500034
Posted: Mon Feb 3 09:09:00 1986
Date-Received: Thu, 6-Feb-86 21:29:48 EST
Lines: 26
Nf-ID: #N:iuvax:500034:000:838
Nf-From: iuvax!franco   Feb 3 09:09:00 1986

I am looking for a RAMDISK for an ST which satisfies the following
requirements:

1. Grows and shrinks automatically. Growable to at least 360K and hopefully
   higher (to 700K would be great).

2. Works on an upgraded (to 1 MEG) ST exactly as well as on a regular ST.

3. Allows 4XFORTH applications (ex: STTALK) to be run with no problems.

4. Works on an ST with TOS in ROM (with and without upgrade).

5. Will work on 4MEG ST (when the 1MEG DRAMs are readily available).

6. Allows the ST to function exactly as it would without the RAMDISK
   (examples: does not crash computer when changing resolution
              does not affect fonts...etc...)

7. Is installed as a desk accessory.

Information leading to the acquisition of such a thing, if it exists, would
be greatly appreciated.

---
franco@indiana.csnet

From -1270231783915322394
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ef8854fe70cd859d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-03 06:25:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site dmcnh.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!sii!dmcnh!mark
From: mark@dmcnh.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: File I/O in TDI Modula-2
Message-ID: <224@dmcnh.UUCP>
Date: Mon, 3-Feb-86 09:25:10 EST
Article-I.D.: dmcnh.224
Posted: Mon Feb 3 09:25:10 1986
Date-Received: Fri, 7-Feb-86 10:10:14 EST
References: <8601291811.AA23787@ucbvax.berkeley.edu>
Organization: Datamedia Corp, Nashua, NH
Lines: 18

>
> How does one open a disk file for reading with TDI Modula-2?
>
> I have tried to get OpenInputFile in the InOut module with
> unsuccessful results.
>

I've used streams with no problem:

```
     OpenStream(handle,"foobar.doc",READ,reply);

     However, the same thing done with the printer acts weirdly:

          OpenStream(handle,"PRN:",READWRITE,reply);
          (* reply is -3 - "unknown command" *)
```

Having posted a glowing review of TDI Modula-2, I am now starting to find
a few bugs. When I have a complete list, I will post a follow-up.

```
From -6137149499456259270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,790fa8666d69c46f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-03 06:36:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!druhi!lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari
Subject: Re: Re: JS&A ad and ST future
Message-ID: <203@druhi.UUCP>
Date: Mon, 3-Feb-86 09:36:53 EST
Article-I.D.: druhi.203
Posted: Mon Feb  3 09:36:53 1986
Date-Received: Wed, 5-Feb-86 01:09:48 EST
References: <12177599929.8.MRC@PANDA> <215@imagen.UUCP> <857@spp2.UUCP>
<505@kontron.UUCP>
Organization: AT&T Information Systems Laboratories, Denver
Lines: 20

>I would like to add my experience to these rumors. Having an early 520ST
>(rev A) I was able to upgrade to 1Meg. Now the bad news: The now avai-
>lable ROM version of TOS will ignore this upgrade. It will still work if
>the additional DRAMs are in but without using them. Furthermore if you
>change the appropriate system variables to update top of memory and 'MMU"
>configuration byte the system will NOT work after a reset. One has to turn
>it off and on again. I haven't found the routines yet who make it appearently
>impossible to utilize a selfupgraded 520ST (any hints?)
>

>Stephan W. Wendl

I think the problem you are having is probably more related to the fact that
you have a Rev. A board.  I just put in the ROMs on Rev. B board and I still
have 1 MEG of memory that works just fine.  Are you sure you have the final
ROMs and not the EPROMs that were available early?

Barry Locklear
AT&T Information Systems Labs
Denver, CO
```

From 4121639293824890900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e7567386b2c4657,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15f443,99ab1c60f2b2cbaa
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1986-02-03 07:24:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!mcvax!ukc!kcl-cs!ramsay
From: ramsay@kcl-cs.UUCP
Newsgroups: net.wanted,net.micro.atari
Subject: Re: wanted: Any stuff on ACTION! (please)
Message-ID: <233@argon.kcl-cs.UUCP>
Date: Mon, 3-Feb-86 10:24:47 EST
Article-I.D.: argon.233
Posted: Mon Feb 3 10:24:47 1986
Date-Received: Thu, 6-Feb-86 20:46:09 EST
References: <1064@utcs.uucp>
Reply-To: ramsay@argon.UUCP (PUT YOUR FERRET HERE)
Distribution: net
Organization: Department of Computing, Kings College, University of London.
Lines: 13
Keywords: Action!
Xref: watmath net.wanted:8080 net.micro.atari:2718

I have Action itself + the Toolkit. I've also written a bit more onto it, including a proper real number handler for PrintF() & 1020 dump,full featured Life etc. I WANT TO TALK TO SOMEONE!!!!! I've been Atari for 4 (count 'em) four years now and I need a full list of bugs,sources etc. I was very cheesed off to find that negative steps don't work.

--

R.Ramsay
ukc!kcl-cs!ramsay@neon.uucp

<And sneaking along last...>

From 7463134144802418936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f6b1fcd606865fba
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-03 08:07:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA

Newsgroups: net.micro.atari
Subject: Re: Bus contention
Message-ID: <8602031607.AA14143@mitre-bedford.ARPA>
Date: Mon, 3-Feb-86 11:07:52 EST
Article-I.D.: mitre-be.8602031607.AA14143
Posted: Mon Feb 3 11:07:52 1986
Date-Received: Wed, 5-Feb-86 02:45:13 EST
References: <360@ccivax.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 10

COMPUTE! Magazine's "product description" of the 520ST, I believe in the
October, 1985 issue, described the CPU/DMA interface to memory.
What they described sounded like essentially a time-multiplexed form of
dual-porting: neither the CPU nor the DMA controller ever (much) has to wait
for memory access. (They pointed out that because the 68000 accesses memory
asynchronously, it will OCCASIONALLY happen that it will have to wait, but
so rarely that you will never see it in terms of throughput.)

-John Sangster
jhs at mitre-bedford.arpa

From 4853589567160682953
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e04c299b7c3744
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-03 08:51:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uicsl
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!uicsl!hr
From: hr@uicsl.UUCP
Newsgroups: net.micro.atari
Subject: Re: St magazines
Message-ID: <7500011@uicsl>
Date: Mon, 3-Feb-86 11:51:00 EST
Article-I.D.: uicsl.7500011
Posted: Mon Feb 3 11:51:00 1986
Date-Received: Wed, 5-Feb-86 04:58:36 EST
References: <430@aum.UUCP>
Lines: 58
Nf-ID: #R:aum.UUCP:430:uicsl:7500011:000:1642
Nf-From: uicsl.UUCP!hr   Feb 3 10:51:00 1986

RE:
I would appreciate it if someone could give me the name and addresses
of any Atari magazines that provide useful info into the ST.

Here is a note I put on the net back in October. I have no idea
as to the current state of the magazine.

A friend just loaned me a copy of a magazine he found out in
California:

S/T Sixteen/Thirty-Two Applications
The ATARI 520ST Journal

Partial table of contents:

1 MEG Upgrade for your 520ST (same article posted earlier)

Departments:

MIDI Beat Discusses the MIDI interface.
A Step FORTH Not a column about C.
FORTH Tone Dialer A phone dialer program.
Purposeful Pascal The Pascal column.

Reviews Etc.:

Unacceptable Software The didn't review a dirty joke program
Available Software Currently available software titles
Desktop Helping users deal with the interface
Software Reviews
Chat; Flip Side; Hippo Computer Almanac; M-Disk, ram-disk
emulator; A Mind Forever Voyaging; Mudpies

This is not what you would call a large budget magazine. I found the
print quality a bit less than the "Dtack Grounded" (R.I.P.) newsletters.
It is printed using dot matrix printers. One hundred copies of the first
issue and 300 hundred of the second have been printed.

If I were going to get an ST, I'd probably try it for a year. No flashy
color graphics. No overdone hype either.

If you want to check it out the details are:

S/T
Sixteen/Thirty-Two Applications
10760 Hwy 116
Forestville, California 95436

$5.00 for the current issue
$25.00 for 6 issues

$10.00 for the current disk issue
$50.00 for 6 disk issues

---

harold ravlin {ihnp4,pur-ee}!uiucdcs!uicsl!hr

From -4637142087440385612

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c4ad74a5e9960380,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-03 09:57:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: program development support
Message-ID: <8602031757.AA19792@mitre-bedford.ARPA>
Date: Mon, 3-Feb-86 12:57:11 EST
Article-I.D.: mitre-be.8602031757.AA19792
Posted: Mon Feb 3 12:57:11 1986
Date-Received: Wed, 5-Feb-86 01:52:52 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 11

Is there any source of compilers, assemblers etc. for the 800XL which produce
relocatable object code and can be used with a linking loader? I would
especially like to be able to develop a library of routines and have the
loader link only those routines that were actually referenced, a la the
"librarian" on the PDP-11. (Ah, my wife always was suspicious of those
late-night sessions "with the librarian".)

Any assistance will be greatly appreciated.

                            -John Sangster
                            jhs at mitre-bedford.arpa

From 3724901980187309461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4bcc5596fdb48896
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-03 10:10:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!saber!imagen!
turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: Some news items from Atari
Message-ID: <234@imagen.UUCP>
Date: Mon, 3-Feb-86 13:10:46 EST
Article-I.D.: imagen.234
Posted: Mon Feb 3 13:10:46 1986
Date-Received: Wed, 5-Feb-86 01:32:13 EST
References: <663@decwrl.DEC.COM> <188@bnl.UUCP>
Organization: The Houses of the Holy
Lines: 31

>   there are two interesting side effects of the rom TOS. the
> colors on the desktop (i haven't had time to check elsewhere yet) are
> distinctly "richer". in addition some of the moire patterns that plagues
> the color monitor have been eliminated or reduced in intensity.

that is because in the old TOS every other pixel was the foreground color,
why ? i dont know !

>
>   before leaving the dealer he did point out one "bug" with the
> rom TOS. font-maker software from ANTIC would work under the disk TOS
> but NOT with the rom TOS. also i've experienced some problem with
> saving a new desktop to disk; i won't declare this a bug yet until i've
> played with it a bit more.

(i believe this is correct) the font-maker worked by replacing the
'standard font' in TOS with its own by changing a vector, with TOS
in rom guess what (hint: the RO stands for read-only (:-))

--
----
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From -1634706491966885778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5f4053cebe0d58e6,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 123760,5f4053cebe0d58e6,start
X-Google-Attributes: gid123760,public
X-Google-Thread: 125dc4,5f4053cebe0d58e6,start
X-Google-Attributes: gid125dc4,public
X-Google-ArrivalTime: 1986-02-03 10:58:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!umcp-cs!aplcen!jhunix!ins_akaa
From: ins_akaa@jhunix.UUCP
Newsgroups: net.games,net.games.video,net.micro.atari
Subject: Alternate Reality
Message-ID: <1713@jhunix.UUCP>
Date: Mon, 3-Feb-86 13:58:49 EST
Article-I.D.: jhunix.1713
Posted: Mon Feb 3 13:58:49 1986

Date-Received: Thu, 6-Feb-86 20:36:57 EST
Reply-To: ins_akaa@jhunix.UUCP (Ken Arromdee)
Organization: TARDIS Repairs, Inc.
Lines: 13
Xref: watmath net.games:2528 net.games.video:577 net.micro.atari:2716

Does anyone have the Atari game Alternate Reality and know where the guilds are? I've found most of the other buildings (shops, inns, taverns, etc...) but only 2 guilds. (If you do know, please reply by mail). Also, what do you need in order to join a guild?
--
"We are going to give a little something, a few little years more, to socialism, because socialism is defunct. It dies all by iself. The bad thing is that socialism, being a victim of its... Did I say socialism?" -Fidel Castro

Kenneth Arromdee
BITNET: G46I4701 at JHUVM and INS_AKAA at JHUVMS
CSNET: ins_akaa@jhunix.CSNET ARPA: ins_akaa%jhunix@hopkins.ARPA
UUCP: ...allegra!hopkins!jhunix!ins_akaa

From -6414524115784514985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c5181cc7eb6a22a9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-03 12:26:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.DYER@SU-SCORE.ARPA (Landon Dyer)
Newsgroups: net.micro.atari
Subject: ST bus cycles
Message-ID: <12180482042.28.G.DYER@SU-SCORE.ARPA>
Date: Mon, 3-Feb-86 15:26:13 EST
Article-I.D.: SU-SCORE.12180482042.28.G.DYER
Posted: Mon Feb 3 15:26:13 1986
Date-Received: Wed, 5-Feb-86 05:01:04 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 20

I sent a bogus description of the ST's bus cycle architechure to this list. I apologize. This morning I collared one of the hardware people here and shook the real description out of him:

There are two 250ns windows. One window is for "static" system requests (video DMA and memory refresh). The other window is available for disk DMA, blitter DMA, and processor accesses. Refresh cycles are done during horizontal and vertical blank (and take, say, 5% of the first window). When the first window is not being used, it is available to fill requests that would otherwise go to the second window.

I don't know exactly how much bandwidth is used by memory refresh cycles,
but it is low. 5% is probably not too far off.

Please forget my earlier misdescription of the bus architecure ....

-landon

From -7377013320415731333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6397bed63f058dd8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-03 15:21:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- kermit help ---
Message-ID: <8602032336.AA03253@ucbvax.berkeley.edu>
Date: Mon, 3-Feb-86 18:21:00 EST
Article-I.D.: ucbvax.8602032336.AA03253
Posted: Mon Feb 3 18:21:00 1986
Date-Received: Wed, 5-Feb-86 05:03:08 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 13

I am using the Kermit program in Action! available from the archive. I
can successfully transfer short files, but am having trouble with one
file in particular: KCOM1030.ACT. I don
I do not need this file to run, as I am using an 850 interface, however
in the interest of completion I would like to get it. Xmodem transfer
would work, (although I would have to translate CR/LF to ATASCII EOL),
but that still doesn't explain why kermit will not transfer this file.
I presume this is because of the file's size. Anyone have any ideas?

             -Richard Hartman
             max.hartman@ames-vmsb

From 8543443827805402839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72d5015b76d82799,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-04 05:19:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!

gatech!seismo!lll-crg!caip!atux01!uxrd1!jallen
From: jallen@uxrd1.UUCP
Newsgroups: net.micro.atari
Subject: Monitor question for Atari 520ST
Message-ID: <111@uxrd1.UUCP>
Date: Tue, 4-Feb-86 08:19:43 EST
Article-I.D.: uxrd1.111
Posted: Tue Feb 4 08:19:43 1986
Date-Received: Thu, 6-Feb-86 20:43:52 EST
Organization: AT&T Communications, Piscataway NJ
Lines: 16

I have a Sanyo 9" composite video monitor and would like to buy an
Atari 520ST. Can anyone tell me if this monitor will work or do I
have to buy the Atari monitor? If it is just a problem of connectors,
I can fix that. This monitor has been used on IBM Pcs and an Apple][.
Please mail replies to me. Thanks in advance.
                  -Jon Allen

USMAIL: Jon Allen
                AT&T Communications
                Room C50-52A58
                30 Knightsbridge Road
                Piscataway, New Jersey 08854

UUCP: {...}!ihnp4!acpy01!jallen
PHONE: 201-457-4178

From -685779396106679694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cf65c3a96dd1d775,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-04 06:16:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site pluto.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!hjuxa!petsd!pesnta!phri!
pluto!warren
From: warren@pluto.UUCP (Warren Burstein)
Newsgroups: net.micro.atari
Subject: Speech program for ST?
Message-ID: <330@pluto.UUCP>
Date: Tue, 4-Feb-86 09:16:34 EST
Article-I.D.: pluto.330
Posted: Tue Feb 4 09:16:34 1986
Date-Received: Thu, 6-Feb-86 05:05:06 EST
Organization: The Mayhem Institute
Lines: 8

Does anyone know of one? Please send mail unless you're somewhere
that can't send to pluto.

thanks
--

The Maxwell R. Mayhem Institute for Quandary Requiem and Maternal Sciamachy
Accept no substitutes.

From -4378611556272047743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7a889f9b5ede54af,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-04 06:39:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: godden@GMR.CSNET (Kurt Godden)
Newsgroups: net.micro.atari
Subject: S.A.M. and Speedscript 3.0
Message-ID: <8602051021.AA08835@ucbvax.berkeley.edu>
Date: Tue, 4-Feb-86 09:39:00 EST
Article-I.D.: ucbvax.8602051021.AA08835
Posted: Tue Feb 4 09:39:00 1986
Date-Received: Fri, 7-Feb-86 21:42:32 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

1. Before I order back issues of ANTIC with S.A.M. programs in them:
    Is S.A.M (software automatic mouth) a published program in ANTIC,
    or is it commercial only, and the ANTIC programs just utilities?

2. I am going to type in (!!!) Speedscript 3.0 from May 85 Compute!
    and would like to know if there were any corrections or updates in
    later issues of Compute! Also, does anyone know if back issues are
    available? I looked through the mag, but didn't see anything about it.

Thanks.

-Kurt Godden
godden.gmr@csnet-relay

From 5813947229521889559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8c9e7ab3ca6e5559,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-04 06:50:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site inuxj.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!inuxj!wolenty
From: wolenty@inuxj.UUCP (R Wolenty)
Newsgroups: net.micro.atari

Subject: Video outputs on 520ST
Message-ID: <237@inuxj.UUCP>
Date: Tue, 4-Feb-86 09:50:08 EST
Article-I.D.: inuxj.237
Posted: Tue Feb 4 09:50:08 1986
Date-Received: Wed, 5-Feb-86 07:05:40 EST
Distribution: net
Organization: AT&T Consumer Products, Indianapolis
Lines: 10

Has anyone ACTUALLY obtained a composite video output from
somewhere within the ST? I have heard speculation that the
such an output SHOULD be available (indeed the circuit board
photo in Byte looked like it contained a spot for an RF
modulator) but I have not heard from anyone who has actually
connected a composite monitor.

Ron Wolenty
AT&T Information Systems

From 3772384121409509768
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f88f0ae6529da03d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-04 07:23:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site hpvclc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!tektronix!uw-beaver!tikal!hplsla!hpvclc!ericr
From: ericr@hpvclc.UUCP (ericr)
Newsgroups: net.micro.atari
Subject: Re: UNIX for ST
Message-ID: <9700001@hpvclc.UUCP>
Date: Tue, 4-Feb-86 10:23:00 EST
Article-I.D.: hpvclc.9700001
Posted: Tue Feb 4 10:23:00 1986
Date-Received: Fri, 7-Feb-86 20:43:41 EST
References: <1206@princeton.UUCP>
Lines: 8
Nf-ID: #R:princeton:-120600:hpvclc:9700001:000:291
Nf-From: hpvclc!ericr   Feb 4 08:23:00 1986

Unix System V is implemented in a ROM on the Hewlett Packard Integral
computer. This is a transportable computer with built in floppy drive which
supports windowing, graphics and extensive I/O support under Unix.

Eric Ross
Hewlett Packard -- Vancouver Division.
ihnp4!hpfcla!hpvcla!ericr

From 16922450605993341l7
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9934daead52257f6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-04 08:16:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: camis..ajb@MITRE.ARPA
Newsgroups: net.micro.atari
Subject: Public Domain Word Processing
Message-ID: <8602041616.AA07336@mitre.ARPA>
Date: Tue, 4-Feb-86 11:16:24 EST
Article-I.D.: mitre.8602041616.AA07336
Posted: Tue Feb 4 11:16:24 1986
Date-Received: Fri, 7-Feb-86 21:42:09 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 10

In my appeals to the net for sources of public domain word processors, only
one has appeared, namely Speedscript which apparently was published in 1985
in Compute Magazine. Aside from typing it in or sending $12.95 to Compute
does anyone know of any other way to get it ? Is it available on Compuserve
or for that matter any other bulletin board ?

Please reply to ajb@mitre

Alan J. Broder

From -2479642865381715917
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b2e11a6867e57e0c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-04 09:05:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!saber!imagen!
turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: ANNOUNCEMENT
Message-ID: <236@imagen.UUCP>
Date: Tue, 4-Feb-86 12:05:32 EST
Article-I.D.: imagen.236
Posted: Tue Feb 4 12:05:32 1986
Date-Received: Fri, 7-Feb-86 20:12:57 EST
References: <12179952512.9.MRC@PANDA>
Organization: The Houses of the Holy

Lines: 31

>
>   There have been too many "please delete" messages sent to
> this list, from ninnies, twits, and cretins who refuse to read or
> comprehend simple instructions. Today, there were over a dozen
> in my mail file.
>
this is true and as a former culprit i apoligize, BUT...

>   If the flow of please delete messages does not stop, I will
> set in motion a program that will repeatedly bombard the
> culprit's mailboxes with megabytes of junk mail from all
> directions, with no obviously discernable means of filtering out
> the junk short of deleting all your mail. If you think your UUCP
> or BITNET charges are high now, just wait until I get through
> with you.

this reminds of the same logical parents use when they strike a
child to teach him/her not to hit someone smaller than themselves,
your final suggestion was far more rational, just ignore the silly
twits....
--
----
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From -5891927241321167010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18e5977cd86f75a5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-04 10:59:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sask.UUCP
Path: utzoo!utcsri!ubc-vision!alberta!sask!long
From: long@sask.UUCP (Warren Long)
Newsgroups: net.micro.atari
Subject: Single to double density switching
Message-ID: <328@sask.UUCP>
Date: Tue, 4-Feb-86 13:59:31 EST
Article-I.D.: sask.328
Posted: Tue Feb 4 13:59:31 1986
Date-Received: Tue, 4-Feb-86 17:30:00 EST
Distribution: net
Organization: University of Saskatchewan, CANADA

Lines: 16

I have been trying (unsuccessfully) to switch my disk drives
to and fro from double density. It is easy to do from a
DOS that does it. (eg. TOP DOS or MYDOS).

What I want to do is to be able to do it from my program.
I write everything in ACTION so assembly or machine code is
quite acceptable. I will even translate it from BASIC string
machine codes if I have to. Help!!!!

Warren Long
University of Saskatchewan
Canada

From -6553513774571995966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4bcc5596fdb48896
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-04 12:27:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site usceast.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!ncr-sd!ncrcae!usceast!ken
From: ken@usceast.UUCP (Ken Sallenger)
Newsgroups: net.micro.atari
Subject: Re: Some news items from Atari
Message-ID: <2240@usceast.UUCP>
Date: Tue, 4-Feb-86 15:27:54 EST
Article-I.D.: usceast.2240
Posted: Tue Feb 4 15:27:54 1986
Date-Received: Fri, 7-Feb-86 09:25:32 EST
References: <663@decwrl.DEC.COM> <188@bnl.UUCP>
Reply-To: ken@usceast.UUCP (System Programmer)
Organization: Csci Dept, U of S. Carolina, Columbia
Lines: 20
Keywords: VT100 emulation

jbm@bnl.UUCP (james) writes:

> 	i would like to know if any of the VT100 emulators make use of
> the vt100-like keypad for use withe edt on a vms/vax?

PC/InterComm from Mark of the Unicorn (617) 576-2760 does an excellent
VT100/102 emulation. I have used it with both Unix and VMS. The EDT
keypad mode works fine, as do the Unix editors with vanilla termcap
entries.

Also in the package are Kermit and Xmodem file transfer, easy-to-use
setup menus, and some other nifties.

Current price is $124. I got it from a local Atari dealer.

A co-worker has also used it dialing in to an IBM mainframe, with
their VT100-translation software.
--
     Ken Sallenger   # Dept. of Computer Science
{decvax!mcnc!ncsu!ncrcae | akgua}!usceast!ken # Univ. of SC (803) 777-2840

From -4884276833282439763
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,15db06cf02c556aa,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-04 14:55:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site uw-june
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!
bullwinkle!uw-beaver!uw-june!rling
From: rling@uw-june (Robert Ling)
Newsgroups: net.micro.atari
Subject: TDI Modula-2 interface. (ST)
Message-ID: <339@uw-june>
Date: Tue, 4-Feb-86 17:55:06 EST
Article-I.D.: uw-june.339
Posted: Tue Feb 4 17:55:06 1986
Date-Received: Thu, 6-Feb-86 04:34:06 EST
Organization: U of Washington Computer Science
Lines: 5

Although TDI's Modula-2 have interfaces to GEMDOS, AES and VDI, it does
not have an interface to the BIOS and XBIOS. Has anybody implemented a
module that would do that. If so, do you feel like sharing.

- Robert Ling <rling@uw-june.arpa>

From -7785196060196867559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,eb23393bfac2d65d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-02-04 20:50:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site mit-amt.MIT.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!mit-eddie!mit-amt!
todd
From: todd@mit-amt.MIT.EDU (Hisashi Todd Fujinaka)
Newsgroups: net.micro.atari
Subject: Successful installation of 1 meg
Message-ID: <79@mit-amt.MIT.EDU>
Date: Tue, 4-Feb-86 23:50:31 EST

Article-I.D.: mit-amt.79
Posted: Tue Feb 4 23:50:31 1986
Date-Received: Fri, 7-Feb-86 09:46:51 EST
Organization: MIT Media Lab, Cambridge, MA
Lines: 29
Keywords: I did it!

Earlier, I read a posting that suggested that ST's with the metal shielding soldered shut may not accomodate more RAM. Well, I only let it panic me a bit and tried to install the RAM anyway. I succeeded in installing the extra RAM and there is plenty of room for the piggybacked chips in my ST (my serial number is in the 10390xx range).

The installation (using Joe Augenbraun's instructions) only took me 2 1/2 hours. I have to qualify that; several years ago I represented the United States in the "International Skill Olympics" in Industrial Engineering.

Suggestions:
- Edit Joe's instructions so you can read them while working (I tended to skim his instructions and inadvertently leave steps out).

- Don't go to Radio Shack for 68 ohm 1/4 watt resistors (they don't have them) and DO use 1/4 watt resistors.

- Remember which screws go where: there are three lengths of screw.

Then again, I do work a bit too quickly for my own good.

I guess my current question is: how am I gonna get the TOS ROMs installed now?

Good luck!

H. Todd Fujinaka, whose warranty is voided
(todd@mit-media-lab.arpa or .edu)

From 357461861267498921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce005cb6055793df
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-26 04:50:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!ut-sally!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST ???????????
Message-ID: <15700052@unido.UUCP>
Date: Sun, 26-Jan-86 07:50:00 EST
Article-I.D.: unido.15700052
Posted: Sun Jan 26 07:50:00 1986

Date-Received: Thu, 30-Jan-86 01:54:37 EST
References: <1915@brl-tgr.UUCP>
Sender: notes@unido.UUCP
Lines: 26
Nf-ID: #R:brl-tgr:-191500:unido:15700052:000:1045
Nf-From: unido!uh   Jan 26 12:50:00 1986

As there are three of four requests by mail and now a request here on
the net, I now will post the list prices here in Germany for the ST-series:

520ST+ (1MB), SM124 (Monitor monochrome), SF354 (Floppy 360KB) : DM 2998,--

260ST (512KB)   : DM 1298,--

SM124 (Monitor monchrome)   : DM 598,--

SC1224 (Monitor color)   : DM 1298,--

SF354 (Floppy 360KB)   : DM 598,--

SF314 (Floppy 720KB)   : DM 798,--

Mouse   : DM 148,--

All prices include all taxes, so if you buy in Germany a 520ST and then you
take it with home (this means you export it), you can subtract 14% an all
prices. Further: 1 US$ ~ DM 2,50.

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address: uh@unido.uucp, uh@unido.bitnet

From -2877498400423506054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,99d278c4deafb1ed
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-26 06:33:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!saber!imagen!
turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: AtariSoft games...
Message-ID: <214@imagen.UUCP>
Date: Sun, 26-Jan-86 09:33:36 EST
Article-I.D.: imagen.214
Posted: Sun Jan 26 09:33:36 1986
Date-Received: Tue, 28-Jan-86 05:35:00 EST
References: <369@3comvax.UUCP> <308@gargoyle.UUCP>
Distribution: net

Organization: The Houses of the Holy
Lines: 21

> converted to the 520ST, since according to Richard Frick, Atari has nobody
> in their organization right now who is able to program on the 520ST.
>
>   Ed Friedman
>
~~~~~~

are you mad ? is richard ? all their development is done on the ST
and if the bouncing ball demo isn't programming on the ST then i
don't know what is!!!!!
--
----
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
         Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From 6597762467742444458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,790fa8666d69c46f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-26 06:40:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!saber!imagen!
turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: JS&A ad and ST future
Message-ID: <215@imagen.UUCP>
Date: Sun, 26-Jan-86 09:40:57 EST
Article-I.D.: imagen.215
Posted: Sun Jan 26 09:40:57 1986
Date-Received: Tue, 28-Jan-86 05:35:13 EST
References: <12177599929.8.MRC@PANDA>
Organization: The Houses of the Holy
Lines: 26

>
> I haven't been able to verify the rumor that the new ST's can't address
> more than 512K of memory, but this sort of shenigans is typical of Atari.

as a 1 meg ST user allow me settle this, if 1 meg chips weren't so
expensive you could upgrade your ST to 4 meg and it would address it
~~~~~~

just fine.

> I am really getting sick of the childish messages on this list that make

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

and what i am getting sick of is silly and irresponsible rumors, the
$400 cray was far more entertaining than your cheap character
assasinations and unconfirmed rumors
--
----
god bless Lily St. Cyr
-Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From -8169859253011872684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e22959372460a95,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-26 09:14:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Material for an introductory Atari course
Message-ID: <8601261714.AA28670@mitre.ARPA>
Date: Sun, 26-Jan-86 12:14:22 EST
Article-I.D.: mitre.8601261714.AA28670
Posted: Sun Jan 26 12:14:22 1986
Date-Received: Mon, 27-Jan-86 02:48:00 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 17

My local Atari users group is planning an introductory course for
forks who got an Atari 8-bit computer (for Christmas) and don't
know what to do with it.

The "course director" is interested is a product called Basic
Building Blocks by Micro Education Corp of America, copyright 1983.
But it appears to be out of distribution. Any information about
the address of the company or availability of the software would be
appreciated.

Additional suggestions would also be gratefully received.

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938
The MITRE Corporation, 1820 Dolley Madison Blvd.
Mail Stop W458, Mc Lean, VA 22102

From -5892856393275264665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4bcc5596fdb48896
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-26 11:31:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site bnl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!linus!philabs!sbcs!bnl44!
bnl!jbm
From: jbm@bnl.UUCP (james)
Newsgroups: net.micro.atari
Subject: Re: Some news items from Atari
Message-ID: <188@bnl.UUCP>
Date: Sun, 26-Jan-86 14:31:17 EST
Article-I.D.: bnl.188
Posted: Sun Jan 26 14:31:17 1986
Date-Received: Sat, 1-Feb-86 05:59:11 EST
References: <663@decwrl.DEC.COM>
Organization: Brookhaven National Lab. Upton, N.Y.
Lines: 63

>
> 3) It will still be about 30 days before TOS in ROM is available to
> the general public via their Atari dealer. HOWEVER, if you are a
> developer (and have sent in your non-disclosure agreement), you
> can get your ROMs right now by sending in a check for $25 to the
> attention of Richard Frick, Atari Corp., 1196 Borregas Ave.,
> Sunneyvale, CA 94086.
>
> ...decvax!decwrl!dec-rhea!dec-pulman!peters

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

26 january 1986

i just had TOS on rom installed in my ST, the roms, installation and ny state taxes brought the total to $26.88. this frees up about 190k of ram. it should be noted that the desktop and desk accessories must be on the disk from which you boot. the standard desk accessories take up about 22k. with the disk TOS i could make a ram disk (using M-Disk from Michrotron) of about 80k, now i can make one with ~260K.

there are two interesting side effects of the rom TOS. the colors on the desktop (i haven't had time to check elsewhere yet) are distinctly "richer". in addition some of the moire patterns that plagues

the color monitor have been eliminated or reduced in intensity.

before leaving the dealer he did point out one "bug" with the rom TOS. font-maker software from ANTIC would work under the disk TOS but NOT with the rom TOS. also i've experienced some problem with saving a new desktop to disk; i won't declare this a bug yet until i've played with it a bit more.

you can still boot using the disk TOS if you like.

The following is an assortment of my observations on 520ST software.

1.) a number of people have asked about "macwrite-like" word processors. i've been using 1st Word which is from a british firm. it's pretty nice but it's not a full-fledged "macwrite". i've been unable to figure out how to output something using double spacing. the program operates in a "document" or strictly ascii mode. the annoying thing is if you save some text as ascii you can't convert it back into a document and use the reformat command.

2.) the ramdisk package from Michrotron (M-Disk) is nice for one drive people like me since i can copy 200k to the ramdisk and from there to another floppy. it cuts down on the number of disk swaps necessary to back things up.

3.) ST-TERM from QMI is a weak attempt at terminal emulation. it fails miserably with vi. i've been unable to make it properly understand xon/xoff. and on uploading from my atari to a mainframe my screen fills with garbage instead of the text that is being transfered. it seems to carry off the transfer okay but i wouldn't want to depend on this product. i would like to know if any of the VT100 emulators make use of the vt100-like keypad for use withe edt on a vms/vax? also how about a tektronix 4010 emulator. i have in mind PCPLOT for the ibm pc, it is both a vt100 and a tek4010. if you don't need to upload or download the atari builtin vt52 is pretty good.

that's all for now!

jbm@bnl.bitnet

From 606270297323594003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,93d53c8054afa52a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-26 12:20:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: ireland@ALMSA-1.ARPA (Mike Ireland)
Newsgroups: net.micro.atari
Subject: Re: 520ST cursor
Message-ID: <8601262041.AA00492@ucbvax.berkeley.edu>

Date: Sun, 26-Jan-86 15:20:15 EST
Article-I.D.: ucbvax.8601262041.AA00492
Posted: Sun Jan 26 15:20:15 1986
Date-Received: Mon, 27-Jan-86 02:59:42 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 19

<ritual sacrifice>

An addendum to randy's response to stephen's question:

(If you run programs from both command.prg and the desktop.)

I've found it's most convenient to use the .prg extension and use the Install Application option to specify the program type (TOS or TOS-TAKES-PARAMETERS). Command.prg does not recognize .tos or .ttp as a default program extension like it does .prg. For example, MicroEMACS would be named me.prg and be installed as TOS-TAKES-PARAMETERS.

Be sure and save the desktop after installing an application!

Btw, does anyone know if there is a limit on the number of installed applications? (Or what the practical limit is?)
--
Mike Ireland <ireland@almsa-1.arpa>   ..!seismo!brl!ireland@almsa-1.arpa
USAMC ALMSA, Box 1578, St. Louis, MO 63188-1578   (314) 263-5118, AV 693

From 1571597337968065287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dcb59f9dbb278ea3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-26 12:49:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: Augenbra@MICRO.UDEL.EDU
Newsgroups: net.micro.atari
Subject: New 1 meg upgrade document
Message-ID: <8601262146.AA01311@ucbvax.berkeley.edu>
Date: Sun, 26-Jan-86 15:49:34 EST
Article-I.D.: ucbvax.8601262146.AA01311
Posted: Sun Jan 26 15:49:34 1986
Date-Received: Mon, 27-Jan-86 03:00:21 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 323

I have just completed the 1 meg memory upgrade on my 520st using a 1 meg upgrade document taken off of a bulletin board in Florida. I found the document a little difficult to follow, and there was one major mistake in it. I am not sure if there are different versions of the document (I think they all derive

from a posting that I saw on INFO-ATARI a while ago). Rather than sending a correction, I decided to rewrite the whole document. I hope that this will help those people who have yet to make the upgrade. The document below is derived from the version of the memory upgrade that includes the 68 ohm resistors (the one that reportedly was tested by an anonymous engineer on Atari's development staff). My PC board has "REV. B" written on it. I'm not sure what the different rev's are, but I'll give warning to be careful about following these explicit instructions if your board is not REV B.

A couple of side notes:

1) I'll be happy to answer any questions about the memory upgrade (another public service) as long as the volume isn't too high. I'm augenbra@udel-scrooge.arpa

2) When I followed the (wrong) instructions that I got from the bboard the machine did not boot. As a matter of fact the screen would turn on in white or blue for one second and then go blank again. I didn't even get the boot screen. I then figured out that the instructions were wrong and made the corrections that were necessary and the machine booted. The moral is that following the wrong instructions (for anyone out there who did) is not fatal to any component, and you can get things working again by correcting the mistake.

3) I only upgraded one machine, using those old instructions. The moral of this is that I've never used the document below and it could contain mistakes. I'll read it through pretty well, though.

4) I take no credit for this upgrade. I used some of the text from the original document word for word. I forget who posted the original instructions, but he deserves any credit.

cut here----------

1 MEG MEMORY UPGRADE FOR THE 520ST

WARNING: This will void your warranty, etc.
WARNING2: This upgrade is not for beginners. You really need to have the right tools and know what you are doing to get it right. Also, if you damage the machine with this upgrade it is unlikely that you will be able to find anyone who will fix it. This upgrade involves cutting three traces on the board, so you couldn't just take out the new chips and try to send the machine back to Atari. OK, enough scare.

Tools & components needed:

16 256K * 1 RAM chips, 150 ns access time type, e. g. NEC 41256C-15 (available at Fry's Electronics, Sunnyvale, CA for $2.77 ea.)

6 68 ohm 1/4 W carbon film resistors, 10% tolerance. I used 1/2W, but I was cursing the whole time. This is because 1/2 W are really too big, so use 1/4 W if you can.

A decent soldering iron. Needs to have a tip that is the same size as an IC pin or smaller. A Weller temperature controlled station would be perfect, but I got along with my Ungar Princess.

Good quality resin core solder (thin)

A few feet of thin (24 guage is good) insulated wire

A few feet of solid copper tinned bus wire. 22 AWG would be good, I used 24 AWG with no apparent problems.

Solder sucking equipment

Normal hand tools (screwdriver, pliers, etc)

A steady hand and self-confidence

Explanation of the modification:

U15 is a memory controller chip (Atari calls it an MMU even though it isn't). It goes inbetween the 68000 and DMA devices and the memory. Thus all communications to memory is done through this chip (someone correct me if I'm wrong). The chip knows about two "banks" of memory. Each bank consists of 16 chips. These chips may be 64K, 256K, or 1M DRAMs. I'm not sure if you can have different types of chips in the different banks. As shipped, a 520ST has one bank of 256K DRAM's. These chips have all of their address lines in common. The RAS line is also common to all chips. There are two separate CAS lines, one for the lower 8 chips, and one for the upper 8 chips. All of these lines come directly from U15, the memory controller chip. There are also 3 lines available from U15 that are currently not connected at all. They are the RAS line and two CAS lines for another bank of memory.

We are going to add bank 1 (the original chips are bank 0). The new chips will be "piggy-backed" onto the original chips. All of the pins from the new chips will be connected directly to the respective pin of the original chip that it is piggy backed to except for pins 4 and 15 which get wired to the U15 bank 1 RAS and CAS. Thus the new chips share address, data, power and ground with the old chips.

All RAS pins of the new chips are wired together and will be supplied with the "RAS1" signal generated on pin 18 of U15. The CAS pins of the 8 new high order byte chips are wired together and are supplied with the "CAS1H" signal from pin 22 of the memory controller, and the 8 new low order byte chips are wired together and supplied with the "CAS1L" signal from pin 21 of U15.

Reference:

The existing memory chips are numbered from U16 to U45. There are some gaps in the numbering, but they are numbered in increasing order. The high order group, from MSB to LSB consists of U45, 44, 43, 42, 38, 34, 33, 32. The low order group from MSB to LSB consists of U30, 29, 28, 25, 24, 18, 17 and 16. One of the groups is used for even memory locations and the other is used for odd memory locations; I'm not sure which is which, though.

How to go about it:

Step 0: Read these instructions through, and do not apply power to the ST if the mod is half in.

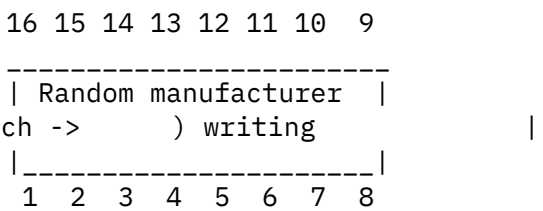
Step 1: Open up your 520ST, pull off the keyboard connector and remove the main circuit card from its top and bottom shielding. Make sure to remember which screws go where and note the keyboard connector orientation.

Step 2a: Desolder all of the capacitors next to the existing RAM chips and make sure that the holes are clear enough for the cap's to go back in easily. This step is necessary so that you have enough space to solder the new chips to the old chips.

Step 2b: Clear away any solder splatter that is sticking in nasty places on the component side of the board. This will soon be real inaccessable.

NOTE: If you damage the PC board you better fix it before going on. Things start becoming inaccessable now.

Step 3a: Take a RAM chip, and bend pins 4 and 15 (RAS and CAS) so that they are sticking up (yes a 180 degree bend). Use whatever care is necessary to keep the pins from breaking off. A rounded bend might be necessary. For those of you with poor memories (organic, not silicon), here is where pins 4 and 15 are on a 16 pin DIP. Chip is as seen from the top.



Step 3b: Place this chip on top of one of the existing RAM chips, put it on the leftmost or rightmost, whichever you prefer. Bend the other 14 pins so that it has a snug fit on the RAM chip. The bottom of the new RAM chip should be touching the top of the existing RAM chip. Now solder the 14 pins that aren't sticking up on the chip. Don't overheat, everything is static sensitive, etc.

Step 3c: Repeat 3a and 3b for the other 15 chips. No one ever said that this

was going to be fun.

Step 4a: Remember those capacitors that you spent an hour taking out? You guessed it. Now you have to spend a half hour putting them back in.

Step 4b: Generally clean up the board. Look for bits of sticking solder debris.

Step 4c: Take a break, eat lunch, have a beer. You're only about half way there.

If you've done everything right so far your work should look like a combination of piggy-backed RAM chips and a bed of nails.

Step 5a: You must now take a piece of bus wire and cut it to the length of the chips. You don't need any extra length since the connection from the bus to the memory controller will be made to the middle of the bus, in a "T" fashion. Take this wire and solder it to all of the pin 4's, forming the RAS bus. Cut off any part of the IC pins that extend above the top of the wire. The wire must actually be touching the RAM chips. This is so that the wire doesnot touch the metal shielding above, i.e. so that we have maximum clearance.

Step 5b: Take another piece of bus wire and cut it to the length of the chips and wire it to all of the pin 15's. Once again make sure that it is as low as possible, actually touching the tops of the IC's. And cut off any part of the IC pin that extends above the top of the wire.

Step 5c: Cut the pin 15 bus wire in between U30 and U32, thus making the 16 chip pin 15 bus into two 8 chip buses. These are going to be the two new CAS buses.

You now have 3 buses extending above piggy-backed RAM, 2 of the buses are 8 chips long and one of the buses is 16 chips long.

Step 6: Orient the 520ST (REV B) PCB so that you are looking at the solder side (non-component side). with the row of d-rams nearest you. Find the double square pattern of pads at the 68-pin socket of the memory controller, U15 (3H-2119). The following is a guide to locating the six memory controller pins necessary to complete the wiring. It is not as convoluted as it looks. The socket is numbered CLOCKWISE when looked at from the bottom of the board (this is the mistake that I saw in another version of this document; it said counter-clockwise). The sequence starts with pin 1, the square pad (look closely) in the middle of the bottom outside row. The sequence, moving clockwise from pin 1, first on the outside square ONLY: (NOTE: the sequence ")(" means to make a 90-degree turn clockwise, e.e. around the corner)

1,3,5,7,9)(10,12,14,16,18,20,22,24,26)(27,29,31,33,35,
37,39,41,43)(44,46,48,50,52,54,56,58,60)(61,63,65,67

The sequence, moving clockwise along the inside square only, and starting with the left side of the bottom row:

62,64,66,68,2,4,6,8)(11,13,15,17,19,21,23,25)(28,30,32,
34,36,38,40,42)(45,47,49,51,53,55,57,59

Six 68 ohm resistors are used in the upgrade. 3 go to the RAS and CAS lines of the new bank, and 3 go to the RAS and CAS lines of the original bank. These series terminating resistors minimize overshoot which may damage BOTH BANKS of memory if ommitted. The upgrade will not work right if you try to get away with just the 3 for the new bank. So bite the bullet and go for all six.

Step 6a: Solder a 68 ohm resistor to pin 18 of U15, RAS1. Solder a 24 AWG stranded wire from the remaining end of the 68 ohm resistor to the pin 4 bus (RAS) of the new d-rams.

Step 6b: Solder a 68 ohm resistor to pin 22 of U15, CAS1H. Solder a 24 AWG stranded wire from the remaining end of the 68 ohm resistor to the pin 15 bus (CAS) of the new U45, 44, 43, 42, 38, 34, 33, 32.

Step 6c: Solder a 68 ohm resistor to pin 21 of U15, CAS1L. Solder a 24 AWG stranded wire from the remaining end of the 68 ohm resistor to the pin 15 bus (CAS) of the new U30, 29, 28, 25, 24, 18, 17, 16.

The other 3 resistors go in series with the RAS and CAS lines to the original chips. This means that you have to cut three traces.

Step 6d: Find the traces leading from pins 6, 7, and 8 of U15 to the RAS and CAS lines on the original chips. On my board these traces ran on the component side of the PCB from the memory controller socket downward. (For this discussion the PC board is oriented with the component side up with the memory chips towards you). My board has some of the memory controller pin numbers printed on the board, specifically the numbers 1,9,10,26,27,43,60. The traces are three traces that run together straight for about a centimeter below and to the left of the pin 9 number on my PC board. They run together for maybe 2 cm altogether, but they are straight and close for only 1 cm of that. When you think you've found the right traces scrape off the green stuff and get down to metal and check your findings with an ohmmeter. If you are not right, find the right traces. If you are right, cut all three traces. That's right, make it so that there is no connection.

Now we will reconnect the three traces, but with 68 ohm resistors instead of a 0 ohm wire.

Step 6e: Connect one side of a 68 ohm resistor to pin 7 of U15. Connect the other side to the board-through solder pad that is to the left of pins 1 and 2 of U16. You will note that this connects directly to left-most of the three traces that we cut.

Step 6f: Connect one side of a 68 ohm resistor to pin 6 of U15. Connect the other side to the board-through solder pad that connects to the middle trace that you cut.

Step 6g: Connect one side of a 68 ohm resistor to pin 8 of U15. Connect the other side to pin 4 of U16. This is the last connection.

Step 7: Sit back. Use Brain. Do you feel confident about the quality of your work? No mistakes? No resistor leads shorting PC board metal? No solder splatters that haven't been taken care of? Applying power with errors might make your ST into a decorative, non-functional piece of art. OK? Either rebuild your ST into its shielding and cabinet or, or put it onto a surface clear of wires and solder remains (the better way. No way that shorting to shielding is a problem) and connect it to the mouse, monitor, power supply and disk drive. Boot it. If it boots your probably there. Test if the new memory works by looking at the phystop variable ($42e) with SID or BASIC. It should read $100000. Also note that memcntlr ($424) now holds 5 instead of 4, and that v_basf_ad ($44e) now holds $f80000 (screen bitmap origin). Or you could try a single drive copy and check that it gets the whole disk in one buffer instead of 2.

In case of difficulty:

    If the new memory does not seem to exist, try depositting and retrieving words in locations $80000 and up (1/2 meg decimal). If bit errors occur the ST bootROM did not detect the extension (it checks all bits of 512 locations by testing a pseudo random sequence before accepting a memory bank). Check which bits are screwed up and look in the reference part of this document and try to correct the problem. Note that if you get $84 $80 $84 $80 in all memory at $a00000 and above it means that you didn't cut the traces on the board right. Check those traces with an ohmmeter across the resistor. It will read 0 ohms if the traces weren't cut right.

    If the machine doesn't boot (doesn't even give the boot screen) you either made a wiring mistake or burnt something out (or I made a documentation mistake;If there are any differences between this document and the older one that you have seen besides the clockwise vs. counterclockwise thing, the older one is right, because that is what I wrote this one from). Look for wiring mistakes, have some rational human being check your work. Look for insidious bits of solder or wire debris. If you are determined that you burnt out something, try the memory controller first since it is socketed. Find some benevolent soul with an ST and try your controller in his. If that works, my guess is that you fritzed the memory, and you should either desolder it and test it in an IBM PC or something or cut it out and put in new memory and call it a $100 loss. You could cut your losses by buying a memory expansion card. I understand that they require you to cut out the existing chips. Sorry I don't have any better idea.

What do I do with it now that I have it:

    There is a PD 360K ram disk program for a 1 Meg expanded ST. I haven't tried it yet (I just put the memory in 2 hours ago, and that 2 hours was used for writing this document), but that's why I want the memory.

Joe Augenbraun
augenbra@udel-scrooge.arpa
January 26, 1986

From -7235546956225800215
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b614c15f0b5e39c6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-26 15:02:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Loading SynCalc(R) (XL/XE)
Message-ID: <391@tekigm2.UUCP>
Date: Sun, 26-Jan-86 18:02:50 EST
Article-I.D.: tekigm2.391
Posted: Sun Jan 26 18:02:50 1986
Date-Received: Tue, 28-Jan-86 06:19:56 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 20

Has anyone out there on the net figured how to get the new 130XE version of SynCalc(R) to load? I recently purchased it and am trying to load it on a normal Atari system. I.e. 130XE with a 1050 disk drive. I understand that it (SynCalc) is extremely sensitive to drive speeds due to the copy protection scheme. I have three different 1050 drives, none of which will load SynCalc with any degree of reliability. When I learned of its susceptibility to RPM, I fine tuned all three. I have one drive set so that it consistently is at 288 RPM which is the nominal RPM for a 1050. The other two drives are set between 286--290 RPM which is the range allowed. Not one of the three drives will work -- I have set up each as drive 1 with the other two off line to make sur and not one will consistently load up. Is there a magic RPM that SynCalc likes? Like maybe the high end (290 RPM) or the low end (286 RPM) or some other RPM?

If there is anyone from Synapse on the line, I would appreciate something from the horse's mouth, as it were.

Thanks in advance,
--Bill Dippert--
tektronix!tekigm2!wrd

From -2824239621128609841
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,34e74aeb628e79a4,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,34e74aeb628e79a4,start

X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-26 17:58:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site pucc-i
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!pucc-j!pucc-i!aic
From: aic@pucc-i (Craig Norborg aka Doc Pierce)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Little bits of useless(?) wisdom...
Message-ID: <1258@pucc-i>
Date: Sun, 26-Jan-86 20:58:13 EST
Article-I.D.: pucc-i.1258
Posted: Sun Jan 26 20:58:13 1986
Date-Received: Tue, 28-Jan-86 05:45:00 EST
Reply-To: aic@pucc-i.UUCP (Craig Norborg aka Doc Pierce)
Organization: Purdue University Computer Arts Center
Lines: 13
Keywords: atari, st, amiga, transformer, disks
Xref: watmath net.micro.amiga:1733 net.micro.atari:2577

    Just thought I would inform everyone of a nifty bit of information I picked up over the weekend. You can copy Atari ST diskettes on the Amiga by using the IBMTransformer and the normal IBM disk copy routines. The ST uses straight IBM format on 3 1/2" disks it seems!
    From your collector of useless(?) trivia,
--
                        Craig Norborg (aka Doc Pierce)
Uucp: { decvax, icalqa, ihnp4, inuxc, sequent, uiucdcs }!pur-ee!pucc-i!aic
     { decwrl, hplabs, icase, psuvax1, siemens, ucbvax }!purdue!pucc-i!aic

USnail: 910 N. 9th street
     Lafayette IN 47904

From 3424630337044370529
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1af6683495675f59,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-26 19:29:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site aero.ARPA
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!trwrb!trwrba!aero!mendoza
From: mendoza@aero.ARPA (Lee Mendoza)
Newsgroups: net.micro.atari
Subject: Book review: Atari ST Internals (long!)
Message-ID: <232@aero.ARPA>
Date: Sun, 26-Jan-86 22:29:35 EST
Article-I.D.: aero.232
Posted: Sun Jan 26 22:29:35 1986
Date-Received: Tue, 28-Jan-86 05:32:58 EST

Reply-To: mendoza@aero.UUCP (Lee Mendoza)
Organization: The Aerospace Corporation, El Segundo, CA
Lines: 79

---------- lineater offering ----------

I have recently picked up the book "Atari ST Internals" by K. Gerits, L. Englisch, and R. Bruckman; published by Abacus Software, cost $19.95. The book covers a wide variety of subjects in its 446 pages, including the integrated circuits (except the miscellaneous TTL parts), the hardware interfaces, and the operating system. Included in the book is a listing of the 20 June 1985 BIOS. In brief, it is a good addition to the developer's kit, but no substitute for the documentation contained in the kit.

The book is divided into three chapters, The Integrated Circuits; The Interfaces; and The ST Operating System. The first chapter is about 60 pages long and provides cursory descriptions of each of the major circuits in the ST. The second chapter provides a 34 page description of the interfaces available on the ST including the pinouts of the connectors and a schematic diagram of each interface (except the cartridge). The final chapter takes up the main portion of the book and is contains descriptions of GEMDOS, BIOS, XBIOS, Line-A calls, the exception and interrupt handling, the VT52 emulator, the system variables, the 68000 instruction set and addressing modes.

----- start of long! review ------

The first chapter gives very short and incomplete descriptions of the custom chips (Glue, MMU, Shifter, and DMA) -- apparently the authors didn't have any more info from Atari than we do. The descriptions of the standard parts are more complete, but less than one could obtain from data sheets. Information on programming the standard parts (including the sound chip) are provided. A diagram of each chip is included, the only item missing is the notch in the DIPs and the bevel on the leadless chip packs. These diagrams might help clear up some of the memory upgrade confusion.

The second chapter provides a diagram showing the pinouts of the connectors and a sort-of schematic. The keyboard description is probably better than the summation of the various documents provided in the developers kit. It has a listing of the keyboard commands and a program for dumping the keyboard ROM. The diagram of the codes returned by each key is especially nice. The manner in which the chips are used is presented in this chapter, giving an insight into the capabilities and limitations of the ST. An example is that the cartridge port cannot be written to (even if you bring out r/w lines) because the Glue chip will generate a bus error.

The third chapter is the real reason to buy this book. The discussion of the GEMDOS calls is probably better than the GEM DOS Spec. provided with the developer's kit, but the examples are provided in assembler, not using a C language binding. This is probably not a major problem, as the bindings given in the GEM DOS Spec. do not match the include file osbind.h anyway. The descriptions of the XBIOS calls include the C bindings, but once again the examples are given in assembler. This section is roughly the equivalent of

"A Hitchhiker's Guide to the BIOS" provided with the developer's kit. The real win in this book is the section which describes the graphics calls. Here 14 of the 15 "line-A" calls are described. The descriptions and examples are much clearer than "The Long-Awaited Line 'A' Document." The exception and interrupt sections provide in one place information which is scattered throughout the developer's kit (I think, I haven't found all the stuff in the kit yet). The listing of the system variables is more descriptive than the Guide, but not as extensive in the interpretation of values. One thing to note is that the value of _hz_200 ($4ba) is correctly reported (as opposed to the value $4bc given in the Guide). The next section is a listing of 68000 instructions, ok for getting the general idea of the BIOS listing which follows, but you won't be an assembler programmer after you're done reading it. The BIOS listing is old, and represents the version which was provided when the ST was first made available in the U.S. The listing suggests a way to find out what the date of your version of TOS is: using SID find the value of _sysbase (longword at $4f2) display the beginning of the os and examine the seventh longword. It should have the date (mine has $11161985). [If somebody has the TOS ROMs, please post the result.]

In conclusion (finally!), I would recommend this book to developers and even to non-developers. It provides a reasonable description of the hardware and software. The major shortcoming is the lack of AES or VDI documentation, but that is alluded to by the very last printed page -- an ad for "GEM Programmers' Reference Atari ST," among others. One missing item is an index. This would have been real handy, but probably added an additional 20 pages.

Lee Mendoza (mendoza@aerospace.arpa)

note: the opinions expressed above do not represent

From 7262576834893561690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,32102398b61d3a41
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-26 21:53:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Lynn%PANDA@SUMEX-AIM.ARPA (Lynn Gold)
Newsgroups: net.micro.atari
Subject: Re: Grape Stomper
Message-ID: <12178488081.11.LYNN@PANDA>
Date: Mon, 27-Jan-86 00:53:04 EST
Article-I.D.: PANDA.12178488081.11.LYNN
Posted: Mon Jan 27 00:53:04 1986
Date-Received: Tue, 28-Jan-86 05:10:15 EST
References: <2041@watdcsu.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

My brother and his kiddie friends used to write crappy programs
like the "Grape Stomper" one you mentioned and sick them on each
other when he was in high school. The only way to protect yourself
from such childish pranks is to back up your disks before you run
programs on them and to write-protect them.

--Lynn

From 4224884241415248019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,790fa8666d69c46f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-27 07:08:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!
seismo!rochester!ray
From: ray@rochester.UUCP (Ray Frank)
Newsgroups: net.micro.atari
Subject: Re: JS&A ad and ST future
Message-ID: <14838@rochester.UUCP>
Date: Mon, 27-Jan-86 10:08:46 EST
Article-I.D.: rocheste.14838
Posted: Mon Jan 27 10:08:46 1986
Date-Received: Thu, 30-Jan-86 04:43:22 EST
References: <12177599929.8.MRC@PANDA>
Organization: U. of Rochester, CS Dept.
Lines: 13

>
> I haven't been able to verify the rumor that the new ST's can't address
> more than 512K of memory, but this sort of shenigans is typical of Atari.

Speaking of shenigans, it appears that most if not all computer companies
stoop to such standards. Years ago I purchased a 16k pet with the idea
of upgrading it to a 32k. Upon opening it up I discovered that the board
had been drilled through with 3/8" holes to destroy that area of the mother
board where the extra memory chips would go. Nice huh?
By the way, and I hope Commordore is listening, I was able to upgrade not
only mine but other peoples as well.

ray

From 7185654913012910671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4bcc5596fdb48896
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-27 08:41:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!saber!imagen!

turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: Some news items from Atari
Message-ID: <216@imagen.UUCP>
Date: Mon, 27-Jan-86 11:41:59 EST
Article-I.D.: imagen.216
Posted: Mon Jan 27 11:41:59 1986
Date-Received: Wed, 29-Jan-86 04:09:20 EST
References: <663@decwrl.DEC.COM> <429@aum.UUCP>
Organization: The Houses of the Holy
Lines: 25

>
> This is the right way to get just about any answers. There have been a number of
> times that questions I had about the ST were easily answered just by being
> persistent about calling Atari and getting shuffled around. A reasonably
> intelligent exec would rarely just blow off questions if they are intelligent
~~~~~~~~~~~~~~~~~~~~\ lineater, \~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

well said Erik, unfortunately Atari runs VMS inhouse so getting them
on the net may a little difficult. Does anyone out there (esp. at
DEC) know of a way to get on the net from VMS? someone from Atari
does watch the net but he does it from another machine and he
does not really take an active hand in the net, i wonder if he might
consider "coming out of the closet (:-)". You listening ?
--
----
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From 7091472303712012549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dd223bfab25e7a63,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-27 08:59:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpm!rtb
From: rtb@ihlpm.UUCP (Todd)
Newsgroups: net.micro.atari
Subject: clock program inquiry
Message-ID: <687@ihlpm.UUCP>
Date: Mon, 27-Jan-86 11:59:19 EST
~~~~~~~~~~~~~~~~~~~~

Article-I.D.: ihlpm.687
Posted: Mon Jan 27 11:59:19 1986
Date-Received: Tue, 28-Jan-86 06:05:20 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 14

I heard a rumor that there is a program that gets the time
and date from a prometheus promodem and puts it in the 520ST's clock
registers. Can anyone point me to a BBS or other sources
for this program? (I assume it's public domain).
I looked on Compu-serve (where I heard the rumor) and I couldn't
find it anywhere.

Thanks in advance,
R. T. Bradstrum

From -3614802591872179453
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8fb8c240f83499e1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-27 09:01:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!genrad!panda!talcott!harvard!seismo!mcvax!unido!uklirb!
mattern
From: mattern@uklirb.UUCP
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response
Message-ID: <12600001@uklirb.UUCP>
Date: Mon, 27-Jan-86 12:01:00 EST
Article-I.D.: uklirb.12600001
Posted: Mon Jan 27 12:01:00 1986
Date-Received: Thu, 13-Feb-86 19:25:58 EST
References: <1915@brl-tgr.UUCP>
Sender: notes@unido.UUCP
Lines: 14
Nf-ID: #R:brl-tgr:-191500:uklirb:12600001:37777777600:460
Nf-From: uklirb!mattern   Jan 27 17:01:00 1986

We got our 520ST+ (1MB memory, 720kB floppy, monochrome) for DM 2500,-
(~ US $ 1000) including taxes ! But that's a discount price (>= 10
units) and should therefore be a lower bound.

Don't forget: We have 220VAC 50Hz in Germany.

USENET/UUCP: ...seismo!unido!uklirb!incas!mattern
CSNET: mattern%uklirb.UUCP@Germany

Friedemann Mattern
University of Kaiserslautern
PO Box 3049
D 6750 Kaiserslautern
West-Germany

From 1145238754367401662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9c39246c586b06bd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-27 10:57:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!dec-rhea!dec-khotek!
thaller
From: thaller@khotek.DEC (Capt'n Kurt: LTN2-2/H17 617 -486-6643 DTN:226-6643)
Newsgroups: net.micro.atari
Subject: $25 850 interface modules
Message-ID: <743@decwrl.DEC.COM>
Date: Mon, 27-Jan-86 13:57:46 EST
Article-I.D.: decwrl.743
Posted: Mon Jan 27 13:57:46 1986
Date-Received: Wed, 29-Jan-86 04:04:51 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 23

After receiving a lot of requests asking where I got the $25 850 and
$75 disk drives I did a little investigating to see if I could remember
the name of the place.

The store is called San Salvage and is located in Nasau county in Long
Island, NY. I think the town might be either Levittown, or Hempsted.
If I had know there would have been so much interest, I would have
bought some extras. I'm not sure how often they carry them but I do
know that it wasn't a one time special. The store deals with items that
have been discontinued, or overstocked and sells them for cheap. (something
like cut-out records). From my understanding at the time, they will
continue getting shipments of atari products. Hope this helps.

     Kurt*

Please note that this mail message is likely to be incomplete.
The sender aborted the transmission.

     rhea::MAILER-DAEMON

From 1971044606960614370
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,13b3b4091d132acd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-27 11:38:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Best ST C? ---
Message-ID: <8601271959.AA19204@ucbvax.berkeley.edu>
Date: Mon, 27-Jan-86 14:38:00 EST
Article-I.D.: ucbvax.8601271959.AA19204
Posted: Mon Jan 27 14:38:00 1986
Date-Received: Wed, 29-Jan-86 04:17:56 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 7

I know that all the problems w/ the various C compilers has been
discussed on this mailing list before....but was there ever a
verdict on what is the BEST C compiler for the 520st?
              -Richard Hartman
              max.hartman@ames-vmsb

From -3317411352992811344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3d805caef256be38,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-27 12:17:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: D-ROGERS@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari
Subject: Grape Stomper, et al.
Message-ID: <12178645362.29.D-ROGERS@EDWARDS-2060.ARPA>
Date: Mon, 27-Jan-86 15:17:02 EST
Article-I.D.: EDWARDS-.12178645362.29.D-ROGERS
Posted: Mon Jan 27 15:17:02 1986
Date-Received: Wed, 29-Jan-86 04:18:14 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

It appears that the atari sig has missed the discussion that i saw on the
info-cpm mailnet regarding trojan horse programs. Never try out a new non-
commercial program on an unprotected system. Be able to disconnect your

Wini or have a fresh back up on the shelf. Some of these numbers have been really insideous, like worms, slowly eating away files, or worse yet subtly corrupting them, so that by the time you notice even your back ups were damaged. I seem to recall that a PD CP/M program was offered on Simtel-20 that scanned the program of your choice for disk I/O and flagged it for analysis.   regards, der
----

From 7083540846151460570
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,52e5cc9e8db01b58
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-27 14:53:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!hplabs!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Re: re. 850 interface
Message-ID: <392@tekigm2.UUCP>
Date: Mon, 27-Jan-86 17:53:15 EST
Article-I.D.: tekigm2.392
Posted: Mon Jan 27 17:53:15 1986
Date-Received: Thu, 30-Jan-86 04:42:37 EST
References: <617@decwrl.DEC.COM>
Organization: Tektronix, Beaverton OR
Lines: 26

> When the atari first came out, I couldn't see paying $160 for an 850 interface
> so I hacked the capabilities I needed for printer and modem in software and
> used about $5 worth of hardware through the joystick port.
> Last week I finally bought the 850 since I couldn't resist the price of only
> $25. This place also had 800XL for $69, and Atari disk drives for $75.
> (While supply lasted although I believe they are still receiving shipments).
> I can't remember the place, but I'm sure similar prices are available at
> other "salvage" retail stores.

Was this a serious posting? Having just laid out $149 for an 850 Interface, I am suspicious. I can believe $25 for maybe the main board or something similar as I have seen parts advertised in magazines for roughly this amount -- but not the whole 850 interface. As far as disk drives go, maybe $75 for an 810, but the 1050 disk drive is still the current model and is going for from anywhere around $160 to $199. Like others who have responded to this posting, I would like to know who and where as I would not mind buying an 850 for $25 or an 1050 for $75. I just question the reality of this. I have seen 800XL's going for $69, Sear's had them for that until they cleared them all out. The local computer stores still are selling them for $99, sometimes on sale for $89.

--Bill--

By the way, should anyone be interested, I B Computers, 1519 S. W. Marlow Ave., Portland, OR 97225, still has 850 Interfaces for sale. I have no interest in nor do I work for I B Computers.

From -5185070409482467191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,91db306c2fa96580,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-27 15:22:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: 16-bit upgrade for the 800XL, 130XE, etc.
Message-ID: <8601272322.AA01905@mitre-bedford.ARPA>
Date: Mon, 27-Jan-86 18:22:00 EST
Article-I.D.: mitre-be.8601272322.AA01905
Posted: Mon Jan 27 18:22:00 1986
Date-Received: Wed, 29-Jan-86 04:20:09 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 16

Has anybody out there noted the news about the 65816 16-bit upgrade chip for the 6502?

If what I read was correct, this will be a plug-in replacement for the 6502 which will extend the instruction set to handle a lot of 16-bit operations, sort of a la the 6800 or 8088 families. It is rumored that Apple is considering using this to upgrade their model II series, and it has occurred to me that it would be neat to drop one in my Atari 800XL. If it is truly upward compatible at the machine code level, that would open up a new world of enhanced performance and flexibility, such as (I speculate) 16-bit relative addressing, no more scrounging for zero-page addresses, etc.

Any comments from the truly knowledgeable?

-John Sangster
jhs at mitre-bedford.arpa

From -7432011056342988412
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,830a0cd9ddcf67e9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-27 16:37:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)

Newsgroups: net.micro.atari
Subject: Some messages lost
Message-ID: <12178692692.27.G.ABRAMS@SU-SCORE.ARPA>
Date: Mon, 27-Jan-86 19:37:01 EST
Article-I.D.: SU-SCORE.12178692692.27.G.ABRAMS
Posted: Mon Jan 27 19:37:01 1986
Date-Received: Wed, 29-Jan-86 04:20:20 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

To to circumstances beyond our control some messages may have been lost.
If your request for list maintenance is not in effect soon, please
re-sibmit it.

From -8789867414096643724
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f6b1fcd606865fba,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-27 20:28:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watdcsu.UUCP
Path: utzoo!watmath!watnot!watdcsu!dmcanzi
From: dmcanzi@watdcsu.UUCP (David Canzi)
Newsgroups: net.micro.atari
Subject: Bus contention
Message-ID: <2048@watdcsu.UUCP>
Date: Mon, 27-Jan-86 23:28:28 EST
Article-I.D.: watdcsu.2048
Posted: Mon Jan 27 23:28:28 1986
Date-Received: Tue, 28-Jan-86 05:34:48 EST
Reply-To: dmcanzi@watdcsu.UUCP (David Canzi)
Organization: U of Waterloo, Ontario
Lines: 14

To refresh a 640 by 400 bit screen 70 times per second from memory 16
bits wide requires reading memory 1.12 million times per second. It
takes 4 clock cycles (minimum) for the processor to read a word from
memory. I would assume the same applies to the screen logic, *plus*
the time it takes to get control of the bus before reading, and
relinquish it after reading. With an 8 megahertz clock, the screen
must be slowing down the processor by at least a factor of 2.

Or have I made a mistaken assumption somewhere?

--
David Canzi

Severeid's Law: The chief cause of problems is solutions.

From 7206799908606431208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,14a9b00f5ddd7065
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d4424a92a64c8ec3
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-27 21:56:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!seismo!umcp-cs!mangoe
From: mangoe@umcp-cs.UUCP (Charley Wingate)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: New Atari Toy Computer - getting down to business.
Message-ID: <2904@umcp-cs.UUCP>
Date: Tue, 28-Jan-86 00:56:07 EST
Article-I.D.: umcp-cs.2904
Posted: Tue Jan 28 00:56:07 1986
Date-Received: Wed, 29-Jan-86 04:31:02 EST
References: <37@sbcs.UUCP> <26600016@ccvaxa> <356@ccivax.UUCP>
Organization: U of Maryland, Computer Science Dept., College Park, MD
Lines: 29
Xref: watmath net.micro.amiga:1737 net.micro.atari:2588

With regard to the argument over whether the amiga can be considered a
business computer:

I think it's largely a question of attitude. One place I have worked at had
an existing stock of CT workstations which were used for minor word
processing, and occaisional use of traditional business products such as
Multiplan. Then a few Macs showed up. These proliferated rapidly when it
was discovered that that they multiplied productivity of graphic design and
project planning spectacularly.

THe problem I see in the marketplace is that, sad to say, the is a great
lack of imagination as far as the use of these machines is concerned. When
the IBM PC came out, people thought of business products as things like
Visicalc, Profitplan, and like things: things that people had always done on
mainframes, and which they now were bringing into their offices. The one
real advance at this stage was the spreadsheet method; other than that, no
one stopped to think what kinds of things they could do. In this respect,
the PC was the perfect business machine; it was merely a scaled-up,
incompatible version of the CP/M machines already in existence, with "IBM"
on the wrapper to make it socially acceptable.

So when the Lisa came along, and then the Mac made it affordable, relatively
few people jumped at the chance to be able to do a lot of radical new
things. Certainly part of the failure had to do with marketing. But I
think that, given the obvious application to a lot of business tasks, the
greater part of the fault lies in the lack of imagination of the business
community.

C. Wingate

From 2554551639601506125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,91db306c2fa96580
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 06:55:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 16-bit upgrade for the 800XL, 130XE, etc.
Message-ID: <8601281455.AA09365@gcc-milo.ARPA>
Date: Tue, 28-Jan-86 09:55:54 EST
Article-I.D.: gcc-milo.8601281455.AA09365
Posted: Tue Jan 28 09:55:54 1986
Date-Received: Thu, 30-Jan-86 05:25:05 EST
References: <8601272322.AA01905@mitre-bedford.ARPA>
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: General Computer Company; Cambridge MA
Lines: 8

The 65816 book will soon be published by Brady. The author is David
Eyes. If you really want one badly, give them a call, you might be able to
bum a review copy if it is not yet on the shelves.

Western Design Center did the design. Unfortunately their app-notes
and other documentation are (last I looked) inadequte. The chip, on
the other hand, is very real and very fast.

From -7165478473717104440
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,91db306c2fa96580
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 07:02:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Fleysher.wbst@XEROX.COM (Dan Fleysher)
Newsgroups: net.micro.atari
Subject: Re: 16-bit upgrade for the 800XL, 130XE, etc.
Message-ID: <860128-070207-1228@Xerox>
Date: Tue, 28-Jan-86 10:02:07 EST
Article-I.D.: Xerox.860128-070207-1228
Posted: Tue Jan 28 10:02:07 1986
Date-Received: Thu, 30-Jan-86 05:19:28 EST
References: <8601272322.AA01905@mitre-bedford.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 27

re: dropping a 65816 into your Atari 800XL in place of the 6502, to

upgrade it to 16 bits: Note that ANTIC (the screen display chip) is also an 8 bitter, so you would have to confine your display RAM to within 64K addresses. That's a real bummer - because one of the real advantages of lots of memory would be to have several alternate screens in memory at once and switch between them for animation, etc. Also, having usable RAM above the display area violates Atari 8-bit software architecture, which always puts the display area at the top of available RAM - the extra memory would not be usable by most 8 bitter programs (but you could make RAM disk(s) out of it).

Then there's the problem that none of the existing memory decoding handles more than 8 bits. Also, you'd have to find a place to put the additional memory chips without destroying the RF shield - a packaging nightmare.

Sounds like an awful lot of work to me, and when you finished up you would still not be able to run ST programs because of instruction set differences between the 65816 and ANTIC and their ST equivalents. Unless you want the experience of tearing apart your 8-bitter and learning something, I think you'd be further ahead to buy a new ST. (Of course, those of us who use our 8 bitters for word processing, game playing and bulletin-board-calling don't really need 16 bits anyway...)

     Dan

From -3354535987494987112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f6b1fcd606865fba
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 07:13:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site looking.UUCP
Path: utzoo!watmath!looking!jan
From: jan@looking.UUCP (Jan Gray)
Newsgroups: net.micro.atari
Subject: Re: Bus contention
Message-ID: <489@looking.UUCP>
Date: Tue, 28-Jan-86 10:13:00 EST
Article-I.D.: looking.489
Posted: Tue Jan 28 10:13:00 1986
Date-Received: Wed, 29-Jan-86 04:27:32 EST
References: <2048@watdcsu.UUCP>
Reply-To: @looking.UUCP (Jan Gray)
Organization: Looking Glass Software Ltd. Waterloo, Ontario
Lines: 46
Summary:

In article <2048@watdcsu.UUCP> dmcanzi@watdcsu.UUCP (David Canzi) writes:
>To refresh a 640 by 400 bit screen 70 times per second from memory 16
>bits wide requires reading memory 1.12 million times per second. It

>takes 4 clock cycles (minimum) for the processor to read a word from
>memory. I would assume the same applies to the screen logic, *plus*
>the time it takes to get control of the bus before reading, and
>relinquish it after reading. With an 8 megahertz clock, the screen
>must be slowing down the processor by at least a factor of 2.
>
>Or have I made a mistaken assumption somewhere?
>
>David Canzi

Yes. Although it takes 4 clocks for the processor to read a word from
memory, that doesn't mean it takes 4+4=8 clocks for both the processor
and the video display circuitry to get a word from memory. If memory
is fast enough, it is possible to run the processor at ALMOST full
speed and insert video display cycles in between processor cycles.

A rough (from memory) diagram of a 68000 memory access:

```
(ns) 0           125           250           375           500
(clock)  |    1    |    2    |    3    |    4    |
     |         |         |         |         |
     | setup address    | start memory     | wait for mem
     | deassert address
     | and control | cycle       | acknowledge | and control
     |
     | signals |         |         | signals |
```

The 68000 only needs access to the RAMS during clocks 2 and 3 (as I have
indicated them above). If hardware was clever enough, and memory
fast enough, you could sneak in a video fetch during cycles 4 and 1.

This is exactly what the ST, Macintosh and Amiga do. They all have fast
memory (250 ns -- ST, 280ns Amiga, ?? Mac) and stick a video (or whatever)
cycle in there with the processor access.

Why did I say "ALMOST full speed"? The 68000 is an asynchronous part
(that is to say, its not synchronized with the bus), but the scheme
I presented above IS synchronous! The arbitration circuitry inserts
wait states until the processor gets synchronized to the bus. So long as
the 68000 executes instructions which take a multiple of 4 clocks, it will
stay synchronized. Unfortunately there are a few instructions which
take 2 (mod 4) clocks, and which cause the hardware to insert wait states
(effectively throwing away 2 clocks).

Jan Gray   Looking Glass Software   (519) 884-7473

From 2938577414920587948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,41cac19d4efd8479,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 07:27:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: EEMA031@MAINE.BITNET (Michael W. Picher)
Newsgroups: net.micro.atari
Subject: signup
Message-ID: <8601281633.AA07413@ucbvax.berkeley.edu>
Date: Tue, 28-Jan-86 10:27:00 EST
Article-I.D.: ucbvax.8601281633.AA07413
Posted: Tue Jan 28 10:27:00 1986
Date-Received: Thu, 30-Jan-86 05:21:32 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 1

please include me on the mailing list for net.atari

From -5947980035679389610
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9c39246c586b06bd
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 07:48:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Denber.wbst@XEROX.COM
Newsgroups: net.micro.atari
Subject: Re: $25 850 interface modules
Message-ID: <860128-074939-1243@Xerox>
Date: Tue, 28-Jan-86 10:48:00 EST
Article-I.D.: Xerox.860128-074939-1243
Posted: Tue Jan 28 10:48:00 1986
Date-Received: Thu, 30-Jan-86 05:20:49 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

     "The store is called San Salvage and is located in Nasau county"

Ah ha, Watson, a clue! Well, a little detective work revealed that
there *is* a place called San Salvage, located in Farmingdale, L.I.
They answered their phone (516/249-1818) to tell me that they are closed
on Tuesdays (!). Stay tuned ...

               - Michel

From -6234145922936337706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9c39246c586b06bd
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 07:57:48 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Hewitt.Wbst@XEROX.COM (Bob Hewitt)
Newsgroups: net.micro.atari
Subject: Re: $25 850 interface modules
Message-ID: <860128-075750-1249@Xerox>
Date: Tue, 28-Jan-86 10:57:48 EST
Article-I.D.: Xerox.860128-075750-1249
Posted: Tue Jan 28 10:57:48 1986
Date-Received: Thu, 30-Jan-86 05:21:08 EST
References: <743@decwrl.DEC.COM>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 14

Thanks for the info on San Salvage Co. I did some further checking . .
. . . they are in Farmingdale NY, at 516-249-1818. They DO NOT take
phone or mail orders!! Cash and carry only. They were closed today,
but a woman who answered gave me the previous information. They will
tell you over the phone if they have a particular item in stock and the
price, but only when the store is officially open. If anyone lives in
the Farmingdale area, I would certainly appreciate it if they would buy
an 850 for me and I'll send a money order (or cash) to them. Any
volunteers out there??

Bob Hewitt
Xerox Corp.
Webster NY.
(near Rochester)

From 6074012137156644183
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,790fa8666d69c46f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 09:59:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site spp2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
sdcrdcf!trwrb!trwspp!spp2!rroux
From: rroux@spp2.UUCP (Ray Roux)
Newsgroups: net.micro.atari
Subject: Re: Re: JS&A ad and ST future
Message-ID: <857@spp2.UUCP>
Date: Tue, 28-Jan-86 12:59:57 EST
Article-I.D.: spp2.857
Posted: Tue Jan 28 12:59:57 1986
Date-Received: Thu, 30-Jan-86 06:37:01 EST
References: <12177599929.8.MRC@PANDA> <215@imagen.UUCP>
Organization: TRW, Redondo Beach CA
Lines: 34

> >
> > I haven't been able to verify the rumor that the new ST's can't address
> > more than 512K of memory, but this sort of shenigans is typical of Atari.
>
> as a 1 meg ST user allow me settle this, if 1 meg chips weren't so
> expensive you could upgrade your ST to 4 meg and it would address it
> just fine.
>
> and what i am getting sick of is silly and irresponsible rumors, the
> $400 cray was far more entertaining than your cheap character
> assasinations and unconfirmed rumors
> --

For your information, I've gotten responses back from people you have NOT
been able to update their 520ST to 1meg. So far no one has been able to
verify if the mmu has changed or not, in the other peoples machine the
drams had a metal cover (unremovable) on them so you couldn't piggy back
the chips. I would guess that you might be able to replace all the chips
but I don't know.

I put the previous rumor on the net because I felt it was important to
put up a warning flag. I, for one, don't want to spend $1000 on a machine
only to find it can't be upgraded. I fail to see how this falls into the
"silly and irresponsible rumor" category. I hope the rumor is false, but
isn't that why we read this net to find answers to questions we have, and
to pass along some information that might be usefull?

I talked to a local dealer who will be getting some new 520s this week, he
said he'll check it out (he also does upgrades), and I'll report back when
I hear from him.
--

   Ray Roux
     {ucbvax|decvax}!trwrb!trwspp!spp3!rroux

From -5491710971010893150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e3fecfad4e81da66,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 10:04:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: woody%Juliet@HAMLET.CALTECH.EDU
Newsgroups: net.micro.atari
Subject: Emulating an 850 disk drive
Message-ID: <860128100350.00t@Juliet>
Date: Tue, 28-Jan-86 13:04:19 EST
Article-I.D.: Juliet.860128100350.00t
Posted: Tue Jan 28 13:04:19 1986
Date-Received: Thu, 30-Jan-86 05:22:20 EST
Sender: daemon@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 14

Hi out there...
I have an Atari 400 (!) which I picked up a while ago real cheap. I was wondering if anyone has any information, pointers to info, etc., about the 850 disk drive, how it electrically hooks up, how it talks to the 400/800 computers, etc. I heard rumors that it talks using RS232 protocol at 19,200 baud. Is this true? I want to try emulating the disk using a Macintosh, so I can use a 6502 cross-compiler I'm writing.
Thank you in advance.

- William Woody
NET WOODY%ROMEO@HAMLET.CALTECH.EDU
USMAIL 1-54 Lloyd; Caltech
Pasadena, CA 91126

From 435986881176613141
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,54cf383f1b96a17e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 10:43:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site houligan.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!akguc!codas!peora!ucf-cs!novavax!houligan!daemon
From: daemon@houligan.UUCP
Newsgroups: net.micro.atari
Subject: Re: calling programs
Message-ID: <269@houligan.UUCP>
Date: Tue, 28-Jan-86 13:43:10 EST
Article-I.D.: houligan.269
Posted: Tue Jan 28 13:43:10 1986
Date-Received: Sat, 1-Feb-86 00:22:46 EST
Sender: daemon@houligan.UUCP
Organization: Gould Electronics, Ft. Lauderdale, Florida.
Lines: 20

> Anyone out there used the gemdos Pexec command? It supposedly allows one
> to call other programs from a main program. I've tried everything I could
> think of to get it to work, but I've had no luck. It keeps returning error
> code -39. According to the gemdos manual, this indicates not enough memory.
> But I know I've got enough memory, becase the main program is about ten
> lines long and the sub-program is about five lines long and I have a one-
> megabyte machine! This is terribly frustrating! If anyone can offer any
> suggestions or perhaps a solution, I will greatly appreciate it.
> --
>
I notice another response to this problem which may or may not be accurate. According to the spec for Gemdos in the developers kit, when a program is loaded into memory, the stack pointer is set to point to the top of the TPA.

This means that the program will use all available memory for its heap space.
To make room for a program to be pexec(), the spec says that you should
reduce your stack/heap space by changing the stack pointer to a more reasonable
offset from the end of the bss and free the memory above the new stack pointer
using mfree(). This makes memory available for the pexec()ed program to use.
I believe this is done in gemstart or gems, but I don't have my documentation
with me so I can't be sure.

From -7482581852215201422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ef8854fe70cd859d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 11:11:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: File I/O in TDI Modula-2
Message-ID: <8601291811.AA23787@ucbvax.berkeley.edu>
Date: Tue, 28-Jan-86 14:11:35 EST
Article-I.D.: ucbvax.8601291811.AA23787
Posted: Tue Jan 28 14:11:35 1986
Date-Received: Sat, 1-Feb-86 02:32:58 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

How does one open a disk file for reading with TDI Modula-2?

I have tried to get OpenInputFile in the InOut module with
unsuccessful results.

If anyone has this compiler, please let me know how you have
gotten disk files to work.

From 3514267703257478016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,28eb97d160be541b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 11:13:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: 520ST Logo
Message-ID: <8601291839.AA24224@ucbvax.berkeley.edu>
Date: Tue, 28-Jan-86 14:13:36 EST
Article-I.D.: ucbvax.8601291839.AA24224

Posted: Tue Jan 28 14:13:36 1986
Date-Received: Sat, 1-Feb-86 02:34:42 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

Here is a question I asked long ago. Maybe some of you that use ST Logo
can answer it.

How can a procedure permanently modify one of its formal parameters?

Is this possible?

Thanks in advance,

Eric Terrell   CSNET address terrell@OHIO-STATE

From 354321145954016474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d6d7dfa903d07b78
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 11:58:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site spp3.UUCP
Path: utzoo!decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwspp!spp3!rroux
From: rroux@spp3.UUCP (Ray Roux)
Newsgroups: net.micro.atari
Subject: vt100 emulator
Message-ID: <253@spp3.UUCP>
Date: Tue, 28-Jan-86 14:58:49 EST
Article-I.D.: spp3.253
Posted: Tue Jan 28 14:58:49 1986
Date-Received: Thu, 30-Jan-86 01:16:44 EST
Distribution: na
Organization: TRW, Redondo Beach CA
Lines: 29

A couple weeks back I posted a message asking if the ST, used as a
terminal emulator, could properly handle inverse video, "curses" intense
programs (like maybe rogue), and my favorite editor Emacs. Since I got
a number of messages from people who also wanted to know that info I'll
just summarize the responses here.

First off, "Thanks!" to all the people who took the time and effort to
answer my questions.

I got five messages from people who are using Mark of the Unicorn's
PC/InterComm emulator. It handles all the "features" I was looking for
plus it can handle Kermit, XMODEM, and ASCII file transfers. A common
remark has been "I can't recommend this software enough". Other features
are programmable function keys and an excellent manual.

I also received responses from people using the built-in VT52 emulator
that is "good enough for Emacs and other UNIX work". One thing about
this s/w is that you should use a modified termcap entry (available on
the net).

Thats the only two emulators that people have reported, but at least my
question was answered - the ST is quite usable as a terminal and that
sure makes a great excuse for buying one :-)

--

   Ray Roux
     {ucbvax|decvax}!trwrb!trwspp!spp3!rroux

From -2334697138930565958
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b0ed0571689107cb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 13:00:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: addendum to question about TDI Modula-2
Message-ID: <8601291853.AA24487@ucbvax.berkeley.edu>
Date: Tue, 28-Jan-86 16:00:14 EST
Article-I.D.: ucbvax.8601291853.AA24487
Posted: Tue Jan 28 16:00:14 1986
Date-Received: Sat, 1-Feb-86 02:38:11 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 19

My ambition is to be able to read a sequence of integers from a file.

I am able to open the file with OpenInputFile("pentde.txt");

The contents of pentde.txt is several integers, each on its own line:

```
0
1
2
3
2
1
2
3
4
```

3
2
4

From 2821151846622494964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b0ed0571689107cb
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 13:04:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: addendum to question about TDI Modula-2
Message-ID: <8601291825.AA24001@ucbvax.berkeley.edu>
Date: Tue, 28-Jan-86 16:04:18 EST
Article-I.D.: ucbvax.8601291825.AA24001
Posted: Tue Jan 28 16:04:18 1986
Date-Received: Sat, 1-Feb-86 02:33:51 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 32

My ambition is to be able to read in a sequence of integers from a file.
I am able to open the file with:

```
OpenInputFile("pentde.txt");
```

The contents of pentde.txt is a group of integers, one per line:

5
6
7
5
4
3
2
3
4
5
6
7

When my program runs, every other read doesn't work, and every other read
..... I mean the first, third, fifth, etc reads work, and the
second, fourth, sixth reads don't word (read in a zero).

So what's wrong? If you know how to read in a sequence of integers
from a file, please let me know (sent me a working program).

Thanks in advance,

Eric Terrell   CSNET address terrell@OHIO-STATE

From 6230970860451467760
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,99db8ce75601a1af,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 15:26:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: I6191008@DBSTU1.BITNET
Newsgroups: net.micro.atari
Subject: KERMIT for the ST?
Message-ID: <8601282141.AA05557@ucbvax.berkeley.edu>
Date: Tue, 28-Jan-86 18:26:48 EST
Article-I.D.: ucbvax.8601282141.AA05557
Posted: Tue Jan 28 18:26:48 1986
Date-Received: Thu, 30-Jan-86 05:26:52 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

Is there already a KERMIT version for the ST available?

Thanks in advance,

Johann Zuschlag

(I6191008@DBSTU1.BITNET)

From -3088418870210577920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,51baa3b45d857b7e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 15:37:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: I6191008@DBSTU1.BITNET
Newsgroups: net.micro.atari
Subject: RAMdisk
Message-ID: <8601282154.AA05771@ucbvax.berkeley.edu>
Date: Tue, 28-Jan-86 18:37:02 EST
Article-I.D.: ucbvax.8601282154.AA05771
Posted: Tue Jan 28 18:37:02 1986
Date-Received: Thu, 30-Jan-86 05:27:05 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet

Lines: 9

I heard that it is possible to install a RAMdisk on the 520 ST+.

But I don't know how to do it. Does anybody know?

Is some extra software required?

Johann Zuschlag

(I6191008@DBSTU1.BITNET)

From 2257186476260615502
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,49e0d83fbf7a25e9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 16:00:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: Transferring CP/M progs to ST
Message-ID: <1078@lsuc.UUCP>
Date: Tue, 28-Jan-86 19:00:52 EST
Article-I.D.: lsuc.1078
Posted: Tue Jan 28 19:00:52 1986
Date-Received: Tue, 28-Jan-86 20:20:07 EST
References: <1390@cwruecmp.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 13
Keywords: CP/M 520ST
Summary: Is that emulator Legal?

Some of us are a bit concerned about the CP/M-80 emulator that was posted to the net lately. I don't have an Atari handy, but aparently it has a Copyright notice and serial number. Was this actually public domain? Does anyone know who the author is so I can check?

Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
(416) 652-3880

From -5403078905179449410
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,7d6a4ea0f4ed2bb0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 16:17:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: SWHITE@UA.BITNET
Newsgroups: net.micro.atari
Subject: letter one
Message-ID: <8601282251.AA06750@ucbvax.berkeley.edu>
Date: Tue, 28-Jan-86 19:17:09 EST
Article-I.D.: ucbvax.8601282251.AA06750
Posted: Tue Jan 28 19:17:09 1986
Date-Received: Thu, 30-Jan-86 05:27:19 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

Hello to all:
I need a terminal program that will allow me to hook-up to
an IBM 3081 with a 7171 protocol converter. I use a 130 XE,
835 modem. I do not have an 850 but could get one if need be.

swhite@UA.bitnet

From -834409065472546921
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e04c299b7c3744,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 17:29:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!amdcad!lll-crg!well!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari
Subject: St magazines
Message-ID: <430@aum.UUCP>
Date: Tue, 28-Jan-86 20:29:56 EST
Article-I.D.: aum.430
Posted: Tue Jan 28 20:29:56 1986
Date-Received: Sat, 1-Feb-86 00:27:20 EST
Distribution: net
Organization: The Aurora Systems Bunch
Lines: 9

I would appreciate it if someone could give me the name and addresses
of any Atari magazines that provide useful info into the ST.
Thanks in advance!
--

                          Erik James Freed

Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From -2884570390637135939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5da140f0bb7f2b86,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 17:46:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: EEMA031@MAINE (Michael W. Picher)
Newsgroups: net.micro.atari
Subject: signup
Message-ID: <8601290609.AA13992@ucbvax.berkeley.edu>
Date: Tue, 28-Jan-86 20:46:00 EST
Article-I.D.: ucbvax.8601290609.AA13992
Posted: Tue Jan 28 20:46:00 1986
Date-Received: Thu, 30-Jan-86 05:44:52 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

please add my name to the mailing list for info-amiga

Mike Picher
EE Dept. University of Maine at Orono

From 8684849109461512108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d5894c7564347322,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 17:48:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- VMS & Usenet ---
Message-ID: <8601290209.AA10272@ucbvax.berkeley.edu>
Date: Tue, 28-Jan-86 20:48:00 EST
Article-I.D.: ucbvax.8601290209.AA10272
Posted: Tue Jan 28 20:48:00 1986
Date-Received: Thu, 30-Jan-86 05:28:45 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 21

It is impossible. We here at Ames have a main DECNET (VMS & some RSX),
and a few scattered UNIX systems. They are working on the networking
problems between DECNET & Usenet, but so far no go. BUT....I am
CURRENTLY writing to you from a VMS machine! I do NOT get to a
Usenet node, but am forwarding through the ARPANET (thus get really
frustrated at all this mention of nifty stuff in net.sources......).
If Atari can get a TAC access, or establish one of their VAXen as
an ARPANET node, then they could participate in these discussions
more directly.

ARPANET was recently split into MILNET and another one (I forget the
name...), They would be able to connect into the other one.

I would suggest someone from Atari contacting one of the Universities
which is represented on the ARPANET, and finding out more about this
possibility.

```
              -Richard Hartman
              max.hartman@ames-vmsb
------
```

```
From 7560084431028309041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f6b1fcd606865fba
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 18:07:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site iheds.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!iheds!dlm
From: dlm@iheds.UUCP (Daryl Monge)
Newsgroups: net.micro.atari
Subject: Re: Bus contention
Message-ID: <485@iheds.UUCP>
Date: Tue, 28-Jan-86 21:07:05 EST
Article-I.D.: iheds.485
Posted: Tue Jan 28 21:07:05 1986
Date-Received: Thu, 30-Jan-86 01:28:33 EST
References: <2048@watdcsu.UUCP>
Organization: AT&T Bell Laboratories
Lines: 14
```

> To refresh a 640 by 400 bit screen 70 times per second from memory 16
> bits wide requires reading memory 1.12 million times per second.

Yes, and that is merely 892 ns cycle time. The memory according to BYTE
is 125 ns cycle time. Plenty of spare time. Controller chips and other
interesting things keep the CPU from occupying the memory for more than
one cycle.

Daryl Monge
AT&T

Bell Labs, Naperville, Ill

...!ihnp4!ihelp!dlm

From 6566355687934239000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b89621dfd7c3e346,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 18:53:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Updated location of info-atari archives
Message-ID: <12178979704.15.G.ABRAMS@SU-SCORE.ARPA>
Date: Tue, 28-Jan-86 21:53:38 EST
Article-I.D.: SU-SCORE.12178979704.15.G.ABRAMS
Posted: Tue Jan 28 21:53:38 1986
Date-Received: Thu, 30-Jan-86 05:29:03 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 3

The SU-SCORE system administrator has found it necessary to relocate
the INFO-ATARI archives. They are now in <info-atari> on SU-SCORE.

From 8671058592475291268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,de26149789238fcc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 19:09:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Announcing INFO-ATARI8 and INFO-ATARI16
Message-ID: <12178982611.9.G.ABRAMS@SU-SCORE.ARPA>
Date: Tue, 28-Jan-86 22:09:36 EST
Article-I.D.: SU-SCORE.12178982611.9.G.ABRAMS
Posted: Tue Jan 28 22:09:36 1986
Date-Received: Thu, 30-Jan-86 05:43:18 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 32

A recent poll has confirmed the impression that interest in Atari
computers is divided according to architecture family, namely the

8-bit and 16-bit families. Accordingly, the list is to be divided. Exactly how this division will effect the individual is described below.

Direct contact with INFO-ATARI@SU-SCORE will change as follows: Two new lists have been created INFO-ATARI8 and INFO-ATARI16. They are both copies of the original INFO-ATARI. Please send a message to INFO-ATARI-REQUEST@SU-SCORE for additions and removals from either list. Presently, INFO-ATARI will point to INFO-ATARI8; eventually it will be removed.

Redistribution of mail conserves net overhead. I assume that the various redistribution sites will follow the same conventions as described above.

There is a mirror between ARPANET/DDN mail as described above and the Usenet news group net.micro.atari. We are working on getting it replaced by net.micro.atari8 and net.micro.atari16.

If there are similar mirrors to other bulletin boards and information systems, their administrators should send mail at once so they can continue to receive messages.

Sincerely,

- Marshall D. Abrams, moderator

From 8734104274412691755
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9506f472d1c499ae
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-28 21:34:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: xmdm program
Message-ID: <8601290534.AA13363@ucbvax.berkeley.edu>
Date: Wed, 29-Jan-86 00:34:00 EST
Article-I.D.: ucbvax.8601290534.AA13363
Posted: Wed Jan 29 00:34:00 1986
Date-Received: Thu, 30-Jan-86 05:44:28 EST
References: <8601170844.AA08079@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

I am missing the setjmp.h include file for the xmodem program you

posted. Would you please post this or mail a copy to me? Thanks,
Jim Hofmann

From -7252905467396090824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fbd47f762c8be0a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 06:10:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!amdcad!lll-crg!ucdavis!ucbvax!info-atari
From: Standiford.WBST@XEROX.COM (Martin)
Newsgroups: net.micro.atari
Subject: Re: unsubscribe me please!!
Message-ID: <860129-061044-1112@Xerox>
Date: Wed, 29-Jan-86 09:10:33 EST
Article-I.D.: Xerox.860129-061044-1112
Posted: Wed Jan 29 09:10:33 1986
Date-Received: Sat, 1-Feb-86 00:28:27 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

Please take me off the atari mailing list.

~ Marty

From 1593856651506776016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fbd47f762c8be0a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-29 06:11:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!amdcad!lll-crg!ucdavis!ucbvax!info-atari
From: Standiford.WBST@XEROX.COM (Martin)
Newsgroups: net.micro.atari
Subject: Re: unsubscribe me please!!
Message-ID: <860129-071142-1132@Xerox>
Date: Wed, 29-Jan-86 09:11:01 EST
Article-I.D.: Xerox.860129-071142-1132
Posted: Wed Jan 29 09:11:01 1986
Date-Received: Sat, 1-Feb-86 00:30:57 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

Please take me off the atari mailing list.

~ Marty

From -9004104124358755792
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a48f875a7e3e2a6a
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d4424a92a64c8ec3
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-22 00:01:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site 3comvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!hplabs!
oliveb!3comvax!mykes
From: mykes@3comvax.UUCP (Mike Schwartz)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: New Atari Toy Computer
Message-ID: <374@3comvax.UUCP>
Date: Wed, 22-Jan-86 03:01:07 EST
Article-I.D.: 3comvax.374
Posted: Wed Jan 22 03:01:07 1986
Date-Received: Fri, 24-Jan-86 08:30:48 EST
References: <37@sbcs.UUCP> <402@tekig5.UUCP> <1302@sdcsvax.UUCP> <635@ark.UUCP>
<355@3comvax.UUCP> <279@ism780c.UUCP>
Reply-To: mykes@3comvax.UUCP (Mike Schwartz)
Distribution: net
Organization: 3Com Corp; Mountain View, CA
Lines: 25
Xref: watmath net.micro.amiga:1679 net.micro.atari:2527

IBM and Atari and Apple do not have Jay Miner, I rest my case. IBM or Apple
might be able to do a quick and dirty imitation of the Amiga at a huge
cost, but they won't until they feel the pressure of large Amiga quantities
in their market.

If you have $2000 to spend, ae you going to shop at K-Mart or a computer
store? You might educate yourself first, then go to the Computer store
(why do I have the feeling I will see flames about this?)

As long as Amiga and the ST are so wide apart in price, they will not
compete with eachother - but together they might destroy the Mac.

By the way, (no offense intended) it seems to me that the people who ae
so pro ST like to exercise the left half of their brains while the pro
Amiga people exercise the right half. To the left-half people, monochrome
text in high resolution is appealing. To the right-half people, high-resolution
color, speech, audio, etc. is appealing. To each his own, but as a right

brainer, I have a monochrome hi-res (640x400) AT&T PC to satisfy my left brain, and an Amiga, Commodore 64, and Atari 800 to satisfy my right.

mike schwartz (sorry for the typos, this keyboard sux)

[left-brain = scientific uses, right-brain = artistic/creative uses]

From 7761387535234359862
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,23124103241bc541,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 00:01:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site spp2.UUCP
Path: utzoo!decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwspp!spp2!rroux
From: rroux@spp2.UUCP (Ray Roux)
Newsgroups: net.micro.atari
Subject: 520ST rumor
Message-ID: <853@spp2.UUCP>
Date: Wed, 22-Jan-86 03:01:24 EST
Article-I.D.: spp2.853
Posted: Wed Jan 22 03:01:24 1986
Date-Received: Thu, 23-Jan-86 02:59:41 EST
Distribution: na
Organization: TRW, Redondo Beach CA
Lines: 19

I've just heard an interesting rumor that I hope is false! It seems Atari has switched a chip in the latest 520STs that will not allow the machine to address anything above 512K! And whats worse is that the old chip cannot be bought. This means if you want an ST that can handle a meg or more you have to buy a 1040ST.

I was planning on getting the 520 and upgrading to more memory when my wallet gets fatter. I would guess that a lot of other people have/had the same idea.

Anyone else heard anything to that fact? Also, it seems all the chips are soldered now (even the cpu).

--

   Ray Roux
     {ucbvax|decvax}!trwrb!trwspp!spp3!rroux

From -4152919866295871887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,68ac83d46cd95b11

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 05:36:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari
From: SCHOOLEY.Henr@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: unsubscribe me please!!
Message-ID: <860122-053654-1303@Xerox>
Date: Wed, 22-Jan-86 08:36:00 EST
Article-I.D.: Xerox.860122-053654-1303
Posted: Wed Jan 22 08:36:00 1986
Date-Received: Thu, 23-Jan-86 21:39:05 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 2

Please remove my name from the Atari dl.
Thank you

From -3958064854918039821
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e05bc47dba5c5f05
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 06:09:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8601221409.AA05584@ucbvax.berkeley.edu>
Date: Wed, 22-Jan-86 09:09:20 EST
Article-I.D.: ucbvax.8601221409.AA05584
Posted: Wed Jan 22 09:09:20 1986
Date-Received: Thu, 23-Jan-86 21:42:51 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

It appears Atari will continue to support the 8 bit line. Information
has just recently gone out to retailers showing that atari is going
to release a new replacement for the 800xl which is the 65XE. In
addition they plan to introduce a boxed system including disk drive,
130XE, monitor and printer. It said to be priced cheaper than the
the C128 with disk drive, at 499.00. Atari still has big plans
for the 8 bit line..

Matt Hetman

Subject: Re: Life of 130XE, 1050s, etc.
References: <8601210114.AA00868@ucbvax.berkeley.edu>

From -6066308958295187201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,52e5cc9e8db01b58,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 06:15:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!dec-rhea!dec-hydra!
thaller
From: thaller@hydra.DEC (Capt'n Kurt: LTN2-2/H17 617 -486-6643 DTN:226-6643)
Newsgroups: net.micro.atari
Subject: re. 850 interface
Message-ID: <617@decwrl.DEC.COM>
Date: Wed, 22-Jan-86 09:15:34 EST
Article-I.D.: decwrl.617
Posted: Wed Jan 22 09:15:34 1986
Date-Received: Thu, 23-Jan-86 21:37:56 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 8

When the atari first came out, I couldn't see paying $160 for an 850 interface
so I hacked the capabilities I needed for printer and modem in software and
used about $5 worth of hardware through the joystick port.
Last week I finally bought the 850 since I couldn't resist the price of only
$25. This place also had 800XL for $69, and Atari disk drives for $75.
(While supply lasted although I believe they are still receiving shipments).
I can't remember the place, but I'm sure similar prices are available at
other "salvage" retail stores.

From -7860798949496172084
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45808b5688c6d0b8,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159752,45808b5688c6d0b8,start
X-Google-Attributes: gid159752,public
X-Google-ArrivalTime: 1986-01-22 06:56:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!cbosgd!ukma!dgray
From: dgray@ukma.UUCP (David Gray)
Newsgroups: net.sources,net.micro.atari
Subject: Re: CP/M-80 emulator for 520ST!!!
Message-ID: <2558@ukma.UUCP>
Date: Wed, 22-Jan-86 09:56:48 EST
Article-I.D.: ukma.2558
Posted: Wed Jan 22 09:56:48 1986
Date-Received: Fri, 24-Jan-86 09:11:11 EST
References: <11800006@unido.UUCP>
Organization: U of Kentucky, Mathematical Sciences, Lexington KY

Lines: 24
Xref: watmath net.sources:4199 net.micro.atari:2531
Summary: This appears to be a commercial program.

I did a dump of the CP/M-80 emulator and found a serial number and a copyright notice from SoftDesign of Munich. That reminded me of an article that appeared in the December, 1985 issue of "In Stride Tech Notes" published by Stride Computers for their customers. The article was:

> You can now run Z80 CP/M programs under Stride's CP/M-68k system using the CPM-Z80 EMULATOR. This product was previously sold by MICROWAVE and is now being distributed by SoftDesign. Herbert Theiss of SoftDesign is now shipping a new "improved" version of the emulator and hopes to release versions for OS-9/68k, AMIGA-DOS, UNIX V and PDOS "real soon now". Contact SoftDesign, Lichtenfelser Str. 80, 8000 Munchen 60 Tel: 089/87955

I think there needs to be some clarification as to whether this program can be given away. It looks to me that it's a commercial program intended for sale.

Dave Gray

uucp: ihnp4!cbosgd!ukma!dgray
bitnet: sta107@ukcc

From -7881673452145340169
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9c97466560533b27
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 07:23:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site faron.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!linus!faron!rjd
From: rjd@faron.UUCP (Robert DeBenedictis)
Newsgroups: net.micro.atari
Subject: Re: 520ST to be sold by toy stores
Message-ID: <442@faron.UUCP>
Date: Wed, 22-Jan-86 10:23:50 EST
Article-I.D.: faron.442
Posted: Wed Jan 22 10:23:50 1986
Date-Received: Fri, 24-Jan-86 21:31:33 EST
References: <8601091514.AA03049@ucbvax.berkeley.edu> <345@ccivax.UUCP>
Reply-To: rjd@faron.UUCP (Robert DeBenedictis)
Organization: The MITRE Coporation, Bedford, MA
Lines: 26
Keywords: networks 520ST modem
Summary: Computer companies should provide user net

In article <345@ccivax.UUCP> guest@ccivax.UUCP (What's in a name ?) writes:
> ...
>
>Perhaps Atari will put an "electronic software store" on-line via
>telenet or something so that shoppers aren't paying $6.00/hour to "Read
>the Ads", but they could Buy the Software for $6-$20 using their VISA.
>The Software could be down-loaded, just like any other bulletin board,
>but the documentation, micro-floppy... could be sent via regular mail
>or picked up at a local "specialty store" in two or three days.
>Of course they could still pick up $1-$2/hour for "just browsing" and
>still be a "Nice Place to Shop".

I think this is a great idea! When new machines come out, computer companies have a hard time getting people to buy them because there is so little software and user support. What if Atari had built in one of those new single-chip 1200 baud modems (additional cost probably < $100) and provided free terminal software and an 800 number or TYMNET access or something so people could exchange public domain software and information about their machines nation-wide. I think this would have helped the 520ST get off to a better start.

I wonder if anyone else has any ideas about this. I know for sure that the net would be an important consideration for me in buying a computer -- I know I can always get answers to common problems, software reviews, etc. for several machines (Mac, PC, Amiga, etc.). I think that people without direct access to Usenet would probably find such information even _more_ valuable.

From 662426128273371487
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,5d48a525580fa418
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 08:45:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: mailing list
Message-ID: <8601221645.AA11287@ulysses.UUCP>
Date: Wed, 22-Jan-86 11:45:34 EST
Article-I.D.: ulysses.8601221645.AA11287
Posted: Wed Jan 22 11:45:34 1986
Date-Received: Thu, 23-Jan-86 10:46:18 EST
References: <8601221004.AA01866@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From 5298738114889388665
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,93d53c8054afa52a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 10:18:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!nsc!voder!kontron!
stephan
From: stephan@kontron.UUCP (Stephan W. Wendl)
Newsgroups: net.micro.atari
Subject: 520ST cursor
Message-ID: <480@kontron.UUCP>
Date: Wed, 22-Jan-86 13:18:37 EST
Article-I.D.: kontron.480
Posted: Wed Jan 22 13:18:37 1986
Date-Received: Fri, 24-Jan-86 10:04:39 EST
Organization: Kontron Electronics, Irvine, CA
Lines: 6

Everytime I use MicroEmacs or the pseudo shell "command.prg" I am loosing
(of course I dont know whether it was there before) the cursor. It sort of
fishing in the dark trying to edit a file without having a cursor. I would like
to know whether someone knows how to solve this problem before I start digging
through my development pkg. Thanks for any advise leading to the recovery of
this precious part of my ST.

From 991311050181665253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,19352a8cb82c02a5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 11:29:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!dec-rhea!dec-oblio!
earle
From: earle@oblio.DEC (Re-entrant list structures alter DNA)
Newsgroups: net.micro.atari
Subject: Atari, OS-9, rumors
Message-ID: <634@decwrl.DEC.COM>
Date: Wed, 22-Jan-86 14:29:11 EST
Article-I.D.: decwrl.634
Posted: Wed Jan 22 14:29:11 1986
Date-Received: Thu, 23-Jan-86 22:07:56 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 19

22-jan-1986

Haven't seen much of Atari rumors lately so here goes:

Is OS-9 going to be available for the 520ST, 1040ST, TT?
     - When?

When will the 1040ST be available in stores?

Anyone know of either Atari or third party hardware coming out soon?
     - 1,2,+ meg memory boards?
     - co-processors (graphic,mathematical,etc. HOW ABOUT MINI LIP ENGINES)

George Earle
DECVAX!DECWRL!RHEA!OBLIO!EARLE

From -6086773380104974479
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3623f6ed5269f8f0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 11:43:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!ut-sally!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: All is not well inside Atari
Message-ID: <15700049@unido.UUCP>
Date: Wed, 22-Jan-86 14:43:00 EST
Article-I.D.: unido.15700049
Posted: Wed Jan 22 14:43:00 1986
Date-Received: Sun, 26-Jan-86 04:19:50 EST
References: <21395210@PANDA.UUCP>
Sender: notes@unido.UUCP
Lines: 9
Nf-ID: #R:PANDA:-2139521032:unido:15700049:000:347
Nf-From: unido!uh   Jan 22 19:43:00 1986

Right. I think even in Germany Atari has sold about 10.000 520ST's in
December. Our hometown dealer sold about 40 pieces and there are over
200 offical dealers in Germany.

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address: uh@unido.uucp, uh@unido.bitnet

From -7030062498670334354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,981edab698539859
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 11:54:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!inuxc!iubugs!iuvax!
franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: TDI Modula-2, languages
Message-ID: <500032@iuvax.UUCP>
Date: Wed, 22-Jan-86 14:54:00 EST
Article-I.D.: iuvax.500032
Posted: Wed Jan 22 14:54:00 1986
Date-Received: Sat, 25-Jan-86 08:07:39 EST
References: <456@ssc-bee.UUCP>
Lines: 26
Nf-ID: #R:ssc-bee:-45600:iuvax:500032:000:1422
Nf-From: iuvax!franco   Jan 22 14:54:00 1986

In response number 1 to this note I presented a program in FORTH which was followed by the statement "this example helped me decide that I should not be programming in FORTH". The response was a series of near violent messages essentially excommunicating me from the FORTH community. Let me say that the remark I made was meant only as tongue-in-cheek humor and I had no wish to offend anyone by it. Please accept my apologies and rest assured I will not make that mistake again! Now, if some FORTH expert can send me code for the fibonacci number problem which looks readable and runs I will be grateful. (One respondant sent a piece of code which looked readable but contained the string [recursive] which meant there exists some code that I can put in place of [recursive] to get a recursive fibonacci program but that code depends on the particular implementation of FORTH I was using - if anyone knows what this code is for the Dragon FORTH I would be grateful if you send it to me).

P.S. I have been given a copy of Dr. Dobb's Journal which has an article on recursion in FORTH (Feb. 1982, 7, 2, 64) for anyone interested. An example (factorial) goes like this:

```
: THISCODE CURRENT @ @ PFA CFA ; IMMEDIATE
: FAC DUP 2 = IF ELSE DUP 1 - THISCODE LITERAL EXECUTE
                  * ENDIF ;
```

I would be grateful if a FORTH expert would send me mail telling me whether this is well programmed FORTH. Thank you.

From 2397268601193852317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,41c6c4fc7a1a7adb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 12:42:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmath.UUCP
Path: utzoo!watmath!klmartin
From: klmartin@watmath.UUCP (K.L. Martin, Hardware)

Newsgroups: net.micro.atari
Subject: January Byte article commentary.
Message-ID: <908@watmath.UUCP>
Date: Wed, 22-Jan-86 15:42:45 EST
Article-I.D.: watmath.908
Posted: Wed Jan 22 15:42:45 1986
Date-Received: Thu, 23-Jan-86 07:56:28 EST
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 64

I have just finished reading the January Byte article on the 520ST
and feel that I should correct a few things that are in error.
The article is well written overall but there are some technical and
personal observations that I disagree with.

Firstly, photo 2 on page 87 shows a beautiful picture of the circuit
board of the 520. The area labeled "RAM address decoding" is actually
the data path switch controlled by the custom MMU. The two 74LS244s
control the data comming from the CPU to the RAM's and the 74LS373s
latch the data from the RAM's onto the databus. RAM address decoding
consists of the RAS and CAS lines from the MMU, when you only have
16 bits and 16 256K chips you only need one select line to make up 512K...

  Now I move on to more grey areas of contention, on page 99 we have the
following:

> "And, to move a a file out of a folder matters are further complicated by the fact that the folder opens to take over the window from which it derived. You would first have to move the file to a different disk, delete the original file from the folder, then copy the file back to the original disk but not within the same folder, and then delete the first copy you made. It sounds difficult because it is."

This is a possible way to perform this operation but it is by far the
worst. If I had this problem I would solve it in the following manner
on a single drive system.

a) Enter the folder or sub-folder that the file was in.
b) Reopen the disk by selecting the A Icon.
c) Enter the folder I wish to place the file in.
d) Drag the selected file to the new folder (to copy the file).
e) Delete the first file.

The only time a second disk is needed is when the disk is limited in space
and the file is large at that point I would.

a) Copy disk A to B
b) Delete the file from the folder.
c) Copy the file from B to A placing it in the proper folder.

Lastly let me take a pot shot at the software issue on page 100.

The ST arrives with Language Disk, TOS system Disk, First Word,
& DB One. Very few systems come with a Database manager, a visual word
processor, a basic and a logo (mind you the last two are not very
usefull for my applications but they are there in a pinch). For the
above list of software on a Blue machine (no names meantioned) I can see
a rather large dent being put in the pocketbook.

The local Atari dealer has been very helpful in getting any of the public domain
programs to it's customers i.e. Kermit, Neo, STW and the rest. They have taken
an active interest in the ST and although they are not technically oriented
they have not tried to "snow" any of the people here at the university.

My last little rambling is the ongoing discussion between the amiga, mac
and st users. Please stop!! The best thing that can be done is to
concentrate effort on developing the respective machines and quit
flogging a dead issue. I read something once about East is East and West is
West and never the twain shall meet. This discussion is a clear illustration
of this idiom.

Kim L. Martin P.Eng.
University of Waterloo

/*all opions expressed herein may be mine,(short pause) i'm not sure */

From 2076794300601130280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9506f472d1c499ae
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 12:55:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ism780c.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!
ism780c!tim
From: tim@ism780c.UUCP (Tim Smith)
Newsgroups: net.micro.atari
Subject: Re: terminal emulators
Message-ID: <300@ism780c.UUCP>
Date: Wed, 22-Jan-86 15:55:10 EST
Article-I.D.: ism780c.300
Posted: Wed Jan 22 15:55:10 1986
Date-Received: Thu, 23-Jan-86 11:01:12 EST
References: <12175778051.33.LOOSEMORE@UTAH-20.ARPA>
<8601200156.AA27206@water.UUCP>
Reply-To: tim@ism780c.UUCP (Tim Smith)
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 7

Suggestion for people who write terminal emulators: either include in
your documentation a termcap entry for your emulator, or better yet,
have a command to send the termcap entry to the host.

--

Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim

From 4561898426117796621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ed6b5888cd7409
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 12:55:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!saber!imagen!
turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: The absolutely positively most REAL mac/amiga/st comparison!
Message-ID: <210@imagen.UUCP>
Date: Wed, 22-Jan-86 15:55:16 EST
Article-I.D.: imagen.210
Posted: Wed Jan 22 15:55:16 1986
Date-Received: Fri, 24-Jan-86 21:55:31 EST
References: <490@ssc-vax.UUCP> <860121-072536-1111@Xerox>
Organization: The Houses of the Holy
Lines: 18

> RE: Cray-6000
>
>   I think you should have saved this one for April Fool's Day. I just

~~~~~~~~~~~~~~~~~~~~~~~~~\ lineater,\~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

the depressing thing is that we probably will still be going back
and forth about it then
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
         Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From 1061015487413899259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e05bc47dba5c5f05
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-22 16:56:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
~~~~~~~~~~~~~~~~~~~~~~~~~

Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8601222355.AA25544@pesnta.UUCP>
Date: Wed, 22-Jan-86 19:56:08 EST
Article-I.D.: pesnta.8601222355.AA25544
Posted: Wed Jan 22 19:56:08 1986
Date-Received: Fri, 24-Jan-86 22:05:18 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 31

>From uucp Wed Jan 22 15:54 EST 1986 remote from hjuxa
>From **NSC** Wed Jan 22 12:00 EST 1986 remote from houxm
>From uucp Wed Jan 22 11:59 EST 1986 remote from mhuxt
>From uucp Wed Jan 22 11:59 EST 1986 remote from mhuxv
>From uucp Wed Jan 22 10:57 CST 1986 remote from mhuxh
>From uucp Wed Jan 22 11:56 EST 1986 remote from hlexa
>From abm Wed Jan 22 11:55 EST 1986 remote from hlwpc
To: hlexa!mhuxh!mhuxv!mhuxt!houxm!hjuxa!petsd!pesnta!hplabs!ucbvax!info-atari
Subject: Re: 850 wanted
In-reply-to: your article <8601211538.AA18979@winkin>

I am using an Epson RX-80 off my Atari 800 and it works *beautifully*.
I don't yet have a printer driver program for the RX-80, so I must
insert escape codes directly into my Atariwriter text files to get
stuff like expanded, compressed, italics, boldface, etc. Some of the
Atariwriter control-[letter] commands do work, such as paragraph,
center, flush right, etc. I bought my printer for $239 from 47th
Street Computers in NYC (the *best* price I could find anywhere!),
and bought my interface cable for around $50 from J&R Records & Tapes
(who also sell computers, etc.) also in NYC. I do not have an Atari
850 interface, and don't think I need one. My peripherals include
a disk drive and a printer. When I want to load or save from my
Atari 410 tape cartridge machine, I just unplug the printer from the
disk drive and plug in the 410 recorder. The interface cable I
mentioned was made by some outfit in the Northwest (Infocom? Infobits?
Microbits? something like that...it's home and I can't recall).

|~~~~~~|
| Andrew B. Myers AT&T Bell Laboratories Room 1A-424 Short Hills, NJ 07078 |
| Telephone 201-564-4280 Computer address:...ihnp4!hlwpc!abm |
~~~~~~

From -5808570734509071193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,54cf383f1b96a17e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 03:15:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!mcvax!ukc!reading!minster!nigel
From: nigel@minster.UUCP (nigel)
~~~~~~

Newsgroups: net.micro.atari
Subject: Re: calling programs
Message-ID: <672@minster.UUCP>
Date: Thu, 23-Jan-86 06:15:46 EST
Article-I.D.: minster.672
Posted: Thu Jan 23 06:15:46 1986
Date-Received: Sun, 26-Jan-86 05:31:34 EST
References: <1122@cvl.UUCP>
Reply-To: nigel@minster.UUCP (nigel)
Distribution: net
Organization: University of York, England
Lines: 12

In article <1122@cvl.UUCP> eli@cvl.UUCP writes:
>
>Anyone out there used the gemdos Pexec command? It supposedly allows one
>to call other programs from a main program. I've tried everything I could
>think of to get it to work, but I've had no luck. It keeps returning error
>code -39. According to the gemdos manual, this indicates not enough memory.

A CPM 68K program has all the memory allocated to it, so there is none
left when you try to do a Pexec(). I suspect you have used gems.o, rather
than gemstart.o (if you have the ISV development system), as the latter
reallocates memory for you. Alternatively, use the Mshrink() command.

From -875583480730517907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8728095a9c70979f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 05:55:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!dec-rhea!dec-star!
fisher
From: fisher@star.DEC (Burns Fisher ZKO1-1/D42 DTN 381-1466)
Newsgroups: net.micro.atari
Subject: Modulating 8-bit output
Message-ID: <652@decwrl.DEC.COM>
Date: Thu, 23-Jan-86 08:55:24 EST
Article-I.D.: decwrl.652
Posted: Thu Jan 23 08:55:24 1986
Date-Received: Fri, 24-Jan-86 22:15:48 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 12

>I'm looking for someone who can tell me how to change the monitor output
>into an RF signal for the 8-bit series. Thanks in advance.
>Scott Zimmerman

Well, first off, I think all the 8-bitters have a built in modulator. But

assuming yours is down, they are easy to buy. I think Radio Shack has them
for $10 or so. Also computer stores. Just plug in the composite video output.
They probably need a battery or something, too.

Burns

...decwrl!rhea!star!fisher

From -3073001813442233563
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,49e697e4c954b451,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 07:44:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!cwruecmp!pjd
From: pjd@cwruecmp.UUCP (dr. funk)
Newsgroups: net.micro.atari
Subject: Marketing.
Message-ID: <1388@cwruecmp.UUCP>
Date: Thu, 23-Jan-86 10:44:42 EST
Article-I.D.: cwruecmp.1388
Posted: Thu Jan 23 10:44:42 1986
Date-Received: Sat, 25-Jan-86 03:48:20 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 30

Jim Henry's comments on marketing are well taken. However, Jim, how
dare you be rational in this news group and almost give me a heart
attack?

Here are two additional comments on marketing and business. First, if
you have a successful product, you should sell it hard and get everything
you can out of it. Following this principle, Atari is re-introducing the
7800 game product and pushing 2600's again. The game machines accounted
for a large part of Atari's revenues last year. And for 8-bitters
(and I am one, too), this principle guarantees the continued support of
the 8-bit line.

My second comment has to do with business in general -- business is a
rough game even when played within the bounds of good taste and proper
acceptable ethics. If you aren't willing to play tough, don't get in
the game. In my experience, I've found that most "mom and pop" computer
stores cannot (will not) get into or withstand the "business is war"
mindset. For example, compare the personality, outlook and value
system of your average technical guy who has risen (sunk) to VP of
engineering versus an executive, money man VP. It's pretty clear
who eats granola and who eats ground glass (raw bits????) for breakfast.
Personally, I'm holding out for senior scientist which really says
something about MY personality :-)

Finally, for Amiga vs. ST'ers, toys vs. real's, etc., why dont cha all

fade away. I'm havin' too much fun with my box.
--

paul drongowski   decvax!cwruecmp!pjd
case western reserve university   pjd%Case@CSNet-relay

From 2860236968156553703
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1a6e5ae73bb26a2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 08:48:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cvl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!
gymble!umcp-cs!cvl!gyuri
From: gyuri@cvl.UUCP (Gyorgy Fekete)
Newsgroups: net.micro.atari
Subject: Re: Converting RGB <---> Composite
Message-ID: <1146@cvl.UUCP>
Date: Thu, 23-Jan-86 11:48:03 EST
Article-I.D.: cvl.1146
Posted: Thu Jan 23 11:48:03 1986
Date-Received: Sat, 25-Jan-86 03:52:11 EST
Reply-To: gyuri@cvl.UUCP (Gyorgy Fekete)
Organization: Computer Vision Lab, U. of Maryland, College Park
Lines: 20

There has been a lot of requests for converting RGB signals to composite
and vice versa, with RF, and so on. The book "Applied Concepts in
Microcomputer Graphics" by Bruce A. Artwick (Prentice Hall)
has a whole chapter dedicated to mucking around with display generation
hardware. In particular, on page 93 it gives two diagrammes for implementing
RGB to colour conversion for standard and simplified computer graphics
applications.

This book is available in most book shops with a "computer reference" section,
and through many computer book clubs. I don't know the publisher's price,
but if you belong to one of these book clubs, or about to join, you may
get it for a few bucks. (I got it for less than $6).

I hope this is of some use.
--
USPS: Gyorgy Fekete | ARPA: gyuri@cvl.umd.edu
      Center for Automation Research | ATT: (301) 454-5858
      University of Maryland | UUCP: ..{seismo,allegra,brl-bmd}\
      College Park, MD 20742 | !umcp-cs!cvl!gyuri

From 2339838668977056841
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,401b024ba519c897,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 09:07:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site gc49.UUCP
Path: utzoo!watmath!clyde!burl!gc49!dist
From: dist@gc49.UUCP (71GC060820)
Newsgroups: net.micro.atari
Subject: Where are the XL`s?
Message-ID: <190@gc49.UUCP>
Date: Thu, 23-Jan-86 12:07:06 EST
Article-I.D.: gc49.190
Posted: Thu Jan 23 12:07:06 1986
Date-Received: Fri, 24-Jan-86 21:28:29 EST
Reply-To: dist@gc49.UUCP (71GC060820)
Distribution: na
Organization: AT&T Technologies, Guilford Center, NC
Lines: 18
Keywords: 800XL, XL, 400, 1200

I know that this is group is for ATARI relates subjects. Ok, fine,
what about the old 8-bit XL series? All (mostly) that I ever see
in this column is news, questions and advise about the ST series.

Some of us out here in netland are poor starving programmers, students,
etc. and can`t afford $1000.00+ for a PC.  Also even though you can`t
run UNIX or some of the more complicated routines on the XL series
(400, 600, 800, etc.) my 800XL and I get along just fine and have a
great time in the evenings. There are many great games for the XLs
as well as lots of useful business, learning, and other types of
programs floating around out there.

Lets have more programs, news, notes, and comments on the XL series.

Hank (The Shadow) Robertson.

"So this is it, we`re going to die!" - A. Dent

From -2554787863637233326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b66c18aca8f54886,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 10:21:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Action! sources ---
Message-ID: <8601231829.AA01526@ucbvax.berkeley.edu>
Date: Thu, 23-Jan-86 13:21:00 EST
Article-I.D.: ucbvax.8601231829.AA01526

Posted: Thu Jan 23 13:21:00 1986
Date-Received: Fri, 24-Jan-86 22:01:13 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 9

Someone mentioned that they have already converted a number of C sources
to Action!. Are any of these programs useful? Would a general posting
(or an upload to the info-atari archives) be appropriate? Does ANYONE
have any interesting/useful 8-bit software that is PD distributable?

-Richard Hartman
max.hartman@ames-vmsb

From -8601240678880926261
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,99d278c4deafb1ed
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 10:36:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site gargoyle.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!gargoyle!ed
From: ed@gargoyle.UUCP (Ed Friedman)
Newsgroups: net.micro.atari
Subject: Re: AtariSoft games...
Message-ID: <308@gargoyle.UUCP>
Date: Thu, 23-Jan-86 13:36:04 EST
Article-I.D.: gargoyle.308
Posted: Thu Jan 23 13:36:04 1986
Date-Received: Fri, 24-Jan-86 21:59:44 EST
References: <369@3comvax.UUCP>
Reply-To: ed@gargoyle.UUCP (Ed Friedman)
Distribution: net
Organization: U. of Chicago, Computer Science Dept.
Lines: 9

Yes, Tramiel's group is in charge of the AtariSoft division now. However,
there will probably be some delay before you see your favorite Atari games
converted to the 520ST, since according to Richard Frick, Atari has nobody
in their organization right now who is able to program on the 520ST.

Ed Friedman

P.S. I would appreciate hearing from any of you developers who feel they have
'mastered' programming on the 520ST.

From -9076576095185428159
X-Google-Language: Unknown,Unknown

X-Google-Thread: 1517c1,8d0f35e8f51967e3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 10:40:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site
ucbvax.berkeley.edu.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax.berkeley.edu!info-
atari
From: info-atari@ucbvax.berkeley.edu.UUCP
Newsgroups: net.micro.atari
Subject: Re: Amateur Packet Radio articles.
Message-ID: <8601231840.AA13821@ssc-vax>
Date: Thu, 23-Jan-86 13:40:06 EST
Article-I.D.: ssc-vax.8601231840.AA13821
Posted: Thu Jan 23 13:40:06 1986
Date-Received: Sat, 25-Jan-86 09:31:48 EST
References: <8601152230.AA14803@mitre-bedford.ARPA>
Sender: daemon@ucbvax.berkeley.edu.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From -3073915834896260400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8ca81afae4b8137b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 11:15:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!ut-sally!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Help needed: Clock in the ST!!
Message-ID: <15700050@unido.UUCP>
Date: Thu, 23-Jan-86 14:15:00 EST
Article-I.D.: unido.15700050
Posted: Thu Jan 23 14:15:00 1986
Date-Received: Sun, 26-Jan-86 04:59:19 EST
Sender: notes@unido.UUCP
Lines: 11
Nf-ID: #N:unido:15700050:000:491
Nf-From: unido!uh   Jan 23 19:15:00 1986

Well, has anybody out there in net-land an instruction, how I can
make my 520ST hold the time, even when I switch it off. I think I have
heard sometimes ago in the net, that someone has battery buffered the
microprocessor in the keyboard, but I'm not shure about this. So if
there are any hints, please mail them to

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany

E-mail address: uh@unido.uucp, uh@unido.bitnet

From 7777352002262973596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4bcc5596fdb48896,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 11:35:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!dec-rhea!dec-pulman!
peters
From: peters@pulman.DEC (Don Peters, APO-1/F8, 289-1242)
Newsgroups: net.micro.atari
Subject: Some news items from Atari
Message-ID: <663@decwrl.DEC.COM>
Date: Thu, 23-Jan-86 14:35:46 EST
Article-I.D.: decwrl.663
Posted: Thu Jan 23 14:35:46 1986
Date-Received: Fri, 24-Jan-86 22:21:02 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 83

Having heard little factual info from what was going on at Atari, I gave a call to Richard Freck, the person at Atari responsible for St development. I was lucky to reach him as he just got out of a meeting, and I pressed him for answers to a number of questions I and others have had regarding Atari products, plans, etc. The following is what I can reconstruct from my notes and (sometimes rather poor memory):

1) There is no GEM Draw coming. They are still awaiting GEM paint.

2) Those who read the last issue of Infoworld probably saw an article regarding a new, less buggy developers kit, that some developers claimed they had to have to do development. The claim was made that DRI was just letting some copies out. Richard didn't have any info on the new software and gave little credibility to the Infoworld article.

3) It will still be about 30 days before TOS in ROM is available to the general public via their Atari dealer. HOWEVER, if you are a developer (and have sent in your non-disclosure agreement), you can get your ROMs right now by sending in a check for $25 to the attention of Richard Frick, Atari Corp., 1196 Borregas Ave., Sunneyvale, CA 94086.

4) The 1040ST should be coming out soon (they are in the warehouse), and will come with a built-in double-sided drive and built-in power supply.

5) Before Christmas there was talk of a number of Atari video games that were to be available on the ST, such as Missle Command.

This didn't happen, but the project was not canceled and Richard hopes they will come soon.

6) I recently heard that Atari would be shipping a copy of First Word and DB Master with every ST they sell, like ST Basic and ST Logo. This is NOT true, according to Richard. When pressed, he said that some stores included this software with the ST at Christmas as a sales promotion. I said I hadn't heard of this, and he said it was up to the stores to mention this. Anyway, he says it is a violation of copyright law to freely distribute this software, as it is to distribute ST Basic.

7) The "official" policy from Atari re the 1 meg upgrade is that it shouldn't be done. Atari will not repair a system sent to them if the update has been done unless it has been done at an authorized service center. When I asked about installing the ROMs, he said they too should only be done at an authorized service center.

8) I'd been hearing various reports over the past few months on whether the hard disk drive would be only 10 Mb, only 20 Mb, or both. Richard said there would be a 20 Mb and a 30 Mb version available, both around the mid-March time frame.

9) I mentioned that I had been using ST Basic for a while not, and uncovered several problems with the documentation and software, and would an updated version be coming out. He said a new version was due out in mid-March, but had no idea on how it was going to be distributed.

10) While the TT is not yet an announced product, I did say that I had heard a rumor that the CPU was to be the 68020 instead of the National 32 bit chip, 32332. The only comment he had was that the 68020's were not yet readily available.

11) I noted that I had not gotten my Atari newsmagazine (the Atari Explorer?) in many months. For that question he referred me to Neil Harris (408) 745-4394.

12) I mentioned that a lot of rumors and comments on Atari fly around on the USENET and Arpanet networks, and was he aware of these networks. He didn't know of them, but did express an interest in them. I got the impression that he would subscribe if it were possible (is it?).

That exhaused my list, and the poor guy was probably glad to get off the hook, but I did say I would pass this info along to the Atari user groups I belong to, so I believe his time was well spent. I've tried to present the above info as "straight" as possible, but if any one has serious questions they can call Richard Freck directly, at (408) 745-4926.

/Don Peters, Digital, 617-689-1242/

...decvax!decwrl!dec-rhea!dec-pulman!peters

From -5318870609646083681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74e771afcf6e74c4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 11:42:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mips.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!glacier!mips!kim
From: kim@mips.UUCP (Kim DeVaughn)
Newsgroups: net.micro.atari
Subject: Re: Sources on net.micro.atari
Message-ID: <294@mips.UUCP>
Date: Thu, 23-Jan-86 14:42:52 EST
Article-I.D.: mips.294
Posted: Thu Jan 23 14:42:52 1986
Date-Received: Sat, 25-Jan-86 03:54:38 EST
References: <347@ihnet.UUCP> <185@imagen.UUCP> <660@ihlpm.UUCP> <350@ccivax.UUCP>
Distribution: net
Organization: mips ... where RISC is a way of life
Lines: 40

>>> Also it is not uncommon for binarys to be placed in the public domain !!
>>> --
>For some reason, the folks in net.micro.amiga seem to have few of the
>hassles over posting sources to the distribution group that seem to
>show up in this list.
> --
>(Besides, we can always use a dis-assembler to see how it works).
> --
>I would rather see some meaningful source code, but post whatever you
>feel you can!
> --
>Has anybody successfully ported any of the Amiga code over to the ST?
>Someone ported some of it to their CoCo/OS-9 system (see net.micro.6809).

Someone (sorry, I don't remember who) recently posted microEmacs to
net.micro.atari. The source came from net.micro.amiga. Not to rub salt
into open wounds (at least not too much, anyway :-)), but the argument
that "the source is too machine specific to be of value to others" is
just alot of hand-waving. Sure, most *any* porting requires some amount
of rework ... hell, even to go from AmigaDOS V1.0 to V1.1 requires some
changes. And granted that a straight across port may not take advantage
of unique hardware, and some functionallity may be lost from the original,
but it provides a place to start working on the next revision ... isn't
there something about "standing on the shoulders of those who have gone on
before me" (or does that only apply to physicists)?

Sorry to ramble on so ... I just get so annoyed when I see something
posted that *might* be interesting to look at, and then on the 2nd or
3rd screen I see "requires BinHex 4.0", or some such drivel! Grrrrrr!!!

Anyway, thanks to whomever posted XLISP to net.micro.atari ... I hope to get it up on my Amiga shortly ... and then I may try to move it over to my MS-DOS machine (tho the C compiler I have there is a little "weak").

/kim
--

UUCP: {decvax,ucbvax,ihnp4}!decwrl!mips!kim
DDD: 415-960-1200
USPS: MIPS Computer Systems Inc, 1330 Charleston Rd, Mt View, CA 94043

From -2362461882599230268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,790fa8666d69c46f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 12:34:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.berkeley.edu.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax.berkeley.edu!info-atari
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: JS&A ad and ST future
Message-ID: <12177599929.8.MRC@PANDA>
Date: Thu, 23-Jan-86 15:34:18 EST
Article-I.D.: PANDA.12177599929.8.MRC
Posted: Thu Jan 23 15:34:18 1986
Date-Received: Sat, 25-Jan-86 03:39:17 EST
Sender: daemon@ucbvax.berkeley.edu.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 17

Have you seen the JS&A ad for the ST? It's on the first page of the March '86 Playboy. If I were you, ST owners, I'd be worried. JS&A specializes in selling other companies' failed products with mucho hype. This ad sure fits the mold.

I haven't been able to verify the rumor that the new ST's can't address more than 512K of memory, but this sort of shenigans is typical of Atari. If anybody remembers the final blowout 400's from the old Atari, they had a sabotaged ANTIC chip that couldn't address more than 16K. Fortunately, I had a source of good ANTIC's so I was able to replace the bogus ANTIC.

I am really getting sick of the childish messages on this list that make fun of serious concerns related to the ST's marketing. It is ridiculous to talk about $400 Crays. Seymour Cray only makes multi-million dollar machines, and it costs him millions of dollars (presumably less than what he sells them for) to make each one.

From -3383382216451005062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,eeacfb55f540687f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 12:45:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site
ucbvax.berkeley.edu.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax.berkeley.edu!info-atari
From: Hertz.OsbuSouth@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: +Topic;
Message-ID: <860123-153023-1243@Xerox>
Date: Thu, 23-Jan-86 15:45:30 EST
Article-I.D.: Xerox.860123-153023-1243
Posted: Thu Jan 23 15:45:30 1986
Date-Received: Sat, 25-Jan-86 03:41:23 EST
Sender: usenet@ucbvax.berkeley.edu.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

Please delete my name from the distribution.
Thanks

Hertz.es@Xerox.COM

From 6095035405505645312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a48f875a7e3e2a6a
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d4424a92a64c8ec3
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-23 13:05:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ism780c.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!
ism780c!tim
From: tim@ism780c.UUCP (Tim Smith)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: New Atari Toy Computer
Message-ID: <308@ism780c.UUCP>
Date: Thu, 23-Jan-86 16:05:05 EST
Article-I.D.: ism780c.308
Posted: Thu Jan 23 16:05:05 1986
Date-Received: Fri, 24-Jan-86 22:10:49 EST
References: <37@sbcs.UUCP> <402@tekig5.UUCP> <1302@sdcsvax.UUCP> <635@ark.UUCP>
<355@3comvax.UUCP> <279@ism780c.UUCP> <374@3comvax.U
Reply-To: tim@ism780c.UUCP (Tim Smith)
Distribution: net
Organization: Interactive Systems Corp., Santa Monica, CA

Lines: 46
Xref: watmath net.micro.amiga:1687 net.micro.atari:2540

In article <374@3comvax.UUCP> mykes@3comvax.UUCP (Mike Schwartz) writes:
>
>IBM and Atari and Apple do not have Jay Miner, I rest my case. IBM or Apple
>might be able to do a quick and dirty imitation of the Amiga at a huge
>cost, but they won't until they feel the pressure of large Amiga quantities
>in their market.
>
Are you claiming Jay Miner is the only competent engineer in the computer
biz? If so, I think you are resting more than your case! :-)

I was not suggesting that IBM or Apple would do a quick and dirty Amiga
imitation if the Amiga starts to hurt their sales. I was suggesting
that they already are working on machines that are as state of the
art as Amiga.

Take the case of IBM. They (at least this is what I have heard, it
may be totally wrong) spend lots of money on keeping up with the
leading edge of technology. For example, IBM did one of the very
early RISC machines, yet it was only this week that they announced
a RISC based product. Similarly, it is almost certain that they
already have all the technology to do an Amiga class machine. To
actually market such a machine would not be a quick and dirty job,
it would simply be a matter of putting some stuff they already have
in one box and selling it.

Heck, even Mattel was close to having an Amiga type computer before they
got out of computers (the machine that would have come after the
Intellevision III was going to be 68k based, and have graphics
and sound capabilities similar to those of the Amiga).

>If you have $2000 to spend, ae you going to shop at K-Mart or a computer
>store? You might educate yourself first, then go to the Computer store
>(why do I have the feeling I will see flames about this?)
>
I would allocated about $100 of the $2000 to go to the local magazine
shop, and get a lot of computer magazines. If I found a machine that
met my needs, and sold for a lot less than the other machines that
meet my needs, I would start to look for it.

It might not occur to me to go to K-Mart and look for it, so I might end
up purchasing the expensive machine from a computer store. But if I
became aware of the K-Mart machine, I would go and buy it there. I see
no reason to become stupid just because I have $1900 in my pocket :-).

--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim

From 3323217860922975073
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,66cc5ede1c3f9c5d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 13:35:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 800xl
Message-ID: <8601232135.AA17402@mitre-bedford.ARPA>
Date: Thu, 23-Jan-86 16:35:13 EST
Article-I.D.: mitre-be.8601232135.AA17402
Posted: Thu Jan 23 16:35:13 1986
Date-Received: Fri, 24-Jan-86 22:07:35 EST
References: <12177055258.21.D-ROGERS@EDWARDS-2060.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 9

Re: "monitor/front panel emulator" - You might look into the monitor
called Omnimon available from CDY Consulting, Richardson TX.   The phone
number there is (214) 235-2146. The chap who will likely answer the phone is
David Young, and he can tell you what his Omnimon will do or send you
literature. I just bought this and a couple of other nifty things from him,
but have been out of town a lot and haven't gotten it up and running yet.

John Sangster
jhs at mitre-bedford.arpa

From 5157815641904152844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,52e5cc9e8db01b58
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 13:51:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site
ucbvax.berkeley.edu.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax.berkeley.edu!info-atari
From: info-atari@ucbvax.berkeley.edu.UUCP
Newsgroups: net.micro.atari
Subject: Re: re. 850 interface
Message-ID: <8601232151.AA18094@mitre-bedford.ARPA>
Date: Thu, 23-Jan-86 16:51:44 EST
Article-I.D.: mitre-be.8601232151.AA18094
Posted: Thu Jan 23 16:51:44 1986
Date-Received: Sat, 25-Jan-86 03:40:34 EST
References: <617@decwrl.DEC.COM>
Sender: daemon@ucbvax.berkeley.edu.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 6

Will the guy/gal who got an 850 interface for $25.00 please tell ME

(heh, heh, and NOT the net, at least until I've Got Mine) the
phone number to call to order one? Thanks!!!!!!!!!!x10**6)

John Sangster,
jhs at mitre-bedford.arpa

From 4120836009788689409
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3b7dc5b4b50b84,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 14:07:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
sdcrdcf!trwrb!trwrba!mdf
From: mdf@trwrba.UUCP (Mark D. Falleroni)
Newsgroups: net.micro.atari
Subject: ST COMM Again
Message-ID: <1806@trwrba.UUCP>
Date: Thu, 23-Jan-86 17:07:48 EST
Article-I.D.: trwrba.1806
Posted: Thu Jan 23 17:07:48 1986
Date-Received: Sat, 25-Jan-86 08:34:38 EST
Organization: TRW EDS, Redondo Beach, CA
Lines: 2

ST COMM has been reposted to net.sources.

From -654862396820949466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a48f875a7e3e2a6a
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d4424a92a64c8ec3
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-23 15:57:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!ut-sally!pyramid!amiga!tomp
From: tomp@amiga.UUCP
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: New Atari Toy Computer
Message-ID: <602@amiga.amiga.UUCP>
Date: Thu, 23-Jan-86 18:57:19 EST
Article-I.D.: amiga.602
Posted: Thu Jan 23 18:57:19 1986
Date-Received: Fri, 24-Jan-86 22:27:37 EST
References: <37@sbcs.UUCP> <402@tekig5.UUCP> <1302@sdcsvax.UUCP> <635@ark.UUCP>
<355@3comvax.UUCP> <279@ism780c.UUCP> <374@3comvax.UUCP>
Reply-To: tomp@stella.UUCP (Tom Pohorsky)
Distribution: net

Organization: Commodore-Amiga Inc., 983 University Ave #D, Los Gatos CA 95030
Lines: 13
Xref: watmath net.micro.amiga:1695 net.micro.atari:2543

In article <374@3comvax.UUCP> mykes@3comvax.UUCP (Mike Schwartz) writes:

>If you have $2000 to spend, ae you going to shop at K-Mart or a computer
>store? You might educate yourself first, then go to the Computer store
>(why do I have the feeling I will see flames about this?)

  You have a feeling you will see flames about this because this type of remark is irrational, fitting somewhere between political and religous. Even as a [obviously biased] Commodore-Amiga employee, I wince when I see this kind of fuel-to-the-[pointless-carnage]-fire remark.
  You have contributed alot of good rational info to this newsgroup. It's beneath your dignity to get religous in this group. Keep up the GOOD work.
  tomp.

From -917103033754213948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b489616fd8cfd5d3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 21:16:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!knnngt
From: knnngt@ukma.UUCP (Alan Kennington)
Newsgroups: net.micro.atari
Subject: Re: Atari BASIC disks shipped
Message-ID: <2580@ukma.UUCP>
Date: Fri, 24-Jan-86 00:16:46 EST
Article-I.D.: ukma.2580
Posted: Fri Jan 24 00:16:46 1986
Date-Received: Sat, 25-Jan-86 03:29:02 EST
References: <320@drutx.UUCP>
Reply-To: knnngt@ukma.UUCP (Alan Kennington)
Organization: U of KY Mathematical Sciences
Lines: 6
Keywords: Are the bugs gone?
Summary: Nothing fixed

     My Basic disk arrived a couple of weeks ago (after 3 months' waiting). I eagerly checked it for 8 classes of bug that I had encountered. Every single one of them is still there in its original form. So the answer is no in the case of the disk sent to me. The bugs are not yet fixed after 3 months of public use.

From -6135071552292221763
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,23124103241bc541

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-23 22:51:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site calgary.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!alberta!calgary!stone
From: stone@calgary.UUCP (Glen Stone)
Newsgroups: net.micro.atari
Subject: Re: 520ST rumor
Message-ID: <79@calgary.UUCP>
Date: Fri, 24-Jan-86 01:51:38 EST
Article-I.D.: calgary.79
Posted: Fri Jan 24 01:51:38 1986
Date-Received: Sun, 26-Jan-86 20:35:28 EST
References: <853@spp2.UUCP>
Distribution: na
Organization: University of Calgary, Calgary, Alberta
Lines: 22

>
> I've just heard an interesting rumor that I hope is false! It seems
> Atari has switched a chip in the latest 520STs that will not allow the
> machine to address anything above 512K! And whats worse is that the
> old chip cannot be bought. This means if you want an ST that can handle
> a meg or more you have to buy a 1040ST.
>
> I was planning on getting the 520 and upgrading to more memory when my
> wallet gets fatter. I would guess that a lot of other people have/had the
> same idea.
>
> Anyone else heard anything to that fact? Also, it seems all the chips are
> soldered now (even the cpu).
>
>
> --
>
>   Ray Roux
>   {ucbvax|decvax}!trwrb!trwspp!spp3!rroux

I would seriously doubt your source as to that Fact (?). The cpu is soldered
on the production versions already !

From 5645217158302177490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,93d53c8054afa52a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-24 06:35:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!brl-tgr!nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST cursor

Message-ID: <1988@nlm-vax.ARPA>
Date: Fri, 24-Jan-86 09:35:18 EST
Article-I.D.: nlm-vax.1988
Posted: Fri Jan 24 09:35:18 1986
Date-Received: Sun, 26-Jan-86 05:25:28 EST
References: <480@kontron.UUCP>
Reply-To: randy@nlm-vax.UUCP (Rand Huntzinger)
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 24

In article <480@kontron.UUCP> stephan@kontron.UUCP (Stephan W. Wendl) writes:
>Everytime I use MicroEmacs or the pseudo shell "command.prg" I am loosing
>(of course I dont know whether it was there before) the cursor. It sort of
>fishing in the dark trying to edit a file without having a cursor. I would like
>to know whether someone knows how to solve this problem before I start digging
>through my development pkg. Thanks for any advise leading to the recovery of
>this precious part of my ST.

This is probably a common problem, so I'm posting the solution rather than responding by mail. There are two basic types of applications, GEM and TOS. The TOS applications can be divided into TOS and TOS-TAKES-PARAMETERS. By default, files ending in .PRG, .TOS, and .TTP are GEM, TOS, and TOS-TAKES-PARAMETERS applications respectively. The only difference between TOS and TTP is you get a chance to enter command line options when starting a TTP application. This application type can be overridden using the Install Application menu item. [Don't forget to save the desktop after doing this unless you want it to go away the next time you boot]

What does this have to do with your problem? GEM applications use a mouse cursor and TOS applications use a standard terminal type cursor. To get the standard cursor, you have to specify that this is a TOS application. So, if you change MicroEmacs to me.ttp (so you can put a file name on the command line), or install it as a TTP application, you'll have a proper cursor when it runs.

From 874885865599015300
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,93d53c8054afa52a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-24 07:40:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site unmvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!linus!philabs!cmcl2!lanl!
unm-la!unmvax!wampler
From: wampler@unmvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST cursor
Message-ID: <985@unmvax.UUCP>
Date: Fri, 24-Jan-86 10:40:45 EST
Article-I.D.: unmvax.985
Posted: Fri Jan 24 10:40:45 1986
Date-Received: Sun, 26-Jan-86 17:12:26 EST

References: <480@kontron.UUCP>
Organization: Univ. of New Mexico, Albuquerque
Lines: 14

> Everytime I use MicroEmacs or the pseudo shell "command.prg" I am loosing
> (of course I dont know whether it was there before) the cursor.
     This one is easy, once you figure it out. Don't call the file
.prg! Use .ttp or .tos. When you rename it to .tos, the cursor
stays. (This is independent of the set options menu - you must rename
the file). As far as I know, this is not documented anywhere, but I
just accidentally discovered this.
--
Dr. Bruce E. Wampler
University of New Mexico
Department of Computer Science
Albuquerque, NM 87131

..{ucbvax | seismo!gatech | ihnp4!lanl}!unmvax!wampler

From -1162688312262779083
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,401b024ba519c897
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-24 08:33:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site
tekigm2.UUCP
Path: utzoo!decvax!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Re: Where are the XL`s?
Message-ID: <379@tekigm2.UUCP>
Date: Fri, 24-Jan-86 11:33:35 EST
Article-I.D.: tekigm2.379
Posted: Fri Jan 24 11:33:35 1986
Date-Received: Mon, 27-Jan-86 00:36:07 EST
References: <190@gc49.UUCP>
Distribution: na
Organization: Tektronix, Beaverton OR
Lines: 30

>
> I know that this is group is for ATARI relates subjects. Ok, fine,
> what about the old 8-bit XL series? All (mostly) that I ever see
> in this column is news, questions and advise about the ST series.
>
> Some of us out here in netland are poor starving programmers, students,
> etc. and can`t afford $1000.00+ for a PC.  Also even though you can`t
> run UNIX or some of the more complicated routines on the XL series
> (400, 600, 800, etc.) my 800XL and I get along just fine and have a
> great time in the evenings. There are many great games for the XLs
> as well as lots of useful business, learning, and other types of

> programs floating around out there.
>
> Lets have more programs, news, notes, and comments on the XL series.
>
> Hank (The Shadow) Robertson.
>
> "So this is it, we`re going to die!" - A. Dent

Agreed wholehardedly! While the XL/XE series can't "run" UNIX, with the Chameleon software program from Antic, you can use any Atari computer to interface with a UNIX/UNIX clone system. That is how I get on line with the net from home. 130XE > tekigm2 > net.world. Chameleon converts your Atari to a VT52 (or VT52XL) terminal, the termcap is listed in the documentation furnished on the disk for Chameleon.

--Bill--

==========

We still need net.XL/XE and net.ST created!

==========

From 1554068776242020022
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,93d53c8054afa52a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-24 11:33:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST cursor
Message-ID: <500033@iuvax.UUCP>
Date: Fri, 24-Jan-86 14:33:00 EST
Article-I.D.: iuvax.500033
Posted: Fri Jan 24 14:33:00 1986
Date-Received: Tue, 28-Jan-86 05:47:44 EST
References: <480@kontron.UUCP>
Lines: 5
Nf-ID: #R:kontron:-48000:iuvax:500033:000:257
Nf-From: iuvax!franco   Jan 24 14:33:00 1986

This is also an ST question. While we are on the subject of cursors, does anyone know how to get the cursor to stay on all the time. Having the cursor on the screen half the time is alot better than not at all but it still is annoying in EMACS. Thanks.

From 4278879656580771881
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce005cb6055793df,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1986-01-24 12:32:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!ut-sally!seismo!brl-tgr!burman
From: burman@brl-tgr.UUCP
Newsgroups: net.micro.atari
Subject: 520ST ???????????
Message-ID: <1915@brl-tgr.ARPA>
Date: Fri, 24-Jan-86 15:32:10 EST
Article-I.D.: brl-tgr.1915
Posted: Fri Jan 24 15:32:10 1986
Date-Received: Sun, 26-Jan-86 05:22:44 EST
Distribution: net
Organization: Ballistic Research Lab
Lines: 19

Author:burman@brl.arpa

Request:

I am interested in purchasing a 520ST or 1020ST (if they are available
in the not tooooo distant future) while I am visiting the US. To date I
am still, however, debating whether it will be with a monochrome or
colour monitor, but whichever way I decide to go I can forsee problems.
At the end of my stay I will be returning to Australia and have to plug
into the local 240 VAC 60 Hz supply. I can easily use a step-up
transformer for the CPU-keyboard and Disk , only one more transformer to
add to the rats nest under the computer table. What has me worried
though is the question of whether the monitor uses line frequency for
the screen generation for either of these types of monitor.

Since I will be passing through Europe on the way back from the US I could
of course buy a machine over there for PAL/240 VAC/60 Hz system. Is there
any information available on prices in Europe for these machines?. I
would be interested to hear from anyone who could help me.

Thanks in advance for any assistance. N.M. Burman burman@brl.arpa

From -3780048282883503870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,91d75e790e485df2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-24 12:36:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site
ucbvax.berkeley.edu.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!
ucbvax.berkeley.edu!info-atari
From: G.ROODE@SU-SCORE.ARPA (David Roode)
Newsgroups: net.micro.atari
Subject: ATARI 520ST Developer Kit acquisition
Message-ID: <12177862525.35.G.ROODE@SU-SCORE.ARPA>

Date: Fri, 24-Jan-86 15:36:47 EST
Article-I.D.: SU-SCORE.12177862525.35.G.ROODE
Posted: Fri Jan 24 15:36:47 1986
Date-Received: Sat, 25-Jan-86 09:38:35 EST
References: <70@mit-amt.MIT.EDU>
Sender: daemon@ucbvax.berkeley.edu.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

Atari says on the phone (if you can get through) to send them a
cashier's check or money order for the ST Developer KIT. Address is
Atari Corp, Attn.: Richard I. Frick, 1196 Borregas Avenue, Sunnyvale,
CA 94086. At least one "full-service" computer store which carries
the ST had no idea of the details, and could only say "Call Atari."
They did know the cost, as has been mentioned here, $300. Their
knowledge of kit contents was minimal. On the phone Atari quoted 4000
as the number of pages of documentation included.

From 8380840444198093053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,77fc51c6e9d11153,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-24 14:12:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site
ucbvax.berkeley.edu.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax.berkeley.edu!info-atari
From: info-atari@ucbvax.berkeley.edu.UUCP
Newsgroups: net.micro.atari
Subject: atari 850 interface for $25.00!!???
Message-ID: <8601242212.AA24771@mitre-bedford.ARPA>
Date: Fri, 24-Jan-86 17:12:03 EST
Article-I.D.: mitre-be.8601242212.AA24771
Posted: Fri Jan 24 17:12:03 1986
Date-Received: Sun, 26-Jan-86 03:52:55 EST
Sender: usenet@ucbvax.berkeley.edu.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 10

A couple of days ago someone mentioned that they had bought an atari 850
interface for $25.00.

Could they please come forward with the name/address/phone number of the
place they made this purchase? Several other people on the net are interested
in buying a copy of this interface!!!

Thanks 10^6
John Sangster
jhs at mitre-bedford.arpa

From 5272968488081562647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,14a9b00f5ddd7065,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d4424a92a64c8ec3
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-24 18:15:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!rochester!ritcv!ccivax!guest
From: guest@ccivax.UUCP (What's in a name ?)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: New Atari Toy Computer - getting down to business.
Message-ID: <356@ccivax.UUCP>
Date: Fri, 24-Jan-86 21:15:00 EST
Article-I.D.: ccivax.356
Posted: Fri Jan 24 21:15:00 1986
Date-Received: Thu, 30-Jan-86 01:18:28 EST
References: <37@sbcs.UUCP> <26600016@ccvaxa>
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 135
Xref: watmath net.micro.amiga:1751 net.micro.atari:2593

>
> > (the amiga *is* a business machine and would lose that market if it's
> > price was lowered too much.) /* Written 6:51 pm Jan 12, 1986 by
> > cs195@sdcsvax.UUCP in ccvaxa:net.micro.amiga */
> ----------
> I'm sure the Amiga people will be glad to know they have that
> market to lose.
>
> A "business machine" is defined by the people who buy it and the
> people who write software for it.
>
> I think the Amiga is a pretty nifty machine, with a lot of
> potential. Calling it a business machine is ludicrous.
>

There is a lot of debate on whether either of these machine is a
"business computer".

Perhaps a new definition of "Business, Personal, and Personal Business"
computers is needed.

A VAX 11/750 an ST, and Amiga both run at nearly the same speed (Integer
math only). For the "big 5" applications, (word processing,
planning/budgeting, small databases..., reports and documents that are
published via office-copier) all of these machines will do about as well.

The VAX is a business machine in the sense that it will do large data-bases
that wouldn't be needed for "personal use". Updating a 2 gigabyte file
hierarchy and having it available instantly to 100 users is not a
task I would assign to an Amiga (it doesn't have 40-100 terminal ports).

There are machines that do that well (such as a CCI 5/32, Altos, and maybe even a PC-AT) that were designed to handle that kind of heavy usage.

On the other hand, try using nroff to send presentation quality graphics to a daisy wheel printer on a 4.2 system, and compare that to what you can do with an ST or Amiga in about 1 hour with one of those Draw/Paint programs. You might get a reasonable looking table after two or three hours of hacking at a 'tbl|nroff' document, but none of the really good font and shading stuff you'd get with an ST/Amiga and an OKI printer.

As far as the "Toy Computer" syndrome, remember that the first 2600 (the only true toy) and games were written by a man who wrote missle simulations for the department of defence. Even the "Star Raiders" style games show the potential for real-time simulations. Carl Peterson (Accelerated Schools, Denver Co.) pointed out that for education, simulations were superior to "drill and practice" or "text tutorials". Some schools use variations of the "Hammerobi" game as a way of teaching economic principles.

Home/Personal computers will have to provide "entertaining education" to fuel a strong "Third Wave" of computers. Considering the "First Wave" was the Timex/Sinclair and the second was the Commodore-64, the "Third Wave" could be worth several million units. Of course, C-64 owners discovered that their "game machine" could also be a useful "Tool" in such persuits as paying the family bills, mailing "form letters" to all the "Children, Grandchildren, Uncles, and Cousins".

The Atari/Amiga has the ability to become a "cottage machine". If a person wants to stay at home and update data-bases, type resume's, or print form letters, they can do it with these new machines as well as the person with the VT100 sitting at the office desk.

The real key for the "Personal Business" computer will be the ability to make efficient use of the resources of the "Business" computer such as the VAX.

Some examples:

Given a relational data base such as those produced by lorder, cflow pass 1, join or any other "parent child" relationship, draw and organizational chart of it in somthing like a yourdon structure chart.

Produce a "3 dimensional" chart similar to the above, but "mouse-clicking" let's you see the "children" and "mouse-left button" lets you see the description.

An old article in kilobaud (1976) described a 3-d datebase that was accessed using two joysticks (could be mice or track-balls today) the viewer could see both the top and front (isometric view) of the data-base and access anything in it by positioning on the three co-ordinates. This is as opposed to the 2 d windows.

Produce a system like the above for accessing/navigating a unix hierarchy.

Devlope peer-peer communications protocols where the operating system
of the "Host" is an integral part of the "Personal Computer". For
example when you want to "open" a file that lives on a VAX, let the VAX
traverse hierarchies, read indexes... and manage a "virtual path"
between the open file and the PC. This is an optional feature of OS-9
68K and could be the strongest case yet for adopting it. OS-9 also supports
a full, standard graphics 'driver'.

The IBM-PC can't do this because so many of the
desk accessories, copy-protected applications and other "Micky Mouse"
programming practices for that machine try to access "BIOS" routines
directly to the "Physical Device".

Also, allow bi-directional "piping" between the two processors to
allow remote execution of such common tools as filters... on the
the "Unix" machine with input and/or output provided by the PC.

Develope a "graphic interchange language" that could be read like
a text file to enable things like print-spoolers, choice of editors,
and conversion of text data to graphic data. Alternatively, develope
a generic graphics interchange format that would allow the same flexability
with graphics that unix text files provide for the unix tools.

Some things I would like to see after using MAC programs:

graphic versions of 'grep', 'awk', and 'sed' as well as the ability
to search for say 'a box containing the words "application services" in
a 'project' document and draw a line to, or be positioned at that point.

a graphic version of m4 so one could produce 100 boxes containing
(1 line per box) the lines of text, centered in the smallest possible
square, or in squares of a specific size. The output should be usable
by either the (Machine equivelant to) Paint, Draw, Project, Draft, or Cad
editors.

the equivilent of a 'join' capability where supplementary text can be
joined (added into, or opened from) a box on the graphic 'picture' document.
also the ability to 'join' by drawing a line from one box to another
based on the lable contained within the box.

A 'format standards' document in each applications manual, to allow
conversion from one applications format to another.

the equivilent of a 'diff' capability to allow using features of
two editors, and be able to convert, add, remove those features
added by the new editor. For example, after using the 'project'
editor, and using the shading and 'spray can' features of the paint
editor, the 'project editor' can't be used again. If the original document
is manipulated, the 'paint stuff' has to be done all over.

From -8680945512352605819
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4bcc5596fdb48896
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-25 11:09:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!well!
ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari
Subject: Re: Some news items from Atari
Message-ID: <429@aum.UUCP>
Date: Sat, 25-Jan-86 14:09:59 EST
Article-I.D.: aum.429
Posted: Sat Jan 25 14:09:59 1986
Date-Received: Sun, 26-Jan-86 20:30:45 EST
References: <663@decwrl.DEC.COM>
Organization: The Aurora Systems Bunch
Lines: 22

> Having heard little factual info from what was going on at Atari, I gave a
> call to Richard Freck, the person at Atari responsible for St development.
> I was lucky to reach him as he just got out of a meeting, and I pressed him
> for answers to a number of questions I and others have had regarding Atari
> products, plans, etc. The following is what I can reconstruct from my notes
> and (sometimes rather poor memory):

This is the right way to get just about any answers. There have been a number of
times that questions I had about the ST were easily answered just by being
persistent about calling Atari and getting shuffled around. A reasonably
intelligent exec would rarely just blow off questions if they are intelligent
and (obviously) if the answers are not embarrassing or supposed to be kept
secret. And in fact, Atari has never been secretive, just not overly enthusiatic
about getting details out. If more people would just ask Atari there would be
more info in the group and fewer questions... If we all pitch in maybe we
could get Atari on the net. Is there anyone who has any ideas about this?
--

                          Erik James Freed
                 Aurora Systems
                 San Francisco, CA
                 {dual,ptsfa}!aum!freed

From -7094631921319506882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,49e0d83fbf7a25e9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-25 14:03:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP

Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!cwruecmp!pm
From: pm@cwruecmp.UUCP (Prabhaker Mateti)
Newsgroups: net.micro.atari
Subject: Transferring CP/M progs to ST
Message-ID: <1390@cwruecmp.UUCP>
Date: Sat, 25-Jan-86 17:03:30 EST
Article-I.D.: cwruecmp.1390
Posted: Sat Jan 25 17:03:30 1986
Date-Received: Sun, 26-Jan-86 06:05:22 EST
Reply-To: pm@cwruecmp.UUCP (Prabhaker Mateti)
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 35
Keywords: CP/M 520ST
Summary:

Here is a method for transferring files from TOS to CP/M-emulator's disk.
It is painful, but using this technique I moved several files including
PIP, STAT, DDT, BDS C compiler, etc. I own all of these on an Osborne-1
that I rarely use now. This is being posted in a 'good spirit.' Don't
send me or this group any flames on the legality of this.

Enter CP/M emulator. Insert a TOS-formatted disk. This should contain no
files (either TOS or CP/M). Now issue the CP/M command

save 32 junk.ddd

which saves 32 'pages' of CP/M core image as file junk.ddd. This
ofcourse contains garbage, but never mind that. Now exit CP/M.
Write a program to run on TOS to read a file (from a TOS disk) and
wait until you change
the disk to the above CP/M disk (with the junk.ddd file), and write
the file out onto consecutive sectors whose logical numbers
begin at 26. (Because we saved 32 pages (== 8k), make sure the file
you are transferring is <= 8k. If you want to transfer larger files, change
the 32 to whatever.) A SSDD TOS disk has 9 sectors (numbered 1 to 9)
on each track (numbered 0 upwards). So logical sector number 26 (say, s) is
track 2 (== s/9) phys sector 9 (== (s modulo 9) + 1). Each sector holds
512 bytes.

I suggest that you transfer either a vanilla MODEM7.COM or PIP.COM this
way. Now re-enter CP/M emulator, do a 'ren pip.com=junk.ddd' (assuming you
transferred PIP). Type 'pip' and you should see the '*' as the prompt.
Once PIP is working, you can copy files in a number of ways. The CP/M disk
with files can be disk-copied with TOS (e.g. COPYDISK.PRG).
--

prabhaker mateti   decvax!cwruecmp!pm
department of computer engineering & science   pm@Case
case western reserve university   (pm%Case@csnet-relay)
cleveland, oh 44106   (216) 368-2816

From -8027774795991019373

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45808b5688c6d0b8
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-25 17:01:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!
seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: Re: CP/M-80 emulator for 520ST!!!
Message-ID: <15700051@unido.UUCP>
Date: Sat, 25-Jan-86 20:01:00 EST
Article-I.D.: unido.15700051
Posted: Sat Jan 25 20:01:00 1986
Date-Received: Thu, 30-Jan-86 01:41:11 EST
References: <2558@ukma.UUCP>
Sender: notes@unido.UUCP
Lines: 25
Nf-ID: #R:ukma:-255800:unido:15700051:000:1436
Nf-From: unido!uh   Jan 26 01:01:00 1986

You are not the first, who wants clearification. I got in the last days
some mail and I think I must say something to this here in the net:

1. The CP/M-Z80-Emulator was originally copyrighted by SoftDesign in Munich.
2. The University of Dortmund got as offical developer the CP/M-80-Emulator
   like all German Atari dealers with a letter in which Atari Germany (in
   Raunheim at Frankfurt/Main, near the US-Airbase in Europe) told developers
   and dealers that this emulator can be distributed FREE (!!!!) to all ST
   end users. We also saw this copyright notice and in order to verify I called
   Dr. Riedl, the German Software Support Manager of Atari, and asked him,
   whether we can send the emulator via Usenet to USA. He answered me, that
   they have the distribution right for the emulator all over the world and
   that we can mail this piece of software. That's all.
3. I think Atari Germany has bought the copyrights and distribution rights
   from the Munich firm. Even I hope so. If not, I think, Atari would have
   got very much trouble in the meantime, because we received the emulator
   in December 85 (including the letter, that it can be distributed free).

I hope this will help. If not: Sorry, that's all I know.

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address: uh@unido.uucp, uh@unido.bitnet

From 1358479029340708462
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,17865bbc79dd94fa,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-25 18:54:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uiucuxc
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!mhuxv!mhuxh!mhuxj!mhuxn!ihnp4!
inuxc!pur-ee!uiucdcs!uiucuxc!hamilton
From: hamilton@uiucuxc.CSO.UIUC.EDU
Newsgroups: net.micro.atari
Subject: Re: ATARI product service and telephone
Message-ID: <21800003@uiucuxc>
Date: Sat, 25-Jan-86 21:54:00 EST
Article-I.D.: uiucuxc.21800003
Posted: Sat Jan 25 21:54:00 1986
Date-Received: Mon, 27-Jan-86 03:04:41 EST
Lines: 10
Nf-ID: #R:<8601190136.AA14524@ucbvax.berke:-40:uiucuxc:21800003:000:509
Nf-From: uiucuxc.CSO.UIUC.EDU!hamilton   Jan 25 20:54:00 1986

>The mass merchandiser can offer one thing that would flatten
>a specialty store and which is of very great value -- very liberal return
>policies. The one I am especially fond of is Target's "if you aren't
>happy, we'll give you your money back" policy but it isn't that much
>different from others.

    i called one of the local KMarts the other day, asking when they'd
start selling ST's. the word i got is that KMart has NOT signed on yet,
something about a disagreement with atari over return policy.

From 8659145649411934948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,93d53c8054afa52a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-25 19:28:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site slovax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!uw-beaver!tikal!
slovax!lcp
From: lcp@slovax.UUCP (Larry Procter)
Newsgroups: net.micro.atari
Subject: Re: 520ST cursor
Message-ID: <156@slovax.UUCP>
Date: Sat, 25-Jan-86 22:28:04 EST
Article-I.D.: slovax.156
Posted: Sat Jan 25 22:28:04 1986
Date-Received: Tue, 28-Jan-86 05:36:10 EST
References: <480@kontron.UUCP>
Organization: R & D Associates., Tacoma, WA
Lines: 16

> Everytime I use MicroEmacs or the pseudo shell "command.prg" I am loosing
> (of course I dont know whether it was there before) the cursor. It sort of
> fishing in the dark trying to edit a file without having a cursor. I would
> like to know whether someone knows how to solve this problem before I start
> digging through my development pkg. Thanks for any advise leading to the

> recovery of this precious part of my ST.

    By simply changing the file name extension to ".TOS", the cursor will be retained. This is true for any executable such as Micro-Emacs, Command.prg, etc.

Larry Procter   (uw-beaver!tikal!slovax!lcp)

R & D Associates
Tacoma, Wa.

From -1757443196155293087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,32102398b61d3a41,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-25 21:28:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watdcsu.UUCP
Path: utzoo!watmath!watnot!watdcsu!dmcanzi
From: dmcanzi@watdcsu.UUCP (David Canzi)
Newsgroups: net.micro.atari
Subject: Grape Stomper
Message-ID: <2041@watdcsu.UUCP>
Date: Sun, 26-Jan-86 00:28:32 EST
Article-I.D.: watdcsu.2041
Posted: Sun Jan 26 00:28:32 1986
Date-Received: Sun, 26-Jan-86 05:51:55 EST
Reply-To: dmcanzi@watdcsu.UUCP (David Canzi)
Organization: U of Waterloo, Ontario
Lines: 16
Summary: Got you, arf, arf!

...for Atari 520 ST. I discovered this program (grapesto.prg) on one of a set of disks with various cute demo programs, and when I tried it out it destroyed the disk. It identifies itself as "Grape Stomper", displays a diagram and several on-screen buttons. The "info" button displays a blurb to the effect that this is freeware, send us what you think it's worth, and names two (probably fictitious) authors.

When you press the start button, it appears to destroy disks in reverse order, disk A last, ie. it goes for the hard disk first if you have one. (Fortunately, all I was working with was one floppy, and all that was destroyed is replaceable.)

--
David Canzi

Severeid's Law: The chief cause of problems is solutions.

From -2566920592691790104

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,54cf383f1b96a17e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 20:03:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cvl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decuac!cvl!eli
From: eli@cvl.UUCP (Eli Liang)
Newsgroups: net.micro.atari
Subject: calling programs
Message-ID: <1122@cvl.UUCP>
Date: Sat, 18-Jan-86 23:03:10 EST
Article-I.D.: cvl.1122
Posted: Sat Jan 18 23:03:10 1986
Date-Received: Mon, 20-Jan-86 05:50:44 EST
Distribution: net
Organization: Computer Vision Lab, U. of Maryland, College Park
Lines: 17

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

Anyone out there used the gemdos Pexec command? It supposedly allows one
to call other programs from a main program. I've tried everything I could
think of to get it to work, but I've had no luck. It keeps returning error
code -39. According to the gemdos manual, this indicates not enough memory.
But I know I've got enough memory, becase the main program is about ten
lines long and the sub-program is about five lines long and I have a one-
megabyte machine! This is terribly frustrating! If anyone can offer any
suggestions or perhaps a solution, I will greatly appreciate it.
--

~~~~~~
Eli Liang ---
        University of Maryland Computer Vision Lab, (301) 454-4526
        ARPA: eli@cvl, eli@lemuria, eli@asgard, eli@mit-mc, eli@mit-prep
        CSNET: eli@cvl UUCP: {seismo,allegra,brl-bmd}!umcp-cs!cvl!eli

From 3433186249079886470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,91d75e790e485df2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 21:36:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site mit-amt.MIT.EDU
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!mit-eddie!mit-amt!
todd
From: todd@mit-amt.MIT.EDU (Hisashi Todd Fujinaka)
Newsgroups: net.micro.atari
Subject: ST VT52 Emulator Termcap Questions (and a availability question)
Message-ID: <70@mit-amt.MIT.EDU>
Date: Sun, 19-Jan-86 00:36:14 EST
Article-I.D.: mit-amt.70
~~~~~~

Posted: Sun Jan 19 00:36:14 1986
Date-Received: Tue, 21-Jan-86 01:17:45 EST
Organization: MIT Media Lab, Cambridge, MA
Lines: 17

I would like to get a correct termcap for the VT52 emulator in the ST.
I don't mind trying to generate it myself, but I have no idea what
characters the mainframe needs to send to the ST (except the
insert/delete line that was posted earlier).

It seems like the termcap for the actual VT52 isn't quite correct.

Now for the availability question:
How long has it taken YOU to get the Development Kit, and how exactly
did you go about it?

Please mail the answers to me, thanx.

Todd Fujinaka

!mit-eddie!media-lab!todd (I think)
!mit-athena!nessus!fujinaka (I'm sure of)

From -7129665891546528613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7fba927d02a4b38e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 23:51:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!brl-tgr!brl-smoke!geoffs
From: geoffs@brl-smoke.ARPA (Geoffrey Sauerborn)
Newsgroups: net.micro.atari
Subject: Review: HIPPO RAMDISK for ST
Message-ID: <621@brl-smoke.ARPA>
Date: Sun, 19-Jan-86 02:51:04 EST
Article-I.D.: brl-smok.621
Posted: Sun Jan 19 02:51:04 1986
Date-Received: Tue, 21-Jan-86 01:17:57 EST
Distribution: net
Organization: Ballistic Research Lab
Lines: 86

Review: HIPPO RAMDISK for the Atari ST

Price $29.95
Manufacturer Hippopotamus Software Inc.
985 University Ave, Suite 12
Los Gatos, CA 95030
(408) 395-3190
Version 1.0

Documentation -little-
Copy Protection YES

SUMMARY:
The Hippo RAMdisk has a nice GEM-driven menu/installation program used to create RAMdisks from 1k to 4 MegaBytes. However with TOS in RAM, an active workbench (open windows, reconfigured Control Panel), let alone an application program running, one quickly finds the practical limit to the RAMdisk is rather small for a "disk".

Description:

A RAMdisk is created by running the program and chosing options from the menu. The program uses a GEM environment so options are chosen by selecting the desired pop down menu with the mouse. With a RAMdisk installed, a new disk drive token appears on the GEM desk top labeled "H". This is the RAMdisk and it is accessed just as any other disk in GEM.

The installation program creates 3 files which are used at boot-up time to create a RAMdisk. I have found that I can make RAMdisks of various sizes saving these 3 files in sub directorys [Folders] on the boot-up disk. To change the RAMdisk's size I only need copy these files to the main directory and reboot the system.

RAMdisk size limitations:

With GEM loaded the largest RAM disk that can be created on a 512k ST is only 72k. Attempts at making larger size RAMdisks either crash the RAMdisk installation program or crash the ST upon booting up. You may find that other programs will not run with too large a disk. ST WRITER runs OK with a 72k RAMdisk installed, but only 16K of space is available for your text. MEGAROIDS and BOING will not run with an installed RAMdisk larger than 2k bytes! (This may not be the case with an expanded ST or TOS in ROM.

With my single drive and a RAMdisk and I am able to copy numerous files to and fro avoiding the usual 4-swaps-per-file. But without more RAM, I don't think it will be big enough for things like compile-linking without the disk swaps of a single drive system. Without memory-hungry GEM there may be enough room, but I do not know whether the RAMdisk will run apart from GEM. And the largest RAMdisk that can be created using the GEM-driven menu is 72K! I guess I just have to invest $50 for a 1-Meg upgrade or wait for the ROMs.

Little Help from Documentation:

It is a good thing that the GEM menu of the installation program is so intuitive, because programming instructions are minimal at best. No "hard-copy" instructions come with the disk. The only instructions is from a one page (<=66lines) direction sheet (I don't

dare call it a manual!). This direction sheet is read by selecting a "help" menu from the RAM disk program and clicking the mouse on the only help option called "show manual". The directions are then printed on your monitor screen.

These instructions say to adjust the size of the RAMdisk until you have no problems running other programs. If the RAMdisk is too large, then trying to run a program will result in an immediate return to GEM (if you're lucky), "mushrooms" appearing and/or a crashed ST (if your are not so lucky.

Other than this there are NO instructions. I guess I have grown accustom to the "idiot proof" 400 page manuals (ah-la WordStar and other MSDOS/CMP products). These big manuals usually start off by telling what a smart person you are for buying this wonderful product, and that you will now become more organized, spell correctly, be admired by friends and colleagues, and have fewer cavities. It then will cover in minute detail how to make a backup copy of your program using the <drum roll please> OPERATING SYSTEM commands like "copy". It then takes you step by step into running the program..."now place disk into dive A:"...etc. I certainly am no worse for the wear by not having another 3-inch manual lying around. But what of someone who does not know a byte from a snack? Well, perhaps Hippo thought that such a person would not know (or care) what a RAMdisk is, much less want to use one.

From -4019333359013285913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e72ae4ecda1d0319,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,e72ae4ecda1d0319,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-19 12:04:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site princeton.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!wei
From: wei@princeton.UUCP (P Wei)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: (Proprietary) requirements for choosing between Amiga and Atari
Message-ID: <1200@princeton.UUCP>
Date: Sun, 19-Jan-86 15:04:31 EST
Article-I.D.: princeto.1200
Posted: Sun Jan 19 15:04:31 1986
Date-Received: Mon, 20-Jan-86 06:33:38 EST
Distribution: net
Organization: Princeton University EECS Dept
Lines: 21
Xref: watmath net.micro.amiga:1628 net.micro.atari:2465

I am working in a Physics-related research lab. Therefore, my view of computer is based on the capabilities of data manipulation, real time graphic representation of the incoming data. AND how easy it is to get the information about the machine's hardware and bios (dos also)---important when doing

custom interfacing.
After seeing the recent flame on the comparison between Atari 520ST and
Amiga, I am wondering the following things:
(1) Is there a bus expansion 'slot' to add a (say) IEEE488 interface ?
    (i.e. what is the bus structure in these machines ? Is it expandable?)
(2) Is it possible to add a so called math coprocessor chip for 68000 if
    one is available ? I don't think the 68000 alone can beat the 8088 and
    8087 (OR 80286/80287) combination in number crunching .
(3) Is the technical reference manual complete ? any bios listing ?
    dos information (low level) ?

For me, if it is difficult to do some custom interfacing or if it needs
overnight to get a theorectical curve ... then it is not worth (either
$400 or $1300) to replace my current machine (IBM-PC).
HP Wei (wei@princeton)

From -5719160619763569181
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,51b5189315abe10b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-19 13:46:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari-request@SU-SCORE.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8601192146.AA26428@ucbvax.berkeley.edu>
Date: Sun, 19-Jan-86 16:46:58 EST
Article-I.D.: ucbvax.8601192146.AA26428
Posted: Sun Jan 19 16:46:58 1986
Date-Received: Tue, 21-Jan-86 00:55:04 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From -4503827881149366156
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6f4bbad7aee4d5d8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-19 14:29:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: Atari's main phone number
Message-ID: <1748@druxu.UUCP>
Date: Sun, 19-Jan-86 17:29:32 EST
Article-I.D.: druxu.1748

Posted: Sun Jan 19 17:29:32 1986
Date-Received: Tue, 21-Jan-86 06:54:38 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 3

I've had better luck with this one than any other: (408) 745-2021
--
Terry Zrust AT&T-ISL Denver, CO   (303) 538-4547

From 5103237622804593171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8a15f4c00f623c1c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-19 14:45:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.DYER@SU-SCORE.ARPA (Landon Dyer)
Newsgroups: net.micro.atari
Subject: What?
Message-ID: <12176575218.9.G.DYER@SU-SCORE.ARPA>
Date: Sun, 19-Jan-86 17:45:24 EST
Article-I.D.: SU-SCORE.12176575218.9.G.DYER
Posted: Sun Jan 19 17:45:24 1986
Date-Received: Tue, 21-Jan-86 00:56:10 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 35

> ... Amiga is setting a standard.

Where?

I am fanatically opposed to the misuse of the english language. Please
look up "standard" in your dictionary. What is "standard" about the
Amiga, and what standards has it generated?

If you don't have any evidence, then you are wasting our time.

The Amiga vs. the ST debate can go on without me. It is a waste; what
possible difference can it make? It will have no outcome -- there are
two (possibly three) camps shouting at each other from their trenches.

Suggestions for new topics:

- Broadcast bugs! This will help other developers, and (yes)
  people from Atari /do/ read this.

- If you have hacky utilities, bits of hard-won magic code, or
  special techniques, then post them!

o What would you like to change in the ST? What parts of the machine most mystify you? What are you doing or developing with your ST, or (if you don't own one) what are your reasons for buying or not buying one?

o Heard of any great products recently?

o Gossip/rumor: what's /really/ going on at Atari, anyway...?

-landon-

From -6971223917484315286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,986643f0fb48893c
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,986643f0fb48893c
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 142096,986643f0fb48893c
X-Google-Attributes: gid142096,public
X-Google-Thread: 11aab4,986643f0fb48893c
X-Google-Attributes: gid11aab4,public
X-Google-ArrivalTime: 1986-01-19 17:34:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!allegra!mit-eddie!genrad!decvax!decwrl!nsc!voder!kontron!cramer
From: cramer@kontron.UUCP (Clayton Cramer)
Newsgroups: net.micro.atari,net.micro.cbm,net.lang,net.micro.amiga
Subject: Re: structured assembler
Message-ID: <463@kontron.UUCP>
Date: Sun, 19-Jan-86 20:34:00 EST
Article-I.D.: kontron.463
Posted: Sun Jan 19 20:34:00 1986
Date-Received: Thu, 23-Jan-86 08:29:48 EST
References: <350@3comvax.UUCP>
Distribution: net
Organization: Kontron Electronics, Irvine, CA
Lines: 58
Xref: watmath net.micro.atari:2493 net.micro.cbm:1958 net.lang:2058 net.micro.amiga:1652

> This leads me to some questions that I have for all the UNIX gurus out
> there. Is 'C' really portable, or is UNIX pretty tough to port anyway
> (by pretty tough, I mean a few months' work)? Are other applications
> written in 'C' really portable? (I bet most are near impossible to
> port from UNIX to the 8086).

A project I am leading wrote 12000 lines of C in about four months on
a VAX running Berkeley 4.2 UNIX. Then we tried to port it to the IBM AT
running PC-DOS and Microsoft C V3.0. Six hours after we started moving

the source over, it ran. Perfectly. Is this portable?

> Is it worth it for portability to have
> programs that run at half the speed (or less) than the computer is
> capable of (or will it matter if they make computers go fast enough)?

Ask all those companies that right now are wishing they could move their
8088 assembler language programs over to the Atari.

> Should it matter that a language called Action (similar to BASM) on a
> toy Atari 800 can compile a megabyte of source code (a little overstated)
> in the time any 'C' compiler I have seen can compile "Hello, World"?
> Is portability a reality? I can port a BASM program from the C64 to
> the C128 to the Atari 800 to the Apple II faster than a 'C' program can
> be ported from Unix to the IBM PC, and we are talking about 20 MILLION
> machines. Will a 'C' program ever be ported from the Amiga or ST to
> anywhere else (the Amiga OS has maybe 400 functions not supported by
> Unix)? How many are worth porting the other way?
>

One of the reasons that the Atari ST uses GEM is because GEM provides
a consistent interface for application programs, and GEM works on the
IBM PC family as well.

> I have not been trying to flame 'C', which is a Ratfor for PDP-11 assembler
> language, so please nobody take this as a personal attack against some
> hallowed institution. What I have been trying to do is provide some
> food for thought for those of you out there who want to write compilers.
> The world needs more Modula and Pascal and 'C' compilers like we all
> need another hole in the head. How about using 'C' to bootstrap a
> new language that fits a machine's architecture reasonably.
>

What we need are 'C' compilers that WORK! Microsoft V3.0 is real good.
It is the only C compiler for the PC family I have seen that is trustworthy
and useable. I just wish it was available for the Atari.

> I shudder to think of a highly structured 'C' program spending the
> majority of its time pushing and poping registers, passing arguments,
> and returning a whole byte (or word or more) for a true/false condition.

Sounds like you are objecting to structured design. Maybe building
video games structured design isn't important because video games, while
complicated, aren't subject to the levels of maintenance and enhancement
that other products are. (If it doesn't do what you expected when you
move the joystick, you can just define a new "rule" for the game).

> Mike Schwartz @ 3Com Corp.
>

From 5185657762656542151
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,61a9da30ed9a3074,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,61a9da30ed9a3074,start
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1986-01-19 17:50:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
hplabs!nsc!voder!kontron!cramer
From: cramer@kontron.UUCP (Clayton Cramer)
Newsgroups: net.micro.atari,net.micro.pc
Subject: GEM Write or any other decent word processor for the Atari
Message-ID: <465@kontron.UUCP>
Date: Sun, 19-Jan-86 20:50:11 EST
Article-I.D.: kontron.465
Posted: Sun Jan 19 20:50:11 1986
Date-Received: Thu, 23-Jan-86 20:31:07 EST
Distribution: net
Organization: Kontron Electronics, Irvine, CA
Lines: 8
Xref: watmath net.micro.atari:2506 net.micro.pc:6625

Does anyone know what is holding up GEM Write for the Atari 520ST?
It's been available for months for the PC, and since GEM Write is
written in Pascal and uses GEM, it _ought_ to be available for the
Atari.

Has anyone found a word processor that's actually available for the
Atari that uses GEM to produce a Microsoft Word or MacWrite style
word processor?

From 6464262243747477780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9506f472d1c499ae
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-19 17:56:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: terminal emulators
Message-ID: <8601200156.AA27206@water.UUCP>
Date: Sun, 19-Jan-86 20:56:13 EST
Article-I.D.: water.8601200156.AA27206
Posted: Sun Jan 19 20:56:13 1986
Date-Received: Thu, 23-Jan-86 20:26:10 EST
References: <12175778051.33.LOOSEMORE@UTAH-20.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: U. of Waterloo, Ontario
Lines: 11

In case you wanted to know: the vt52 emulator (desk accessory)
does have add line/delete line capabilities. I believe ESC-M
and ESC-L are the sequences necessary... try it out. If you
want, I can mail you a termcap that makes use of these
capabilities.

--

Eric S Fraga || esfraga@water.uucp
Dept of Computer Science || esfraga%water@waterloo.csnet
U of Waterloo || esfraga%water%waterloo.csnet@csnet-relay.arpa

From -5505463924827286668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,91d75e790e485df2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-19 18:29:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!
gymble!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: Re: ST VT52 Emulator Termcap Questions (and a availability question)
Message-ID: <492@eneevax.UUCP>
Date: Sun, 19-Jan-86 21:29:22 EST
Article-I.D.: eneevax.492
Posted: Sun Jan 19 21:29:22 1986
Date-Received: Tue, 21-Jan-86 08:21:22 EST
References: <70@mit-amt.MIT.EDU>
Reply-To: ravi@eneevax.UUCP (Ravi Kulkarni)
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 12

I use this termcap everyday with emacs, vi , rn, vnews ...
It has standout, insert/delete line but no insert/delete char.

```
st|ST|atari st:\
     :bs:cd=\EJ:ce=\EK:cl=\EH\EJ:cm=\EY%+ %+ :co#80:li#25:nd=\EC:\
     :pt:sr=\EI:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:\
     :do=\EB:\
     :so=\Ep:se=\Eq:dl=\EM:al=\EL:am:
```

--
ARPA: ravi@eneevax.umd.edu
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From -5233614789405830544
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d6d7dfa903d07b78,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1986-01-19 22:48:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site spp2.UUCP
Path: utzoo!decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwspp!spp2!rroux
From: rroux@spp2.UUCP (Ray Roux)
Newsgroups: net.micro.atari
Subject: vt100 emulator
Message-ID: <851@spp2.UUCP>
Date: Mon, 20-Jan-86 01:48:37 EST
Article-I.D.: spp2.851
Posted: Mon Jan 20 01:48:37 1986
Date-Received: Mon, 20-Jan-86 22:40:20 EST
Distribution: na
Organization: TRW, Redondo Beach CA
Lines: 18

I'm considering buying a terminal for home use, but I also have an ST in
my plans too. My question is: are the vt100 emulators for the ST good
enough to do a lot of work on? Do they properly handle inverse video,
"curses" curser movement (I'll be working on Unix systems), and how
effective are they when using Emacs? Do they have file transfer capability
or at least buffer capture?

I'll be using a 1200 baud modem, will there be much difference in speed
between a terminal and the emulators at that speed?

I'd appreciate hearing your comments on the different emulators that are
out.

Thanks in advance,
--

   Ray Roux
     {ucbvax|decvax}!trwrb!trwspp!spp3!rroux

From 5933512622274588460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe358c5fa8b422d3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-19 23:42:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Atari-1030 Modem Info questions.
Message-ID: <8601200742.AA21957@ritcv.UUCP>
Date: Mon, 20-Jan-86 02:42:06 EST
Article-I.D.: ritcv.8601200742.AA21957
Posted: Mon Jan 20 02:42:06 1986
Date-Received: Thu, 23-Jan-86 20:25:58 EST
References: <8601111832.AA18730@ucbvax.berkeley.edu>

Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 8

x
     A friend of mine thinks there is a handler missing from the
old Atari-800 operating system. You should look for an article in
An old issue of Antic magazine, he is not sure which one. It is
an issue between July and October 1985.
                                        Good Luck!
                                       Cliff Skolnick
{ Allegra, Seismo}!rochester!ritcv!cxs6277

From 2504578404267762428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c8eba0d502ff4129
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 06:11:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: Standiford.WBST@XEROX.ARPA (Martin)
Newsgroups: net.micro.atari
Subject: unsubscribe
Message-ID: <860120-061111-1157@Xerox>
Date: Mon, 20-Jan-86 09:11:02 EST
Article-I.D.: Xerox.860120-061111-1157
Posted: Mon Jan 20 09:11:02 1986
Date-Received: Tue, 21-Jan-86 07:45:29 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

To whom it may concern,
   Please remove me from info-atari and info-atari-request mailing list.

         ~ Martin Standiford

From -6063055405925376128
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d872f8e4d91ff088
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 07:38:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!ut-sally!
seismo!rochester!ray
From: ray@rochester.UUCP (Ray Frank)
Newsgroups: net.micro.atari
Subject: Re: toy computers

Message-ID: <14660@rochester.UUCP>
Date: Mon, 20-Jan-86 10:38:41 EST
Article-I.D.: rocheste.14660
Posted: Mon Jan 20 10:38:41 1986
Date-Received: Thu, 23-Jan-86 21:04:07 EST
References: <6279@tektronix.UUCP>
Organization: U. of Rochester, CS Dept.
Lines: 14

> As much as I am seriously considering a ST for some serious
> uses, I still can't help thinking of any small computer as
> a toy that uses an external power supply and that has its
> cpu in the keyboard.

Logic:
Small computers are toys.
All computers are getting smaller.
Thus, all computers will become toys.

Solution:
Bring back the vaccuum tubes.

ray

From 6893433498727372066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f602445ecfebeac3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 07:46:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: godden@GMR.CSNET (Kurt Godden)
Newsgroups: net.micro.atari
Subject: Plea for Help
Message-ID: <8601201838.AA12584@ucbvax.berkeley.edu>
Date: Mon, 20-Jan-86 10:46:00 EST
Article-I.D.: ucbvax.8601201838.AA12584
Posted: Mon Jan 20 10:46:00 1986
Date-Received: Tue, 21-Jan-86 07:54:35 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 21

I need help from someone in the LA area. Cal State @ Northridge is
sponsoring the 1986 North American Computer Othello Championship
Tournament Feb 15-16. I want to enter a program I wrote on my Atari 800,
but there is a problem. My program is written on a double-density disk
under OS/A+. My drive is in the hospital so I can't convert it to an
Atari DOS format. What I need is a volunteer with OS/A+ to take his/her
computer to the tourney and run my program by proxy. Here's what's in it
for you:

 1. a free copy of my Othello program which is (near) commercial quality
 2. the excitement of the tournament itself
 3. a warm feeling in your heart for doing a good deed.

If there are any takers, please send reply to me directly
 godden.gmr@csnet-relay
and I'll contact you for details and arrangements. THANKS.

-Kurt Godden

P.S. If any of you would like more info about the tournament, you can
      contact the organizers: Marc Furon 1gtlmkf@calstate.bitnet
                     and   Brian Swift agtlbjs@calstate.bitnet

From 534906233771927135
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c506df7340ae57d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 07:57:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Calling Atari
Message-ID: <8601201557.AA28695@ulysses.UUCP>
Date: Mon, 20-Jan-86 10:57:02 EST
Article-I.D.: ulysses.8601201557.AA28695
Posted: Mon Jan 20 10:57:02 1986
Date-Received: Tue, 21-Jan-86 07:53:30 EST
References: <8601161534.AA07524@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

I called ATARI within the last several weeks on the 745-2000 number and
had no trouble getting in. What I did though was call it at 7:30 A.M.
Denver time which was 6:30 A.M. California time. But someone did
answer and my request was handled correctly.

From 4639074090425716140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4e6c7f64d6bc7245,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 08:26:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: unknown; site unknown
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!hplabs!
pesnta!pyramid!ut-sally!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari

Subject: CP/M-80 emulator for 520ST posted
Message-ID: <15700048@unido.UUCP>
Date: Mon, 20-Jan-86 11:26:00 EST
Article-I.D.: unido.15700048
Posted: Mon Jan 20 11:26:00 1986
Date-Received: Thu, 23-Jan-86 09:21:58 EST
Sender: notes@unido.UUCP
Lines: 9
Nf-ID: #N:unido:15700048:000:273
Nf-From: unido!uh   Jan 20 16:26:00 1986

To: All CP/M-80 freaks!

I have posted the CP/M-80 emulator for the 520ST to "net.sources".

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address UUCP: uh@unido.uucp, uh@unido.bitnet

From 8415621579873474924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7a9a3af25559baeb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 09:25:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sask.UUCP
Path: utzoo!utcsri!ubc-vision!alberta!sask!long
From: long@sask.UUCP (Warren Long)
Newsgroups: net.micro.atari
Subject: ACTION -> C translation
Message-ID: <321@sask.UUCP>
Date: Mon, 20-Jan-86 12:25:25 EST
Article-I.D.: sask.321
Posted: Mon Jan 20 12:25:25 1986
Date-Received: Tue, 21-Jan-86 05:08:53 EST
Distribution: net
Organization: University of Saskatchewan, CANADA
Lines: 16

   A few days ago someone talked about how similar ACTION was to
'C' and how easy it would be to write a program to translate from
one language to the other. I had the same idea. It would be
real handy to be able to translate between the two. Before I get
all ambitious and waste lots of time, HAS ANYBODY ALREADY DONE THIS?
Has anybody thought seriously about it and come up with any real
stumbling blocks? How about things that are possible but tricky?

   If someone has done this, write me.

   If people have suggestions, I welcome them all,

Warren Long
University of Saskatchewan
Canada

From 5446727732098946173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e05bc47dba5c5f05
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 09:34:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: (none)
Message-ID: <8601201734.AA11955@ittvax.UUCP>
Date: Mon, 20-Jan-86 12:34:33 EST
Article-I.D.: ittvax.8601201734.AA11955
Posted: Mon Jan 20 12:34:33 1986
Date-Received: Thu, 23-Jan-86 08:22:22 EST
References: <8601180046.AA24094@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

You should post a summary of the responses you receive. I am quite
sure a number of us are interested in precisely the same question:
can we get some of those GREAT (like FileVision) Mac applications
on faster, more expandable hardware bases!

If you don't post, please mail me a summary. Deeply Appreciative,
     D.M.Endres (...decvax!ittatc!ittvax!endres)

From -2763504835280788986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7b28a602f8cf6e5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 10:57:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!utcs!mnetor!lsuc!pesnta!hplabs!ucbvax!info-atari
From: zimmermn@UIOWA.CSNET (Scott Zimmerman)
Newsgroups: net.micro.atari
Subject: Life of 130XE, 1050s, etc.
Message-ID: <8601210114.AA00868@ucbvax.berkeley.edu>
Date: Mon, 20-Jan-86 13:57:25 EST
Article-I.D.: ucbvax.8601210114.AA00868
Posted: Mon Jan 20 13:57:25 1986
Date-Received: Wed, 22-Jan-86 00:26:34 EST
Sender: kupfer@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 17

I would like information, gossip, rumors, and speculation on how long
ATARI will continue to make, market, and support the 8-bit line.
Also, how large a change in the operating system was made from the 800 (old)
machines to the 130XE machines (references would be nice).
 I've not heard any rumors one way or another but have not seen any ads
for the 130XE or the peripherals by ATARI-I may just have missed them but
it seems that with all the ST and TT talk, us poor 8-bitters may be left
out.
  Lastly, would it be feasible to not split the two groups but to put the
mail in digest form where you send out muliple volumes with some general
info., some 8-bit specific, and some ST-TT specific mail. This would make
life much easier since I currently receive mounds of stuff I only skim
when I have time.
   Lastly a short plea for less mines-better messages and more constructive
comparisons, uses, etc.
   Thanks, Scott Zimmerman

From -6299702620191732583
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f42832677f070fb3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 11:16:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site
tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Atari 1030 Modem Answer Mode
Message-ID: <366@tekigm2.UUCP>
Date: Mon, 20-Jan-86 14:16:42 EST
Article-I.D.: tekigm2.366
Posted: Mon Jan 20 14:16:42 1986
Date-Received: Thu, 23-Jan-86 10:13:51 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 31

>From: sequent!ut-sally!usl!uucp
>To: tekigm2!wrd
>Return-Path: <sequent!ut-sally!usl!uucp@tektronix>
...etc...
>Date: Tue, 14 Jan 86 18:21:49 cst
>Message-Id: <8601150021.AA01979@usl-pc.PMDNET>
>Subject: Re: 1030 modem question
>Newsgroups: net.micro.atari
>In-Reply-To: <338@tekigm2.UUCP>
>References: <172@imagen.UUCP>

>Organization: University of Southwestern Louisiana, Lafayette
>
>I use a terminal program called term1030, and it has an answer mode for
>the 1030. Supposed to be publicv domain , 318-237-8023 or
>
>   John Joubert
>   po box 30551
>   Lafayette,La, 70503-0551

Does anyone about "term1030"? Is it compatible with UNIX like Chameleon
is? What is its availablility? Most of us getting onto the net from
home using XL/XE computers must use the Chameleon program from ANTIC.
If term1030 would do the job, I and others, would like to obtain it.

Has anyone used it?

I still do not know how the 1030 can be made to answer if it is not built
into it electronically to do so, but then sometimes software can do miracles!

--Bill--
tektronix!tekigm2!wrd

From -9055982105579668670
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3d724c5ba6ef7c65,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 11:42:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uokvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!inuxc!pur-ee!
uiucdcs!okstate.UUCP!uokvax.UUCP!emjej
From: emjej@uokvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: facts about marketing
Message-ID: <38700007@uokvax.UUCP>
Date: Mon, 20-Jan-86 14:42:00 EST
Article-I.D.: uokvax.38700007
Posted: Mon Jan 20 14:42:00 1986
Date-Received: Thu, 23-Jan-86 20:17:34 EST
References: <8@<12174475176>
Lines: 27
Nf-ID: #R:<12174475176:8:uokvax.UUCP:38700007:000:1193
Nf-From: uokvax.UUCP!emjej   Jan 20 13:42:00 1986

/* Written 4:29 pm Jan 11, 1986 by MRC%PANDA@SUMEX-AIM.ARPA in net.micro.atari */
>   There are several ways you can build and market a computer
>to replace (or compete with) some other computer:
>(1) build a better machine and charge more
>(2) build a better machine and charge the same
>(3) build a better machine and charge less
>(4) build an equivalent machine and charge less

>(5) build an inferior machine and charge less

Then how did IBM manage with the PC?

>   Atari's marketing strategy leaves them with no way to
>maintain the curve they have set. The value is almost guaranteed
>to go down with little or no significant equipment enhancements.
>This is fine for throwaway computers (a.k.a. toy computers), but
>not for serious computers. A software developer writing a
>serious application is going to want the machine to be on the
>market for some time so his software product would be saleable.

So what should they have done? Intentionally charged too much for it
so they could appear to give us a good deal later on? (Sounds like
the Amiga--it may be better, but is it $1K worth of better? I don't
think so.)

                        James Jones
/* End of text from net.micro.atari */

From -7465975207756112450
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7e965f5ef1abec94,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 11:49:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uokvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!inuxc!pur-ee!
uiucdcs!okstate.UUCP!uokvax.UUCP!emjej
From: emjej@uokvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: ST prices
Message-ID: <38700008@uokvax.UUCP>
Date: Mon, 20-Jan-86 14:49:00 EST
Article-I.D.: uokvax.38700008
Posted: Mon Jan 20 14:49:00 1986
Date-Received: Thu, 23-Jan-86 20:17:48 EST
References: <10@<12175610187>
Lines: 15
Nf-ID: #R:<12175610187:10:uokvax.UUCP:38700008:000:579
Nf-From: uokvax.UUCP!emjej   Jan 20 13:49:00 1986

/* Written 12:24 am Jan 16, 1986 by MRC%PANDA@SUMEX-AIM.ARPA in net.micro.atari */
A $400 computer is a toy.
A $400 computer that costs $800 is an expensive toy.
/* End of text from net.micro.atari */

Would you buy the ST at a store that bought them for $400 and sold them to
you for $2000 in a fancy plush room with Windham Hill music piped in?
(Of course not, because you know the hoi polloi can get them for $400...but
what if you didn't know?)

It is function that determines toy status, not price--unless you're of the sort that judges quality by price.

James Jones

From 5745946331514657300
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdef6b31164d5c61
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 12:12:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!hplabs!nsc!voder!kontron!stephan
From: stephan@kontron.UUCP (Stephan W. Wendl)
Newsgroups: net.micro.atari
Subject: Re: 520ST ==> 1040ST upgrade path?
Message-ID: <468@kontron.UUCP>
Date: Mon, 20-Jan-86 15:12:23 EST
Article-I.D.: kontron.468
Posted: Mon Jan 20 15:12:23 1986
Date-Received: Thu, 23-Jan-86 20:31:21 EST
References: <3612@pur-ee.UUCP>
Organization: Kontron Electronics, Irvine, CA
Lines: 11

> Does anyone know if Atari will be providing an upgrade path for the current
> 520ST owners to an "official" 1040ST? I'm not sure I could do the piggy
> backing myself.
>
> Alternatively, does anyone recommend a shop which does the upgrade to 1
> meg? The best I've seen wants $200 for the $50 of parts. Is this
> reasonable? Anyone interested in upgrading mine for less?
>
> --Dwight Mckay, ECN Software Support [mckay@purdue-ecn]

Call (408) 733-1484 Ray Antasek he asks $100 + Tax. He is located in Sunnyvale.

From 4089538736279213996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8ae18bd7936cfa35
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 12:24:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site inuxd.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!inuxd!keen
From: keen@inuxd.UUCP (D Keen)
Newsgroups: net.micro.atari
Subject: Re: ST prices
Message-ID: <837@inuxd.UUCP>

Date: Mon, 20-Jan-86 15:24:52 EST
Article-I.D.: inuxd.837
Posted: Mon Jan 20 15:24:52 1986
Date-Received: Wed, 22-Jan-86 04:21:19 EST
References: <12175610187.10.MRC@PANDA>
Organization: AT&T Consumer Products, Indianapolis
Lines: 23

> A $400 computer is a toy.
> A $400 computer that costs $800 is an expensive toy.
>
> The point is that instead of making the ST sell for $400 they should keep
> the price the same and improve the ST.
>
> I have somewhat more in mind by "improving the ST" than adding $35 worth
> of RAMs.
> -------

Ok Sherman, set the Wayback for 15 years.
Now, it is 1971 and I have an ST selling for $400.
Is this a toy? What are your standards? More to the point,
what is your definition of a toy? If I price a Cray at $400,
does it suddenly become a toy?

Just curious,

Donald Keen
AT&T Consumer Products

AT&T is not curious; they couldn't care less about any replies
or my questions.

From 7208074890908529684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a48f875a7e3e2a6a
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d4424a92a64c8ec3
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-20 13:25:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ism780c.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!
ism780c!tim
From: tim@ism780c.UUCP (Tim Smith)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: New Atari Toy Computer
Message-ID: <279@ism780c.UUCP>
Date: Mon, 20-Jan-86 16:25:42 EST
Article-I.D.: ism780c.279
Posted: Mon Jan 20 16:25:42 1986
Date-Received: Wed, 22-Jan-86 04:55:29 EST
References: <37@sbcs.UUCP> <402@tekig5.UUCP> <1302@sdcsvax.UUCP> <635@ark.UUCP>

<355@3comvax.UUCP>
Reply-To: tim@ism780c.UUCP (Tim Smith)
Distribution: net
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 45
Xref: watmath net.micro.amiga:1640 net.micro.atari:2483

In article <355@3comvax.UUCP> mykes@3comvax.UUCP (Mike Schwartz) writes:
>
>I don't think anyone has ever indicated that anyone would buy the Amiga
>because it has a higher price than the ST, just that people who are
>going to spend $2000 for a computer will not even consider the ST, or
>any other less expensive computer.

Do you have any evidence for this? I have never known anyone to put
a lower limit on what they are willing to spend, just an upper limit.

> On the other hand, those who want to
>buy a $400 computer won't buy a $2000 Amiga or a $1500 Mac or a $1000
>Apple II.
>

Probably they are looking for a $400 computer because they can't afford
more.

>DIGITIZERS and FRAME GRABBERS. Facts are facts: the Amiga, when it
>matures, will be light years ahead of all its competition, technologically,
>and folks like IBM, Apple, and Atari will take at least 2 years to catch
>up to what the Amiga is now.
>
I am willing to believe this about Atari, but I would not be so quick
to count Apple and IBM out. They both have enough money to do quite
a bit of research and development of new products. Sure, IBM has been
conservative in the small computer market as far as what they sell,
but I wouldn't be too surprised to find out they have a Mac like or
Amiga like machine already developed, just in case it looks like the
market would be big enough for them. So you might have to subtract
some from that 2 years.

>I not write. However, from the E-Mail I get, Mac people want to be
>ignorant of the technology that is burying the Mac (don't post stuff to
>net.mac...), and Atari and Amiga folks LIKE MY STUFF (3 to 1). I think

Oh hell, why don't we just get rid of all these stupid newsgroups and
post everything to net.general? Look, the reason people on net.micro.mac
don't want to see a lot of Amiga discussion (or ST discussion) in
net.micro.mac is that that is not what that newgroup is for! We come
over here to see the Amiga stuff, and we go to net.micro.atari for the
ST stuff. How would you like it if mod.computers.sun was diverted into
net.amiga (since a Sun is "better" than an Amiga)?
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim

From -2661938974486248834
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3623f6ed5269f8f0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 16:19:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmath.UUCP
Path: utzoo!watmath!csc
From: csc@watmath.UUCP (Jan Gray)
Newsgroups: net.micro.atari
Subject: Re: All is not well inside Atari
Message-ID: <882@watmath.UUCP>
Date: Mon, 20-Jan-86 19:19:55 EST
Article-I.D.: watmath.882
Posted: Mon Jan 20 19:19:55 1986
Date-Received: Tue, 21-Jan-86 01:21:17 EST
References: <12176152658.8.MRC@PANDA>
Reply-To: csc@watmath.UUCP (Jan Gray)
Organization: U of Waterloo, Ontario
Lines: 13
Summary:

In article <12176152658.8.MRC@PANDA> MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
writes:
>   InfoCorp estimates that Atari sold only 850 units of the 520
>ST in December. By comparision, Gilman said, Apple Computer
>Inc., Atari's chief rival, sold 100,000 of its Apple II computers
>last month.
>-------

This paragraph is most certainly untrue. Who is InfoCorp and where do they
get such crummy estimates?

Cheers,

Jan Gray   jan@looking   Looking Glass Software   (519) 884-7473

From 6598181848294209828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74e771afcf6e74c4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 17:52:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!linus!philabs!cmcl2!seismo!
rochester!ritcv!ccivax!rb@ccivax
From: rb@ccivax
Newsgroups: net.micro.atari
Subject: Re: Sources on net.micro.atari
Message-ID: <350@ccivax.UUCP>
Date: Mon, 20-Jan-86 20:52:21 EST
Article-I.D.: ccivax.350

Posted: Mon Jan 20 20:52:21 1986
Date-Received: Fri, 24-Jan-86 09:47:50 EST
References: <347@ihnet.UUCP> <185@imagen.UUCP> <660@ihlpm.UUCP>
Sender: guest@ccivax.UUCP
Distribution: net
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 52

> > >
> > > Also it is not uncommon for binarys to be placed in the public domain !!
> > --
> Yes - really. My old IBM BBS was chock full of binary only programs (with
> no source available). Some were Freeware and some were just plain public
> domain. So is the ST BBS I currently log onto. Megaroids is being freely
> distributed by most ST BBS's. The source is available for $25 from Megamax.

Don't forget some of the really good ones, like the switcher, newer debugged
finders, even BASIC, over in net.micro.mac

For some reason, the folks in net.micro.amiga seem to have few of the
hassles over posting sources to the distribution group that seem to
show up in this list.

Also, commodore has actually provided a knowlegable company person
to give INFORMED ANSWERS to important questions. Not to tout his
product, just to prevent the spread of mis-information.

Seems like we could use a little accurate information over here.

Seems that this early in the introduction of a new product, just about
ANYTHING posted to this group should be considered a blessing.

(Besides, we can always use a dis-assembler to see how it works).

I would rather see some meaningful source code, but post whatever you
feel you can!

Has anybody successfully ported any of the Amiga code over to the ST?
Someone ported some of it to their CoCo/OS-9 system (see net.micro.6809).

We're getting baited into wasting net space/money on some useless debates.

Lets get some of the REAL issues out there. Like:
1: which chips are socketed (CPU?)?
2: who knows how Atari is going to implement X3T9 (SCSI) out the DMA port?
3: Is there a good debugger?
4: Are applications 'taking over' the operating system (Like they do with
MS-DOS?)?
5: Are System Calls Re-Entrant? (If so, true multitasking may be possible)
6: How much of the OS is in ROM? Can vectors be remapped?
7: Are the ROM's modular (Can I replace one with a new boot driver, or
     Do you have to replace the works? Could one replace the trap
     handler to allow use with a 68010?

8: Anybody tried using a Track-Ball instead of the mouse?
9: Can you order spare cables (to cut up and make standard connections)
10: Other than the new ROM provisions, any other board revisions noticed?
11: Is there a way to produce "standard format" graphics data files so
     that text->graphics applications can be made possible?
12: Are atari representatives available to answer technical questions?
13: What would you most like to see in the next version of the machine?

From -5913630197571621798
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c09d217facc38469
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 19:26:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!linus!philabs!cmcl2!seismo!
rochester!ritcv!ccivax!rb@ccivax
From: rb@ccivax
Newsgroups: net.micro.atari
Subject: Re: DMA information request
Message-ID: <351@ccivax.UUCP>
Date: Mon, 20-Jan-86 22:26:05 EST
Article-I.D.: ccivax.351
Posted: Mon Jan 20 22:26:05 1986
Date-Received: Fri, 24-Jan-86 09:31:54 EST
References: <282@sdcarl.UUCP>
Sender: guest@ccivax.UUCP
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 82

>
>   I would like to know what kind of protocol the DMA port on
> the atari 520st uses. Since it is the only high speed port on the
> machine, it would be nice if it was a general purpose port and not
> completely tied to hard-disk type devices. Could someone with the
> developer's kit help me out here?
>
One magazine article and some E-mail directly to me indicates that Atari
will (has) implement(ed) X3T9(SCSI) protocol in the new ROM (confirmations?).
Appearently, there is a small expansion box required (the DMA port does not
support full SCSI arbitration). SCSI has provisions for DISK, Printer,
CPU-CPU communications. SCSI even has provisions for remote file/systems
with high levels of intellegence (Like I/O to-from a UNIX box) with features
like 'search for pattern', though not all peripherals support it.

The SCSI standard is actually "ANSII Standard X3T9-2" and can be obtained
from engineering libraries, the National Bureau of Standards, ANSI, or
Mini-Micro Systems. MMS provides this on a 5 1/4" floppy in IBM-PC format.
The others provide it printed. Many are expecting (hoping) that SCSI will
replace RS-232 as the general purpose interface standard.

Full SCSI (I don't know what Atari's final plans are), allows a very
low cost network of up to 8 devices. Any combination of printers,

CPU's and Drives (SCSI), may be used. SASI drives may be used as well,
but probably not in network configuration. SCSI is intended to be
a true 'Generic Buss', eliminating normal interface problems such as
timing, protocol, and data-bus width (SCSI is ALWAYS 8 bits wide).

If Atari implements FULL SCSI, the interfacing problems associated with
drives and special peripherals are reduced significantly. Full SCSI
is even simpler than GPIB protocol. The first request is "What Are You",
(Inquiry). Then read block 0, to boot.

A quick summary is as follow
Basic Format of Commands(Transactions)

Bit / Byte	7	6	5	4	3	2	1	0
0	Operation Code							
1	Logial unit			Command Dependent				
2	Parm (usually MSB)							
3	Parmameter							
4	Parameter (usurally LSB)							
5	VdnrU*		Reserved			Flag		
6-??	Optional Data							

Operation Code	Meaning
00	Test unit Ready (Optional)
01	Rezero Unit (Optional)
02	(Vendor Provides Support)
03	Request Sense (Mandatory)
04	Format Unit (Mandatory)
05	(Vendor Provides Support)
06	(Vendor Provides Support)
07	Reassign Blocks (Optional)
08	Read (Block:24,Length in blocks:8) (Mandatory)
09	(Vendor Provides Support)
0A	Write (Block:24,Length in blocks:8) (Mandatory)
0B	Seek (Optional)
0C	(Vendor Provides Support)
0D	(Vendor Provides Support)
0E	(Vendor Provides Support)
0F	(Vendor Provides Support)
10	(Vendor Provides Support)
11	(Vendor Provides Support)
12	Inquiry (Vendor provided support gets loaded here)
13	(Vendor Provides Support)
14	(Vendor Provides Support)
15	Mode Select (Optional)
16	Reserve (Optional)
17	Release (Optional)
18	Copy (Optional)
19	(Vendor Provides Support)

1A   Mode Sense (Optional)
1B   Start/Stop Unit (Optional)
1C   Recieve Diagnostic Results
1D   Send diagnostic
1E   Prevent/Allow Medium Removal
1F   (Reserved for future use)

From 3620733695078103588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,323a3e98caea74a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 20:14:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!cwruecmp!pm
From: pm@cwruecmp.UUCP (Prabhaker Mateti)
Newsgroups: net.micro.atari
Subject: microEmacs on ST
Message-ID: <1386@cwruecmp.UUCP>
Date: Mon, 20-Jan-86 23:14:01 EST
Article-I.D.: cwruecmp.1386
Posted: Mon Jan 20 23:14:01 1986
Date-Received: Thu, 23-Jan-86 10:17:56 EST
Reply-To: pm@cwruecmp.UUCP (Prabhaker Mateti)
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 15
Keywords: microEmacs
Summary: microEmacs available for 520ST

I will be posting the source code for the MicroEmacs in the next few
weeks. It contains minor, but many, improvements, including bindings to
function keys (F1-F10), the HELP-UNDO group, and the numeric key pad.

  I ported it from the sources that were posted on this net. If you
can't wait, or do not have the C development system that you need to
compile it, send me a SASE and a diskette for a copy of it.

--

prabhaker mateti   decvax!cwruecmp!pm
department of computer engineering & science   pm@Case
case western reserve university   (pm%Case@csnet-relay)
cleveland, oh 44106   (216) 368-2816

From -8290838640419056641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1df854cb6ca571a7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 21:10:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: OSS cartridge bank select
Message-ID: <8601210510.AA03119@lll-lcc.ARPA>
Date: Tue, 21-Jan-86 00:10:33 EST
Article-I.D.: lll-lcc.8601210510.AA03119
Posted: Tue Jan 21 00:10:33 1986
Date-Received: Thu, 23-Jan-86 08:24:47 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 52

Re: messages 1219, 1272--
>
> On the subject of bank switching in the supercartridges, does anyone
> know the software proceedure for getting the cartridge to swap?
> Perhaps writing to a particular address in the cartridge address
> space?

Below is what OSS says about turning their bank-select ROM cartridges
(BASIC XL, MAC/65, Action) on and off (uncovering RAM) without
confusing the OS.
     Note that remarks about location 3FAh may not be needed for
other than DOS/XL; it is not mentioned in my OS documentation and
I have not experimented.
     If you are using DOS XL with the option that puts most of DOS
in the address space occupied by the cartridge, then you better
not select out the cartridge and mutilate that RAM!

     Bruce Langdon L-472   langdon%lll-lcc@lll-crg.ARPA
     Physics Department   "langdon#bruce%d"@lll-mfe.ARPA
     Lawrence Livermore National Laboratory
     Livermore, CA 94550   (415) 422-5444
UUCP: ..{gymble,ihnp4,seismo}!lll-crg!lll-lcc!langdon

From OSS bbs (408) 446-3451:

Re: Turning Our Carts ON/OFF (S. Grimm)
9/16/85 12:00:00   size: 772

  Sorry that it took so long Steven, but we've finally compiled the right
way to turn the carts on and off:

To Turn a SuperCartridge OFF:
 1 Close Channel 0
 2 Wait for the LSB of the clock (20) to change value.
 3 Do an SEI
 4 Save $AFFF so that you can restore the cart to its previous state.
 5 STA $D508. This turns cart off.

 6 Poke $3FA,0 to tell OS that there is no cart.
 7 Poke $6A,$C0 (RAMTOP) to tell OS that more RAM is available.
 8 Do a CLI
 9 Open #0,12,0,"E:"

To Turn a Supercartridge back ON:
 1 Perform steps 1-3 from above.
 2 LDX with value saved in 4 above.
 3 STA $D500,X. This turns cart on.
 4 Poke $3FA,1 to tell OS that there is a cart.
 5 Poke $6A,$A0 to tell OS that less RAM is available.
 6 Perform steps 8-9 from above.

From 7162878576228613199
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,63009b23d9275e46,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 21:49:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Deep Blue C, and "Action"
Message-ID: <8601210549.AA03261@lll-lcc.ARPA>
Date: Tue, 21-Jan-86 00:49:57 EST
Article-I.D.: lll-lcc.8601210549.AA03261
Posted: Tue Jan 21 00:49:57 1986
Date-Received: Thu, 23-Jan-86 08:25:14 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 31

From lll-crg!cvl.umd.edu!gyuri Sun Jan 19 14:01:30 1986
Received: by lll-lcc.ARPA id AA27122; Sun, 19 Jan 86 14:01:28 pst
     id AA27122; Sun, 19 Jan 86 14:01:28 pst
Received: from cvl.umd.edu by lll-crg.ARPA id AA25946; Sun, 19 Jan 86 13:59:00 pst
     id AA25946; Sun, 19 Jan 86 13:59:00 pst
Received: by cvl.umd.edu (4.12/4.7)
     id AA13414; Sun, 19 Jan 86 16:58:55 est
Date: Sun, 19 Jan 86 16:58:55 est
From: Gyorgy Fekete <lll-crg!cvl.umd.edu!gyuri>
Message-Id: <8601192158.AA13414@cvl.umd.edu>
To: lll-crg!info-atari@SU-SCORE.ARPA, lll-lcc!langdon@lll-crg.ARPA
Subject: Re: Deep Blue C?
Status: RO

     From: Bruce Langdon <lll-lcc!langdon@lll-crg.ARPA>

     ... Action! compiler/editor, which gives you a much
     faster edit/compile/try it/edit.... cycle. The language is

close enough to C that it is easy to translate to/from.

I bet you I have a C program that will take you more time to translate to
Action than writing it from scratch! (even if you already know what the
program is designed to compute).

Bruce Langdon L-472 langdon%lll-lcc@lll-crg.ARPA
Physics Department "langdon#bruce%d"@lll-mfe.ARPA
Lawrence Livermore National Laboratory
Livermore, CA 94550 (415) 422-5444
UUCP: ..{gymble,ihnp4,seismo}!lll-crg!lll-lcc!langdon

From -3435964111172770702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,35dbd8726839b59,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-20 21:59:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Deep Blue C, and "Action" compiler
Message-ID: <8601210559.AA03285@lll-lcc.ARPA>
Date: Tue, 21-Jan-86 00:59:58 EST
Article-I.D.: lll-lcc.8601210559.AA03285
Posted: Tue Jan 21 00:59:58 1986
Date-Received: Thu, 23-Jan-86 08:25:39 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 24

<< ... Action! compiler/editor, which gives you a much
<<faster edit/compile/try it/edit.... cycle. The language is
<<close enough to C that it is easy to translate to/from.

<I bet you I have a C program that will take you more time to translate to
<Action than writing it from scratch! (even if you already know what the
<program is designed to compute).

I'll concede your point. My wording was careless. But consider:
(1) Deep Blue C is not at all a complete implementation. So your challenge
programs may not compile with it anyway.
(2) I have readily translated C utilities to "Action", taken e.g. from
/usr/src (blush).

     Bruce Langdon L-472   langdon%lll-lcc@lll-crg.ARPA
     Physics Department   "langdon#bruce%d"@lll-mfe.ARPA
     Lawrence Livermore National Laboratory
     Livermore, CA 94550   (415) 422-5444
UUCP: ..{gymble,ihnp4,seismo}!lll-crg!lll-lcc!langdon

From -8724657408133023953
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2fb0754416153aa5
X-Google-Attributes: gid1517c1,public
X-Google-Thread: fa8e5,dcdfb693307fbcef
X-Google-Attributes: gidfa8e5,public
X-Google-ArrivalTime: 1986-01-21 03:01:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site randvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!
randvax!jhenry
From: jhenry@randvax.UUCP (Jim Henry)
Newsgroups: net.micro.atari
Subject: Re: ATARI product service and telephone numbers
Message-ID: <2890@randvax.UUCP>
Date: Mon, 20-Jan-86 17:19:14 EST
Article-I.D.: randvax.2890
Posted: Mon Jan 20 17:19:14 1986
Date-Received: Thu, 23-Jan-86 09:29:48 EST
References: <8601190136.AA14524@ucbvax.berkeley.edu>
Reply-To: jhenry@rand-unix.UUCP (Jim Henry)
Organization: Rand Corp., Santa Monica
Lines: 36

I think the experiences described in trying to return a slightly defective
machine to a computer specialty store is another reason why selling the
520ST through mass merchandisers makes sense. As was very stated in an
earlier posting, specialty stores work on low volume, high priced, high
margin sales. The 520ST is just barely expensive enough to support the
specialty store. The stores I have seen a 520ST in looked like they would
have trouble getting an IBM franchise so they were probably scraping by
with what they could get. Having to accept a return would probably be
a serious hardship for a specialty store.

The mass merchandisers work on high volume, low to moderate priced, very
low margin sales. They offer little to no in-store selling. If a product
like the 520ST can "sell itself" it is a very welcome item for the mass
merchandiser. The mass merchandiser can offer one thing that would flatten
a specialty store and which is of very great value -- very liberal return
policies. The one I am especially fond of is Target's "if you aren't
happy, we'll give you your money back" policy but it isn't that much
different from others. (I just returned a VCR that had problems with
playing LP tapes 2 1/2 months after I bought it. No hassle -- "sorry
about the problem". I would faint if a specialty store did that.)

In all fairness we should examine what the specialty stores have done for
Atari. While I'm sure some of them have been selling their hearts out,
I'm sure that a lot haven't. Beyond that, no matter how hard they try
they don't have the resources to handle the type of sales volume that
the 520ST needs given the way it is positioned in the market. It is
clear that Atari had to use the specialty stores to get the ball rolling.
I think keeping the 520ST out of K-Mart until after Christmas and giving
them the 1040ST is a pretty fair shake. Anyone who was surprised by the
520ST going mass market just isn't awake enough to be in business, especially
the computer business.

Disclaimer: All the above opinions are mine alone as should be obvious
             to all who are following the outcries about the Atari
             marketing strategies.

From 4506142186951414197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,870769a3204cf247,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 06:04:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!ucbvax!info-atari
From: camis..ajb@MITRE.ARPA
Newsgroups: net.micro.atari
Subject: CPM-80 on net.sources
Message-ID: <8601211404.AA16306@mitre.ARPA>
Date: Tue, 21-Jan-86 09:04:53 EST
Article-I.D.: mitre.8601211404.AA16306
Posted: Tue Jan 21 09:04:53 1986
Date-Received: Thu, 23-Jan-86 20:22:54 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 4

Excuse my stupidity ! How does one on arpanet access net.sources
to retrieve things like the recently announced CPM-80 for the ST.
         Alan Broder
         ajb@mitre

From -552262249492012691
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,54cf383f1b96a17e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 06:41:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!pesnta!
hplabs!qantel!lll-crg!seismo!brl-tgr!nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari

Subject: Re: calling programs
Message-ID: <1956@nlm-vax.ARPA>
Date: Tue, 21-Jan-86 09:41:58 EST
Article-I.D.: nlm-vax.1956
Posted: Tue Jan 21 09:41:58 1986
Date-Received: Fri, 24-Jan-86 08:34:12 EST
References: <1122@cvl.UUCP>
Reply-To: randy@nlm-vax.UUCP (Rand Huntzinger)
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 28

In article <1122@cvl.UUCP> eli@cvl.UUCP (Eli Liang) writes:
>*** REPLACE THIS LINE WITH YOUR MESSAGE ***
>
>Anyone out there used the gemdos Pexec command? It supposedly allows one
>to call other programs from a main program. I've tried everything I could
>think of to get it to work, but I've had no luck. It keeps returning error
>code -39. According to the gemdos manual, this indicates not enough memory.
>But I know I've got enough memory, becase the main program is about ten
>lines long and the sub-program is about five lines long and I have a one-
>megabyte machine! This is terribly frustrating! If anyone can offer any
>suggestions or perhaps a solution, I will greatly appreciate it.
>--
I usually reply to such things privately, but this frustrating problem comes
up with the developer's kit enough to warrant posting a reply. For those
without the developer's kit, I beg your patience.

For some reason, the "gemstart.o" (or gems.o) module deallocates all but about
1K of user stack/heap space. Thus, you can have a 1 meg machine with 3/4 meg
free, and still get the out of memory message. I ran into the same problem
with Pexec() and had other problems as well, until I modified gemstart.s to
allocate more space. Then the problems went away and I could get on with my
work. I don't have the code at hand, so I can't give the exact fix. But
somewhere there is a constant (400 or 500 hex) which gets added to the end of
the program area. The stack is reset at this point and the rest of memory is
deallocated. You get to use the space between the end of your code and the
stack pointer. (400 or 500hex bytes)

                        Randy Huntzinger

From 9081779732208270418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ed6b5888cd7409,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 07:01:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!utcs!mnetor!lsuc!pesnta!hplabs!ucbvax!info-atari
From: Steele.Henr@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: The absolutely positively most REAL mac/amiga/st comparison!

Message-ID: <860121-072536-1111@Xerox>
Date: Tue, 21-Jan-86 10:01:36 EST
Article-I.D.: Xerox.860121-072536-1111
Posted: Tue Jan 21 10:01:36 1986
Date-Received: Wed, 22-Jan-86 01:45:45 EST
References: <490@ssc-vax.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

RE: Cray-6000

I think you should have saved this one for April Fool's Day. I just want to know one thing. If it sold in toy stores for under $400 would people consider the Cray-6000 a toy?
John

From 8178280845819950533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a043fa770ee72305,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 07:38:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!utcs!mnetor!lsuc!pesnta!hplabs!ucbvax!info-atari
From: lazear@WINKIN (Walt Lazear)
Newsgroups: net.micro.atari
Subject: 850 wanted
Message-ID: <8601211538.AA18979@winkin>
Date: Tue, 21-Jan-86 10:38:35 EST
Article-I.D.: winkin.8601211538.AA18979
Posted: Tue Jan 21 10:38:35 1986
Date-Received: Wed, 22-Jan-86 01:45:32 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

A friend has decided to add a printer to his 800 (not XL).
Except for some old hacks at using the joystick ports, I believe
the only way to hook a parallel printer is via an 850 interface.
He has an Okidata M93 microline printer on his IBM PC that he is
willing to hook to the 800, but wonders if it will merely be a
cabling issue once he has an 850? Otherwise, what's an 80 column
dot matrix printer (under $200) that can be hooked to the 850?
Please reply directly to me: Lazear@Mitre.ARPA

P.S. Anybody got an 850 they would part with?

From -705841009755032815
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a8f51e785935c1a6,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 08:17:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!dec-rhea!dec-oblio!
earle
From: earle@oblio.DEC (Re-entrant list structures alter DNA)
Newsgroups: net.micro.atari
Subject: Lisp compilers
Message-ID: <603@decwrl.DEC.COM>
Date: Tue, 21-Jan-86 11:17:13 EST
Article-I.D.: decwrl.603
Posted: Tue Jan 21 11:17:13 1986
Date-Received: Thu, 23-Jan-86 20:57:11 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 28

21-JAN-1986

A few questions for whoever can answer them:

-- Anyone know if there are/will be any Lisp compilers for the ST?

-- Developers: I have read recent complaints on net.micro.amiga on the Amiga's opsys. Do you have any similar complaints of non-standard IO, too-detailed use of opsys procedures to do simple things etc.

: Is GEM's VDI or whatever produces the graphical interface similar to IEEE Graphics Kernal System (GKS) and related standards? Can I easily modify programs using GKS primatives (procedures) for GEM? Or will I have to wait for someone to port that standard to the ST.

Thanks in advance.

George Earle
DECVAX!DECWRL!RHEA!OBLIO!EARLE

disclaimer...disclaimer...disclaimer...disclaimer...

From -7625683365063917300
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5d48a525580fa418,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 08:49:05 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: mailing list
Message-ID: <8601221004.AA01866@ucbvax.berkeley.edu>
Date: Tue, 21-Jan-86 11:49:05 EST
Article-I.D.: ucbvax.8601221004.AA01866
Posted: Tue Jan 21 11:49:05 1986
Date-Received: Thu, 23-Jan-86 20:35:22 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 3

Please take me off of the mailing list...

From -7380226925395788480
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4584e24df64fae86,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 08:52:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: OSS cartridge bank select, how to
Message-ID: <8601211652.AA05699@lll-lcc.ARPA>
Date: Tue, 21-Jan-86 11:52:45 EST
Article-I.D.: lll-lcc.8601211652.AA05699
Posted: Tue Jan 21 11:52:45 1986
Date-Received: Thu, 23-Jan-86 20:23:50 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 52

Re: messages 1219, 1272--
>
> On the subject of bank switching in the supercartridges, does anyone
> know the software proceedure for getting the cartridge to swap?
> Perhaps writing to a particular address in the cartridge address
> space?

Below is what OSS says about turning their bank-select ROM cartridges
(BASIC XL, MAC/65, Action) on and off (uncovering RAM) without
confusing the OS.
     Note that remarks about location 3FAh may not be needed for

other than DOS/XL; it is not mentioned in my OS documentation and
I have not experimented.
     If you are using DOS XL with the option that puts most of DOS
in the address space occupied by the cartridge, then you better
not select out the cartridge and mutilate that RAM!

     Bruce Langdon L-472   langdon%lll-lcc@lll-crg.ARPA
     Physics Department   "langdon#bruce%d"@lll-mfe.ARPA
     Lawrence Livermore National Laboratory
     Livermore, CA 94550   (415) 422-5444
UUCP: ..{gymble,ihnp4,seismo}!lll-crg!lll-lcc!langdon

>From OSS bbs (408) 446-3451:

Re: Turning Our Carts ON/OFF (S. Grimm)
9/16/85 12:00:00   size: 772

  Sorry that it took so long Steven, but we've finally compiled the right
way to turn the carts on and off:

To Turn a SuperCartridge OFF:
 1 Close Channel 0
 2 Wait for the LSB of the clock (20) to change value.
 3 Do an SEI
 4 Save $AFFF so that you can restore the cart to its previous state.
 5 STA $D508. This turns cart off.
 6 Poke $3FA,0 to tell OS that there is no cart.
 7 Poke $6A,$C0 (RAMTOP) to tell OS that more RAM is available.
 8 Do a CLI
 9 Open #0,12,0,"E:"

To Turn a Supercartridge back ON:
 1 Perform steps 1-3 from above.
 2 LDX with value saved in 4 above.
 3 STA $D500,X. This turns cart on.
 4 Poke $3FA,1 to tell OS that there is a cart.
 5 Poke $6A,$A0 to tell OS that less RAM is available.
 6 Perform steps 8-9 from above.

From -4165965188744082596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,66cc5ede1c3f9c5d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 10:42:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!ucbvax!info-atari
From: D-ROGERS@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari
Subject: 800xl
Message-ID: <12177055258.21.D-ROGERS@EDWARDS-2060.ARPA>

Date: Tue, 21-Jan-86 13:42:20 EST
Article-I.D.: EDWARDS-.12177055258.21.D-ROGERS
Posted: Tue Jan 21 13:42:20 1986
Date-Received: Thu, 23-Jan-86 20:24:44 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

I am looking for a system monitor/front panel emulator for the 800xl. Any
pointers, especially to PD code, appreciated.

der
"...of course my opinions differ from 'most everyone's. If they didn't, i'd
probably have to change them, lest i remain in error."

From -6647595011464830893
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,68ac83d46cd95b11,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 10:42:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!ucbvax!info-atari
From: ugjohna@BUFFALO.CSNET (John Arrasjid)
Newsgroups: net.micro.atari
Subject: unsubscribe me please!!
Message-ID: <8601220516.AA28131@ucbvax.berkeley.edu>
Date: Tue, 21-Jan-86 13:42:43 EST
Article-I.D.: ucbvax.8601220516.AA28131
Posted: Tue Jan 21 13:42:43 1986
Date-Received: Thu, 23-Jan-86 20:27:09 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 3

Please take me off the atari mailing list.

John Arrasjid

From -6971167304152829332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d2763aba761ea4b1
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 12:30:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!ucbvax!info-atari
From: Bittner.ES@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Problem with Chameleon Kermit

Message-ID: <860121-123037-1461@Xerox>
Date: Tue, 21-Jan-86 15:30:23 EST
Article-I.D.: Xerox.860121-123037-1461
Posted: Tue Jan 21 15:30:23 1986
Date-Received: Thu, 23-Jan-86 20:25:11 EST
References: <9252@ritcv.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

To: Jeff Van Epps - your return address is too long for my mail system.

Jeff,

I had the same problem with Compuserve and Hometerm. I found an advice
file on Compuserve which mentioned interference from the printer (or
printer driver). I unplugged my parallel printer from the 850 interface
BEFORE booting. It worked. If you are superstitious give it a try.

                            -Brenda

From -4924738519624128733
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8e09b6eb97270b75,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 13:39:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxr!ulysses!ucbvax!info-atari
From: zimmermn@UIOWA (Scott Zimmerman)
Newsgroups: net.micro.atari
Subject: Rf signal
Message-ID: <8601220153.AA25170@ucbvax.berkeley.edu>
Date: Tue, 21-Jan-86 16:39:20 EST
Article-I.D.: ucbvax.8601220153.AA25170
Posted: Tue Jan 21 16:39:20 1986
Date-Received: Thu, 23-Jan-86 20:25:35 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

I'm looking for someone who can tell me how to change the monitor output
into an RF signal for the 8-bit series. Thanks in advance.
Scott Zimmerman

From 7729037865556236228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,99d278c4deafb1ed,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,99d278c4deafb1ed,start

X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-21 18:17:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site 3comvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!pyramid!hplabs!
oliveb!3comvax!mykes
From: mykes@3comvax.UUCP (Mike Schwartz)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: AtariSoft games...
Message-ID: <369@3comvax.UUCP>
Date: Tue, 21-Jan-86 21:17:04 EST
Article-I.D.: 3comvax.369
Posted: Tue Jan 21 21:17:04 1986
Date-Received: Fri, 24-Jan-86 08:29:28 EST
Distribution: net
Organization: 3Com Corp; Mountain View, CA
Lines: 12
Xref: watmath net.micro.amiga:1677 net.micro.atari:2526

An interesting point was brought up in net.games.video recently. Apparently,
some people aren't aware that when Tramiel bought the Atari Home Computer
company, he did NOT also get the Coin-op division (which was profitable).
Anyway, there was a third division called AtariSoft, which developed games
for ALL home computers. Did Tramiel get AtariSoft, too? If he did,
does that mean that we can all expect to see the 520 ST get games like
Defender, Robotron, and Pac Man (while the Amiga doesn't, presumably)?

As an aside, Atari was once a $2 Billion company. When Tramiel bought it,
he put little money down, assumed a large amount of debt (which a few
people I know didn't get paid) - al for $75 Million... what a downfall.
On the other hand, Commodore lost $318 Million last year.

From -4769094492533741849
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8ae18bd7936cfa35
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 18:46:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ism780c.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!
ism780c!tim
From: tim@ism780c.UUCP (Tim Smith)
Newsgroups: net.micro.atari
Subject: Re: ST prices
Message-ID: <295@ism780c.UUCP>
Date: Tue, 21-Jan-86 21:46:48 EST
Article-I.D.: ism780c.295
Posted: Tue Jan 21 21:46:48 1986
Date-Received: Thu, 23-Jan-86 09:25:09 EST
References: <12175610187.10.MRC@PANDA> <837@inuxd.UUCP>
Reply-To: tim@ism780c.UUCP (Tim Smith)
Organization: Interactive Systems Corp., Santa Monica, CA

Lines: 9

In article <837@inuxd.UUCP> keen@inuxd.UUCP (D Keen) writes:

>what is your definition of a toy? If I price a Cray at $400,
>does it suddenly become a toy?
>
From what one person said here earlier, we can see that a Cray at
any price already is a toy. It has external power supplies ... :-)
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim

From 7258263479591777192
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,6d7dd2b02da8ca64
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 21:12:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: XL/XE Monitor Output Jack Mods, Etc.
Message-ID: <8601220512.AA19382@rosevax.ROSENET>
Date: Wed, 22-Jan-86 00:12:00 EST
Article-I.D.: rosevax.8601220512.AA19382
Posted: Wed Jan 22 00:12:00 1986
Date-Received: Thu, 23-Jan-86 21:59:19 EST
References: <860115-094921-4364@Xerox>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From -1673927906082942553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f2348d7a5a79f175,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-21 21:42:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!saber!imagen!
turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Atari customer service phone #
Message-ID: <209@imagen.UUCP>
Date: Wed, 22-Jan-86 00:42:59 EST
Article-I.D.: imagen.209
Posted: Wed Jan 22 00:42:59 1986
Date-Received: Thu, 23-Jan-86 21:42:24 EST

Distribution: net
Organization: The Houses of the Holy
Lines: 16

~~~~~~~~~~~~~~~~~~~~~~~~\ lineater, \~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

a while ago someone asked about reaching customer service/repair by
phone, the person you want to talk to is Larry Brown and his phone
number is (408) 745-2367. Hope that helps

--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
         Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From 2251323336949942786
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74e771afcf6e74c4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 12:54:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ism780c.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
sdcrdcf!ism780c!tim
From: tim@ism780c.UUCP (Tim Smith)
Newsgroups: net.micro.atari
Subject: Re: Sources on net.micro.atari
Message-ID: <265@ism780c.UUCP>
Date: Thu, 16-Jan-86 15:54:01 EST
Article-I.D.: ism780c.265
Posted: Thu Jan 16 15:54:01 1986
Date-Received: Sat, 18-Jan-86 08:22:30 EST
References: <347@ihnet.UUCP> <185@imagen.UUCP> <660@ihlpm.UUCP>
Reply-To: tim@ism780c.UUCP (Tim Smith)
Distribution: net
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 16

There are sometimes good reasons for making binaries freely
available but not sources. In the case of Megaroids, it is
probably in the best interests of Megamax to not distribute the
source for free. Since the purpose of Megaroids is to advertise
the Megamax C compiler, they probably want to avoid having N
buggy versions of Megaroids floating around, which they would
have if source were commonly available, because people would
modify it and then distribute the modified versions.
~~~~~~~~~~~~~~~~~~~~~~~~

Also, they might have some time critical stuff as inline assembly
language. This would tend to make it hard to compile on other C
compilers unless they both use the same format for inline
assembly. Since they want Megaroids to be available to people
who don't have Megamax C (yet!), binary is the way to go.
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim

From 4538675067197769425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9506f472d1c499ae,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 13:46:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: LOOSEMORE@UTAH-20.ARPA (SANDRA)
Newsgroups: net.micro.atari
Subject: terminal emulators
Message-ID: <12175778051.33.LOOSEMORE@UTAH-20.ARPA>
Date: Thu, 16-Jan-86 16:46:25 EST
Article-I.D.: UTAH-20.12175778051.33.LOOSEMORE
Posted: Thu Jan 16 16:46:25 1986
Date-Received: Sat, 18-Jan-86 00:52:43 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

Are there any terminal emulators available for the ST that emulate a "smarter"
terminal than a vt52 or vt100? Even at 1200 baud, using a full-screen editor
like EMACS on a vt100 is positively painful. What I'd like to see is something
that has an insert character mode and that can insert and delete lines in
the middle of the screen, so that EMACS doesn't have to redraw the whole
screen whenever you type anything. (In other words, I'm looking for a
replacement for my H19 terminal!) Or does the vt100 emulator actually
emulate a vt102?

-Sandra

From 6886501860578438371
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,49728f7e10126712
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 14:46:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site calgary.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!alberta!calgary!stone
From: stone@calgary.UUCP (Glen Stone)
Newsgroups: net.micro.atari

Subject: Re: ROM installation confusion
Message-ID: <46@calgary.UUCP>
Date: Thu, 16-Jan-86 17:46:33 EST
Article-I.D.: calgary.46
Posted: Thu Jan 16 17:46:33 1986
Date-Received: Sat, 18-Jan-86 01:18:04 EST
Organization: University of Calgary, Calgary, Alberta
Lines: 11

>
> The article continues with parts locations, etc. but the point I
> wanted to make was that perhaps on machines such as mine the ROM
> installation may be as simple as yanking out the two old ROMs and
> sticking in six new ones (in sockets no less). Wow!
>

I'd just like to comment that when I upgraded to one meg I noticed that
the two ROMs currently installed had what looked like DIODES (zeners ??)
across power and ground. The empty sockets did not. Will these have to
be added ?

From -1477327529607765127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5bf6bcd85057c9e2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 14:55:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- terminal emulators ---
Message-ID: <8601162308.AA15474@ucbvax.berkeley.edu>
Date: Thu, 16-Jan-86 17:55:00 EST
Article-I.D.: ucbvax.8601162308.AA15474
Posted: Thu Jan 16 17:55:00 1986
Date-Received: Sat, 18-Jan-86 00:56:43 EST
Sender: mayo@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 11

I would assume that (for those who have the source) it would not
be too hard to upgrade a vt100 emulator to a vt102 (or for that
matter, a vt52 emulator to h-19.....the only difference in each
case is the addition of real insert/char insert/line function.)

Does anyone have the source for any of these terminal emulators?

               -Richard Hartman
               max.hartman@ames-vmsb

From 4223737817504277628
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8b457bb9d327ab99
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 15:09:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site muscat.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!muscat!striepe
From: striepe@muscat.UUCP (Harald Striepe)
Newsgroups: net.micro.atari
Subject: Re: ACTION! and DOS XL
Message-ID: <115@muscat.UUCP>
Date: Thu, 16-Jan-86 18:09:49 EST
Article-I.D.: muscat.115
Posted: Thu Jan 16 18:09:49 1986
Date-Received: Sat, 18-Jan-86 07:46:26 EST
References: <860115113348.02k@CITHex>
Organization: DEC Western Region Operations, Santa Clara, CA
Lines: 38

>
> On the subject of bank switching in the supercartridges, does anyone
> know the software proceedure for getting the cartridge to swap?
> Perhaps writing to a particular address in the cartridge address
> space?

The "SuperCartridges" make use of the CARTSEL (?) line at $D500.

Typically, the lower 4K of cart space are switched ($A000-$AFFF).

Location $AFFF contains the current bank number (I think....).

To switch, simply load the bank number in X, and store the accumulator
at $D500 X indexed.

Bank 8 switches out the complete cart to make RAM available (all 8K).
Selecting any valid bank restores the cart.

e.g.:   select bank 0

```
     LDX #0
     STA $D500,X

     select RAM

     LDX #8
     STA $D500,X
```

Dont't forget to worry about the display location and OS database when
making the cart appear and disappear....

--
Harald Striepe
DEC APB-WEST
decwrl!muscat!striepe
decwrl!dec-rhea!dec-winery!striepe
WINERY::STRIEPE

From -2862377261757597818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fba827ec0dbee822
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 16:11:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!mit-eddie!think!
harvard!seismo!rochester!ritcv!ccivax!rb@ccivax
From: rb@ccivax
Newsgroups: net.micro.atari
Subject: Re: 520ST to be sold by toy stores
Message-ID: <342@ccivax.UUCP>
Date: Thu, 16-Jan-86 19:11:42 EST
Article-I.D.: ccivax.342
Posted: Thu Jan 16 19:11:42 1986
Date-Received: Sun, 19-Jan-86 04:19:02 EST
References: <12172635152.9.MRC@PANDA>
Sender: guest@ccivax.UUCP
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 85

>
>   Well, Tramiel has done it again. It was just announced that
> the 520ST will sell without a monitor in toy stores for less than
> $300. The computer specialty stores are *furious*, many "I told
> you so"'s are floating around.
> I wouldn't be at all surprised if
> the computer stores dump the ST en masse, even with Tramiel's
> promised 1040ST for them only (we know how much THAT promise is
> worth).
>

As a former retail person representing the old Atari and Commodore
line when they first came out, I have to respond to this.

When a computer come out for what appears to be a rediculously low price,
Specialty Computer Stores are skeptical, cautious, and greedy. The profit
margin (in dollars per unit) is much lower for a computer selling for
say $1000 than for a comparable (or even inferior) machine selling for
$2000. The pressure on the sales people comes from two directions.

The Store wants to make a better "per unit profit" to pay expenses, therefore
salesmen are encouraged to sell more expensive machines and discourage

people from buying the less expensive ones.

Competitors, also discouraging sales of "cheap" computers, will tell some whopping lies if necessary to prevent the customer from going to another store where they sell "game machines" and buying a "toy computer". In fact, when Atari was selling computers to schools at 3 for the price of 2, one school board dismissed the Atari as a game machine and removed the merchant from the bidding list.

If Atari had come out with a VAX 11/780 running full UNIX 4.3 for $300, the IBM-PC merchants would have called it a "game machine" or a "toy computer". How do the ST dhrystone tests compare with a 11/750?

Stores like K-Mart are more concerned with Volume sales. They would rather sell lot's of $300 computers than just a few $2000 boxes. The salesmen in some stores are even more qualified than those at the Specialty shops, but even if they're not, there is less pressure to get "commission" from a $3000 package.

I have actually seen two local stores go bankrupt snubbing the ST. The industry moans and gripes about the "Slump" in computer sales, yet when a computer that could potentially turn the "Slump" into another "Boom" comes around, the retailers and pundits treat it like a "toy". There have been several computers in the under $1000 market, several of them were "PC Clones" that were "Less than 100% compatible". Now Commodore and Atari have created machines that are an order of magnitude more powerful than "The Original", and they have been declared "Home Computers", "Game Machines", and "Kid's Toys", but "Not for Serious Business Use".

The Amiga is getting the "Prestige Treatement" because it has a price tag that people normally associates with "Real Computers". Of course, Commodore proved that "Good Press" and high volume are not mutually exclusive.

The Important thing for Retailers and the industry as a whole to consider is this:

    For every ST sold, there is one IBM-PC (or clone) that wasn't.

Even though the "PC-Cloners" don't consider the ST a direct competitor, as more people discover that an ST can do the same "Big 5" business applications as well or better than "IBM's Finest", the customer is going to start asking for a "Home Computer" rather than a "Business Machine".

Anybody remember when "Business Computers Run CP/M" was the means of discouraging people from buying Atari's and Commodore's.

At $800, Atari has already sold 100,000 ST's in less than 6 months and the software has only now started coming. At $300-$400, Atari may sell 100,000 units per MONTH. Even if the computer stores snub atari completely, this is a terrific candidate for software that is sold in record shops, typewriter stores, or even K-Mart. "Yes K-mart shoppers for the next 10

minutes our blue light special will be System V UNIX for the 520ST for
only $19.95! Come and see our other fine software".

On the flip side.

K-Mart has been very reluctant in the past to sell any software other
than that labled by the computer manufacturer. Getting K-Mart to sell
your software is a little more difficult than getting it into your
local "Computer Shack". If K-Mart does sell your product, you can
expect a minimum of 10,000 copies just to get started.

From 258160670372911947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,88e656532995893
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 17:11:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!mit-eddie!think!
harvard!seismo!rochester!ritcv!ccivax!guest
From: guest@ccivax.UUCP (What's in a name ?)
Newsgroups: net.micro.atari
Subject: Re: Public domain assembler for the ST; uuENcoded, long
Message-ID: <343@ccivax.UUCP>
Date: Thu, 16-Jan-86 20:11:38 EST
Article-I.D.: ccivax.343
Posted: Thu Jan 16 20:11:38 1986
Date-Received: Sun, 19-Jan-86 04:16:16 EST
References: <1766@utecfa.UUCP> <455@well.UUCP>
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 12

> >
> > The version below is uuencoded. You should be able to
> > uudecode this either using the standard uudecode on your
> > Unix system, or using the uudecode for the ST.
>
> Could someone out in net-land explain what 'uudecode for the
> ST' is and how I can get run it on my uuENcoded PD assembler file so
> that I can convert it into an ST executable form.
>   Thanks!
>   Peter Espen
>
> >

From -4820910320919804260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,88e656532995893
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 17:13:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!mit-eddie!think!

harvard!seismo!rochester!ritcv!ccivax!guest
From: guest@ccivax.UUCP (What's in a name ?)
Newsgroups: net.micro.atari
Subject: Re: Public domain assembler for the ST; uuENcoded, long
Message-ID: <344@ccivax.UUCP>
Date: Thu, 16-Jan-86 20:13:08 EST
Article-I.D.: ccivax.344
Posted: Thu Jan 16 20:13:08 1986
Date-Received: Sun, 19-Jan-86 04:16:28 EST
References: <1766@utecfa.UUCP> <455@well.UUCP>
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 38

> > /* ----------------I'm Edible ----------------------------*/
> >
> > The version below is uuencoded. You should be able to
> > uudecode this either using the standard uudecode on your
> > Unix system, or using the uudecode for the ST.
>
> Could someone out in net-land explain what 'uudecode for the
> ST' is and how I can get run it on my uuENcoded PD assembler file so
> that I can convert it into an ST executable form.
>   Thanks!
>   Peter Espen
>
> >

uuencode/uudecode are encoding schemes which allow binary files
to be converted to/from text format files. The format is similar to
"Intel Hex" or "Motorola S-Record" format but requires about 1/3
less disk space.

Source for these utilities was submitted to the net about a month
ago.

If you are connected to a unix system:

save the file to some temporary name like "asm68k.uuc"
then run the following command from the shell.

uudecode asm68k.uuc

the file will now be in binary format so that you can use kermit
or xmodem to transferr it directly to your ST disk.

This method has 3 advantages:
  1: files can be decoded on a unix host or on an ST
  2: binary files decoded on a unix host take less time to transferr
  3: longer, more complex programs can be sent over the mail/net before hitting
     the "size limit".
  4: Cost of transferring files through the "Back Bone" of the net is lower.

From -1901471420853092257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25eef942e4e99d7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 17:36:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!knnngt
From: knnngt@ukma.UUCP (Alan Kennington)
Newsgroups: net.micro.atari
Subject: Re: ST timer tick?
Message-ID: <2469@ukma.UUCP>
Date: Thu, 16-Jan-86 20:36:04 EST
Article-I.D.: ukma.2469
Posted: Thu Jan 16 20:36:04 1986
Date-Received: Sat, 18-Jan-86 00:31:06 EST
References: <1241@gitpyr.UUCP> <1368@cwruecmp.UUCP>
Reply-To: knnngt@ukma.UUCP (Alan Kennington)
Organization: Univ. of KY Mathematical Sciences
Lines: 18

**** "They eat lions, don't they?" - film title ****
     On the subject of timer A in the 78901 chip, I checked out the entire bios code that is executed upon entry to xbtimer from start to finish. And it all seemed to be beautifully in accord with the specifications for the timer chip. I was just about to give up when I read in the bios manual that some tricky business with the Hsync interrupt could be done by faking RTEs. Then I realised that timer interrupts put a short stack frame onto the supervisor stack. Which means that an RTE in Super mode is required. A C program return can presumably only ever be an RTS. Hence the program can not possibly work by diverting the timer interrupt to a C function as an interrupt handler.
     First, can anybody out there confirm my brief analysis of the problem. Second, has anybody discovered the means of RTEing at the end of a C program? The bios manual defines xbtimer as a C program. But it doesn't mention anything about having to write an assembly language program to handle timer interrupts. Many of you must have long ago written programs to handle such interrupts. So please tell me if I am incorrect in all of this. Thanks.............................ak.

From -8493374010828223508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9c97466560533b27
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 17:48:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!mit-eddie!think!
harvard!seismo!rochester!ritcv!ccivax!guest
From: guest@ccivax.UUCP (What's in a name ?)
Newsgroups: net.micro.atari
Subject: Re: 520ST to be sold by toy stores
Message-ID: <345@ccivax.UUCP>

Date: Thu, 16-Jan-86 20:48:25 EST
Article-I.D.: ccivax.345
Posted: Thu Jan 16 20:48:25 1986
Date-Received: Sun, 19-Jan-86 04:19:16 EST
References: <8601091514.AA03049@ucbvax.berkeley.edu>
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 46

> **********just in case something gets the munchies**********
>
>   There have been a number of comments concerning Atari selling the ST in
> general merchandise stores at a lower price than in the computer specialty
> stores. Some have stated that this makes the 520ST a 'toy' computer.
>
>   You can develop gigabytes of software, but, if there is no one to buy
> it, what is the point? Atari sold the ST in specialty stores at the lowest
> price it could to build a base of developers and cash flow.
> By selling in general merchandise stores at a lower cost,
> Atari makes the product available to home users (as opposed to developers).
> This will mean more money in everyone's pockets and an enormous library of
> off the shelf software for *all* ST owners.
>
>   Of course there are a number of people, many of them developers, that have
> already bought 520ST's for $799 or $999.
> If this change in marketing policy by
> Atari is going to work, these people will have to be appeased also. If the
> dealers are going to get a 1 meg ST for the same cost as the 520ST the current
> owners should be provided the upgrade at no, or minimal, cost. And, if a DSDD
> drive is put in the dealers package, current owners should be able to trade up
> to the DSDD drive or in some way be compensated. This appeasement is necessary,
> I think, because many of the current owners are developers.

I agree with the basic premise that those who have been buying the ST initially
have been primarily developers. Those developers can get be "appeased" best
not by rebates for or "free upgrades" but by getting help from Atari in getting
their software (even some of this "public domain stuff") onto the shelves of
stores like K-Mart. The profits from software sales to non-developers
would pay for the new machines several times over.

I mention "public domain" because their are those who would rather "buy
it off the shelf" than get it off of compuserve, because it is hard to
find what you are looking for on a 300 baud modem. I've seen a "public
domain" ram-disk on this net, and seen the same basic package sold over
the counter for $15. It sells well as an "Impulse Item" that doesn't
require a lot of "pitching".

Perhaps Atari will put an "electronic software store" on-line via
telenet or something so that shoppers aren't paying $6.00/hour to "Read
the Ads", but they could Buy the Software for $6-$20 using their VISA.
The Software could be down-loaded, just like any other bulletin board,
but the documentation, micro-floppy... could be sent via regular mail
or picked up at a local "specialty store" in two or three days.
Of course they could still pick up $1-$2/hour for "just browsing" and

still be a "Nice Place to Shop".

From -7201436243500518664
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,986643f0fb48893c,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,986643f0fb48893c,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 11aab4,986643f0fb48893c,start
X-Google-Attributes: gid11aab4,public
X-Google-Thread: 12c65a,986643f0fb48893c,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1986-01-16 18:16:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site 3comvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!idi!oliveb!
3comvax!mykes
From: mykes@3comvax.UUCP (Mike Schwartz)
Newsgroups: net.micro.atari,net.micro.cbm,net.lang,net.micro.amiga
Subject: structured assembler
Message-ID: <350@3comvax.UUCP>
Date: Thu, 16-Jan-86 21:16:34 EST
Article-I.D.: 3comvax.350
Posted: Thu Jan 16 21:16:34 1986
Date-Received: Sun, 19-Jan-86 04:38:42 EST
Distribution: net
Organization: 3Com Corp; Mountain View, CA
Lines: 131
Xref: watmath net.micro.atari:2439 net.micro.cbm:1953 net.lang:2052
net.micro.amiga:1604

I would like to tell you folks about a couple of assembler/compilers
I wrote for a real nice structured programming language for the 6502.
First, however, a little background.

I am a video game programmer with several years experience. I also was
probably the 2nd person to use the Lattice 'C' compiler almost 10 years
ago (it wasn't for the 8086/88 family yet), so I have a bit of 'C'
programming experience. I have noticed a real absurd notion among some
people that video game programmers are not "real" engineers, but I think
they are the cream of the crop.

In the last 3 years, I have written over 300K of 6502 code alone, not
even including 6809, Z80, 8086, and 68000 code I had to write. On each
of these machines (ColecoVision, IBM PC, Commodore 64, Atari 800, Atari
VCS, etc.), a good program had to squeeze every cpu cycle, byte of RAM,
and byte of ROM out of every program. Some of the machines were quite
crude; the VCS had 128 bytes of RAM and 4K of ROM; the ColecoVision had
maybe 4K of RAM and 16K of ROM, etc. Some of the machines were actually
reasonable computers (C64, Atari 800) with lots of Ram and disk drives.

I think 'C' is a very good language for the average engineer (most of us

are average by definition), but is unusable for any application where speed and code size are real critical. I admit you can hand optimize, etc., 'C' programs to make them better, but such a program could never be as fast or as small as a well written Assembler language program. 'C' has its advantages, though, which every video game programmer would like to take advantage of (speed of development, portability, etc.).

This brings me to BASM. BASM is a compiler/assembler I bought for the C64, when I was looking for development tools. BASM was advertised as a Basic Compiler, and the source strongly resembled BASIC. However, upon careful examination, I found that what BASM really is is a RATFOR for 6502 assembler language (instead of fortran). The idea intrigued me, and I ended up using it for quite a bit of development. The biggest drawback of the language was that it was native to the C64, and therefore horribly slow (100 Baud serial disk drives, echhh).

What does a RATFOR for 6502 assembler language look like? Well, let's look at an example:

```
putchar=$ffd2      ; C64 Rom kernel put char to screen routine

main
   for i = 1 to 100
      puthex i
   next i
   stop            ; return to shell

 def puthex h
   lsr a : lsr a : lsr a : lsr a : tax
   putchar hextab,x
   let h and $0f : tax
   putchar hextab,x
   return
 enddef puthex

hextab data "0123456789abcdef"

  end
```

The above example will print the numbers 1 to 100 in hex. If you can read 6502 code (after all, it is the simplest of all major micros), you will recognize some assembler language syntax (lsr a tax etc.). BASM lets you mix high level constructs (while, for, if then else, etc.) with assembler language to form a very elegent ('C' eat your heart out) compact program. BASM seems to have all of the major advantages of 'C', yet it generates code nearly as well as anyone can by hand.

This leads me to some questions that I have for all the UNIX gurus out there. Is 'C' really portable, or is UNIX pretty tough to port anyway (by pretty tough, I mean a few months' work)? Are other applications written in 'C' really portable? (I bet most are near impossible to port from UNIX to the 8086). Is it worth it for portability to have

programs that run at half the speed (or less) than the computer is capable of (or will it matter if they make computers go fast enough)? Or does it make more sense to use a language that fits the architecture of the target machine (faster smaller code)? Is time better spent porting code that is not optimized for the target (but works) or is that time better spent making a more optimized program for the target? Does anyone else besides me notice that the IBM PC AT runs rings around UNIX in any environment I have seen it (PDP-11 and VAXes) - MS DOS is written in assembler language? Does anyone care how big their programs are? Does anyone care how big the runtime libraries are (BASM has no runtime library period)?

Should it matter that a language called Action (similar to BASM) on a toy Atari 800 can compile a megabyte of source code (a little overstated) in the time any 'C' compiler I have seen can compile "Hello, World"? Is portability a reality? I can port a BASM program from the C64 to the C128 to the Atari 800 to the Apple II faster than a 'C' program can be ported from Unix to the IBM PC, and we are talking about 20 MILLION machines. Will a 'C' program ever be ported from the Amiga or ST to anywhere else (the Amiga OS has maybe 400 functions not supported by Unix)? How many are worth porting the other way?

I have not been trying to flame 'C', which is a Ratfor for PDP-11 assembler language, so please nobody take this as a personal attack against some hallowed institution. What I have been trying to do is provide some food for thought for those of you out there who want to write compilers. The world needs more Modula and Pascal and 'C' compilers like we all need another hole in the head. How about using 'C' to bootstrap a new language that fits a machine's architecture reasonably.

I shudder to think of a highly structured 'C' program spending the majority of its time pushing and poping registers, passing arguments, and returning a whole byte (or word or more) for a true/false condition. It seems to me that all this time could be spent running someone else's program - allowing more programs to run (and faster). However, one of these days, disk drives will be real fast, and Ram will be real fast, and the CPUs will run at gigahertz clock speeds - then who cares (we all will even then...).

Have a heart, this stuff is my opinion, and my observations (I am entitled to my own opinion), and send any death threats, etc. directly to me via mail.

Mike Schwartz @ 3Com Corp.

P.S. BASM was originally developed for the C64 and Atari 800 computers by Computer Alliance of Granada Hills California. I wrote a functional equivalent of BASM for the IBM PC (generating 6502 code), then wrote a superset of it (included macros, and other bells and whistles). All three compilers accept straight assembler language as input.

8086 BASM:

```
 def strcpy .s1, .s2
```

```
   mov si,s2
   mov di,s1
   while [si] -> [di] <> 0
 enddef strcpy
```

```
From -8271976675235474429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,723e162d5dd5e77e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 18:23:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!mit-eddie!think!
harvard!seismo!rochester!ritcv!ccivax!rb@ccivax
From: rb@ccivax
Newsgroups: net.micro.atari
Subject: Re: 1meg upgrade killer - safer way?
Message-ID: <346@ccivax.UUCP>
Date: Thu, 16-Jan-86 21:23:54 EST
Article-I.D.: ccivax.346
Posted: Thu Jan 16 21:23:54 1986
Date-Received: Sun, 19-Jan-86 04:19:33 EST
References: <8601071849.AA02091@sdcc6.ARPA> <8601091740.AA02556@RDCF.SDC.UUCP>
Sender: guest@ccivax.UUCP
Organization: CCI Telephony Systems Group,  Rochester NY
Lines: 88

I have been wandering if it would be possible/safer/easier to use a separate
PC-Board(s) (Like one or two of those RAM boards from Radio Shack)
and reduce the amount of hardware wiring required.

> Step  6: Orient the 520ST PCB so that you are looking at the
> solder side of the PCB (non-component side), with the row of
> d-rams  nearest  you. Find the double square pattern of pads
> at the 68-pin socket of the memory controller, U15 (3H2119).
> The  following  is  a  guide  to  locating  the  six  memory
> controller pins necessary to complete the wiring. The socket
> is numbered conterclockwise, starting with pin 1, the square
> pad  (look closely) in the middle of the bottom outside row.
> The  sequence,  moving counterclockwise from pin 1, first on
> the  outside  square ONLY: (NOTE: the sequence ")(" means to
> make  a  90-degree  turn  counterclockwise,  i.e. around the
> corner)
> 1,3,5,7,9)(10,12,14,16,18,20,22,24,26)(27,29,31,33,35,37,39,
> 41,43)(44,46,48,50,52,54,56,58,60)(61,63,65,67
> The  sequence,  moving  counterclockwise  along  the  inside
> square  only,  and starting with the left side of the bottom
> row:
>
> (62,64,66,68,2,4,6,8)(11,13,15,17,19,21,23,25)(28,30,32,34,3
> 6,38,40,42)(45,47,49,51,53,55,57,59)

I assume from the "Unix without MMU" discussions that this is really
```

more of a DRAM-Controller and Multiplexor chip (Like the 6883 on CoCo's) is there any mapping/segment capability? Anyone figured out how to create one in "gate-arrays" or something?

Is it possible to get more information about the other pins on this chip? Which ones are the address/data/control?
Are there any pins (molex header?) that could be used to tap in the extra memory?

> Six 68-ohm 1/4W plus/minus 10% carbon film resistors must be
> added when adding memory. These series terminating resistors
> minimize undershoot which may damage BOTH BANKS of d-rams if
> omitted. Solder a 68-ohm resistor to pin 18 of U15, RAS1.
> Solder a #24 AWG stranded wire from the remaining end of the
> 68-ohm resistor to the pin 4 bus (RAS) of all the new
> d-rams. that is the new U16, 17, 18, 24, 25, 28, 29, 30, 32,
> 33, 34, 38, 42, 43, 44, and 45.
>
> Solder a 68-ohm resistor to pin 22 of U15, CASH1. Solder a
> #24 AWG stranded wire from the remaining end of the 68-ohm
> resistor to pin 15 bus (CAS) of the new
> U45,44,43,42,38,34,33,32.
>
> Solder a 68-ohm resistor to pin 21 of U15, CASIL. Solder a
> #24 AWG stranded wire from the remaining end of the 68-ohm
> resistor to pin 15 bus (CAS) of the new U30,
> 29,28,25,24,18,17,16.
>
> For best results in all three cases above solder the wires
> coming from the resistors to the middle of the three bus
> wires in a "T" fashion rather than at one end of the buses.
>
> Use a continuity tester to find the following three traces
> -- do not depend on visual inspection. Now install three
> 68-ohm series terminating resistors in the original 512K
> bank of ram. Be very careful while soldering to these narrow
> traces, since excessive heat can easily lift a trace from
> the board. Use an Exacto knife to gently remove solder mask
> from traces.
>
> Cut the trace leading from pin 8, RAS0, of U15 near U15.
> Solder a 68-ohm resistor in series with the trace.
>
> Cut the trace leading from pin 6, CAS0H, of U15 near U15.
> Solder a 68-ohm resistor in series with the trace.
>
> Cut the trace leading from pin 7, CAS0L, of U15 near U15.
> Solder a 68-ohm resistor in series with the trace.

Are these series resistors being installed in newer boards?

Does Atari provide an internal RAM-Expansion header like the

one in the old Sanyo MBC-550?

Has anyone on Compuserve heard any more about the "ram expansion board kit"
discussed back in November?

Is Atari Still Reading This Net?

rb@ccivax

From -6326331975662953133
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9506f472d1c499ae
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 19:38:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: bammi@CASE.CSNET ("Jwahar R. Bammi")
Newsgroups: net.micro.atari
Subject: Re: terminal emulators
Message-ID: <8601170844.AA08079@ucbvax.berkeley.edu>
Date: Thu, 16-Jan-86 22:38:32 EST
Article-I.D.: ucbvax.8601170844.AA08079
Posted: Thu Jan 16 22:38:32 1986
Date-Received: Sun, 19-Jan-86 03:46:16 EST
Sender: dlw@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

The vt52 emulation mode on atari CAN insert / delete line. You may need
to modify your termcap entry to reflect. I use emacs all the time, and
it almost never redraws the whole screen on char/line /region deletes.
                        bammi

From 6633249074890773843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3551cbc4d7ae49e2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 21:43:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Re: ST 520 and Commodore 1702 color monitor
Message-ID: <1376@cwruecmp.UUCP>
Date: Fri, 17-Jan-86 00:43:39 EST
Article-I.D.: cwruecmp.1376
Posted: Fri Jan 17 00:43:39 1986
Date-Received: Sat, 18-Jan-86 08:16:28 EST

References: <98@ecn-aa.UUCP>
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 46

>
> Does anyone know if a monochrome ST can be used with a Commodore 1702
> RGB monitor (after unplugging the monochrome monitor of course)?
>
> Another way of stating this question: Is the color output of the ST so
> unusual that a non-Atari color monitor cannot be used?
>
> Thanks.
>
>   Whom: Rick Westerman   Phone: +1-317-494-8341
>   UUCP: {decvax, ihnp4, seismo, ucbvax}!pur-ee!westerm
>   ARPA: westerm@purdue.ecn.ARPA
>   USPS: Ag Data Network, Purdue University, West Lafayette IN 47907

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
Here is a simple circuit that I picket off compuserve a while back
to hook a ST to an Analog RGB (not digital or RGBI monitors that
are hooked to Ibms and te like) monitor. I have not tred it myself,
but I have hear from other people that it works.NOTE: those
resistors are supposed to be important, so don't skip them.

From Steve Katz:
Hi again! Well... The resistors are 1.2K and are not tied to ground, but are in
line (I think thats what you call it).

```
Atari                              RGB Monitor
Pin  Signal            Signal
 7    R-------------~~~~-------------R monitor
 6    G-------------~~~~-------------G
10    B-------------~~~~-------------B
 9    H Sync------------------------H sync
12    V Sync------------------------V sync
13    Ground------------------------Ground
```

         with ~~~~ meaning 1.2K resistor (Brown Red Red).

 It works as I am using it right now! Good luck..SSFN!

--

                      Jwahar R. Bammi
                  Usenet: .....!decvax!cwruecmp!bammi
                   CSnet: bammi@case
                Arpa: bammi%case@csnet-relay
             CompuServe: 71515,155

From -654180854666439452

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bd88b6ec4b9e559c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 01:21:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Terminal Emulator Source
Message-ID: <1377@cwruecmp.UUCP>
Date: Fri, 17-Jan-86 04:21:31 EST
Article-I.D.: cwruecmp.1377
Posted: Fri Jan 17 04:21:31 1986
Date-Received: Sat, 18-Jan-86 08:28:06 EST
Distribution: net
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 1604

You asked for source, you get source. This is a shar format posting of a terminal emulator with Xmodem transfers and Ascii file capture. We hope to improve it as time permits. We are posting it in hopes of getting your feed back to some minor problems, and your comments suggestions.

Enjoy.

```
#!/bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #!/bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create the files:
#    capture.c
#    main.c
#    util.c
#    xmodem.c
#    xmdm.h
#    xmdm.doc
# This archive created: Fri Jan 17 04:10:16 1986
# By:    Jwahar R. Bammi ()
export PATH; PATH=/bin:$PATH
echo shar: extracting "'capture.c'" '(2141 characters)'
if test -f 'capture.c'
then
    echo shar: over-writing existing file "'capture.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'capture.c'
X/*
X * Ascii File Capture / Dump Module
X *
X *  ST users @ Case Western Reserve University
X * Dump is not implemented.
X */
```

```
X
X#include <osbind.h>
X#include "xmdm.h"
X
X#define sendchar(X)   Cauxout(X) /* Send a character to serial port */
X
X    /* extern variables */
Xextern char bufr[];        /* file buffer */
Xextern unsigned int buf_index;  /* index to file buffer */
Xextern char capture;       /* Capture flag */
X
X    /* Global Variables */
Xstatic int fd;
X
X/*
X * s_capture() - Start Ascii File Capture
X *
X */
Xvoid s_capture()
X{
X    register char *f;
X    char *r_filename();
X
X    sendchar(CTRL('S'));
X
X    /* Get filename */
X    if((f = r_filename()) == (char *)NULL)
X    {
X         /* User Cancelled */
X         Cconws("Capture is Off\r\n");
X         capture = 0;
X         sendchar(CTRL('Q'));
X         return;
X    }
X
X    /* create/open the file */
X    if((fd = Fcreate(f,0)) < 0)
X    {
X         if((fd = Fopen(f,1)) < 0)
X         {
X              /* Did'nt make it */
X              Cconws("Could not open ");
X              Cconws(f);
X              Cconws("\r\nCapture is off\r\n");
X              capture = 0;
X              hit_key();
X              sendchar(CTRL('Q'));
X              return;
X         }
X    }
X
X
X    /* All set to capture */
```

```
X    capture = 1;
X    Cconws("Capture is ON\r\n");
X    buf_index = 0;
X    sendchar(CTRL('Q'));
X}
X
X/*
X * c_capture() -  close capture
X *
X */
Xvoid c_capture()
X{
X    sendchar(CTRL('S'));
X    if(buf_index > 0)
X    {
X         /* Flush stuff in file buffer */
X         if(Fwrite(fd,(long)buf_index,bufr) != buf_index)
X         {
X              Cconws("\r\nWarning - error writing capture file\r\n");
X              hit_key();
X         }
X    }
X
X    /* All done */
X    buf_index = 0;
X    capture = 0;
X    Cconws("\r\nCapture is OFF\r\n");
X    Fclose(fd);
X    sendchar(CTRL('Q'));
X}
X
X
X/*
X * a_capture - Add a char to capture buffer
X *
X */
Xvoid a_capture(c)
Xregister int c;
X{
X    bufr[buf_index++] = c;
X
X    if(buf_index == BUFSIZ)
X    {
X         /* Buffer full dump it to file */
X         sendchar(CTRL('S'));
X         if(Fwrite(fd,(long)buf_index,bufr) != buf_index)
X         {
X              /* Problem Writing file */
X              EscSeq(j);    /* save cursor position */
X              my_screen();  /* switch to my screen memory */
X              Cconws("\r\nWarning - error writing capture file\r\n");
X              Cconws("Capture Forced OFF\r\n");
X              Fclose(fd);
```

```
X             hit_key();
X             his_screen(); /* Back to his screen memory */
X             capture = 0;
X         }
X         buf_index = 0;
X         sendchar(CTRL('Q'));
X    }
X}
SHAR_EOF
if test 2141 -ne "`wc -c 'capture.c'`"
then
     echo shar: error transmitting "'capture.c'" '(should have been 2141
characters)'
fi
echo shar: extracting "'main.c'" '(7955 characters)'
if test -f 'main.c'
then
     echo shar: over-writing existing file "'main.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'main.c'
X/*
X * Main Module
X *
X *
X *  ST users @ Case Western Reserve University
X */
X
X#include <osbind.h>
X#include "xmdm.h"
X
X#define esc  27
X#define cr   0x0d
X
X    /* Global variable  definitions, extern everywhere else */
Xchar bufr[ BUFSIZ ];       /* File buffer */
Xchar filename[FILEMAX+3];  /* File name */
Xunsigned int buf_index = 0;     /* Index to file buffer */
Xchar capture = 0;      /* Ascii capture flag   */
Xlong *ms_ptr;              /* Pointer to my screen memory, aligned at
X                     a 256 bytes boundary */
Xlong m_screen[8*1024+32];  /* My screen memory
X                     32K bytes + 256 Bytes guard for alignement
X                     In the worst case when we align we have to
X                     go 255 bytes from &m_screen[0], hence the
X                     256 Byte guard is required */
X
X
X    /* Types */
X/* The structure returned by Iorec(), really ptr to this type */
Xtypedef struct {
X    char *ibuf;
X    int ibufsiz;
X    int ibufhd;
```

```
X    int ibuftl;
X    int ibuflow;
X    int ibufhi;
X} IOREC;
X
X/* The type word */
Xtypedef short word;
X
X
X    /* Globals belonging to this module only */
XIOREC save,  /* the original Iorec is saved here for the duration of this
X           process */
X    *p;  /* ptr returned by Iorec() */
X
Xchar iobuf[IBUFSIZ]; /* My large Rs232 receive buffer */
X
Xword    rs232 = 1,         /* Ports */
X        console = 2;
Xword    speed,               /* rs232 setup parameters */
X    flowctl = 1,
X    ucr = -1,
X    rsr = -1,
X    tsr = -1,
X    scr = -1;
X
X/*
X * SetIoBuf() - Save the systems Rs232 buffer and install my large
X * Rs232 buffer.
X *
X */
Xvoid SetIoBuf()
X{
X    /* Get pointer to Rs232 input record */
X    p = Iorec(0);
X
X    /* Save the info */
X    save.ibuf= p->ibuf;
X    save.ibufsiz  = p->ibufsiz;
X    save.ibufhd   = p->ibufhd;
X    save.ibuftl   = p->ibuftl;
X    save.ibuflow  = p->ibuflow;
X    save.ibufhi   = p->ibufhi;
X
X    /* Install my buffer in its place */
X    p->ibuf       = &iobuf[0];
X    p->ibufsiz    = IBUFSIZ;
X    p->ibuflow    = IBUFSIZ/4;
X    p->ibufhi= IBUFSIZ / 4 * 3;
X    p->ibufhd = p->ibuftl = 0;
X
X}
X
X/*
```

```
X * ResetIoBuf() - Reset the Rs232 buffer to the saved (system's) buffer
X *
X */
Xvoid ResetIoBuf()
X{
X    p->ibuf       = save.ibuf;
X    p->ibufsiz    = save.ibufsiz;
X    p->ibuflow    = save.ibuflow;
X    p->ibufhi = save.ibufhi;
X    p->ibufhd = save.ibufhd;
X    p->ibuftl = save.ibuftl;
X}
X
X/* the following code is stolen from Tsu Wang - with permission of course */
X
X/*
X * setRs232() - set rs232 port configuration
X */
Xvoid setRs232 ()
X{
X    char ch;
X    long conin;
X
X    Cconws("Baud rate: ");
X    EscSeq(p);
X    Cconws("0=19200 1=9600, 2=4800, 3=2400, 4=1200, 5=300\r\n");
X    EscSeq(q);
X    Cconout('\t');
X    EscSeq(p);
X    Cconws("What speed==>");
X    EscSeq(q);
X
X    conin = Bconin(console);    /* get speed */
X    if (conin == 0x610000)
X    {
X         /* He hit <UNDO> */
X         if(capture)
X         {
X              Cconws("Closing Capture File\r\n");
X              c_capture();
X         }
X         his_screen();
X         ResetIoBuf();
X         Pterm0();
X
X    }
X    ch = (char) (conin & 0x7f);
X    Cconout(' ');
X    switch (ch)
X    {
X        case '0':      /* 19200 */
X         speed = 0;
X         Cconws("19200");
```

```
X         break;
X
X        case '1':
X         speed = 1;    /* 9600 */
X         Cconws("9600");
X         break;
X
X        case '2':
X         speed = 2;    /* 4800 */
X         Cconws("4800");
X         break;
X
X        case '3':
X         speed = 4;    /* 2400 */
X         Cconws("2400");
X         break;
X
X        case '4':
X         speed = 7;    /* 1200 */
X         Cconws("1200");
X         break;
X
X        case '5':
X         speed = 9;    /* 300 */
X         Cconws("300");
X         break;
X
X        default:
X         speed = 7;    /* 1200 */
X         Cconws("1200");
X    }
X    Cconws(" Baud\r\n");
X
X    /* Set new Baud rate */
X    Rsconf(speed, flowctl, ucr, rsr, tsr, scr);
X
X    /* get rid of extraneous characters that get sent out */
X    Bconout(rs232,(word)'\b');
X
X}
X
X/*
X * help() - display help info and menu
X */
Xvoid help ()
X{
X    word c;
X    long conin;
X    char *r_filename();
X
X    EscSeq(j);         /* Save Cursor */
X    my_screen();       /* Switch to my screen memory */
X    EscSeq(v);         /* wrap at end of line */
```

```
X    EscSeq(E);         /* clear screen */
X
X    /* Put up menu */
X    Cconws("\r\n\t");
X    EscSeq(p);         /* reverse video */
X    Cconws("Undo");
X    EscSeq(q);         /* quit reverse video */
X    Cconws(" to exit.\r\n");
X
X    Cconws("\t");
X    EscSeq(p);         /* reverse video */
X    Cconws("Help");
X    EscSeq(q);         /* quit reverse video */
X    Cconws(" for this message.\r\n");
X
X    Cconws("\t");
X    EscSeq(p);         /* reverse video */
X    Cconws("C or c");
X    EscSeq(q);         /* quit reverse video */
X    Cconws(" to toggle Capture.\r\n");
X
X    Cconws("\t");
X    EscSeq(p);         /* reverse video */
X    Cconws("S or s");
X    EscSeq(q);         /* quit reverse video */
X    Cconws(" to Send a file using Xmodem.\r\n");
X
X
X    Cconws("\t");
X    EscSeq(p);         /* reverse video */
X    Cconws("R or r");
X    EscSeq(q);         /* quit reverse video */
X    Cconws(" to Receive a file using Xmodem.\r\n");
X
X    Cconws("\t");
X    EscSeq(p);         /* reverse video */
X    Cconws("Return");
X    EscSeq(q);         /* quit reverse video */
X    Cconws(" to do nothing.\r\n");
X
X    Cconws("\t");
X    EscSeq(p);         /* reverse video */
X    Cconws("B or b");
X    EscSeq(q);         /* quit reverse video */
X    Cconws(" to set baud rate.     Default is ");
X    EscSeq(p);
X    Cconws("1200 Baud.\r\n\r\n");
X    EscSeq(q);
X
X    /* get response */
X    conin = Bconin(console);
X
X    if (conin == 0x610000)
```

```
X    {
X         /* He hit <UNDO> */
X         if(capture)
X         {
X              Cconws("Closing Capture File\r\n");
X              c_capture();
X         }
X         his_screen();
X         ResetIoBuf();
X         Pterm0();
X    }
X
X    switch((int)(conin & 0x7f))
X    {
X        case 'B':
X        case 'b':
X         /* Set baud rate */
X         setRs232();
X         break;
X
X        case 'C':
X        case 'c':
X         /* Toggle Capture */
X         if(capture)
X             c_capture();
X         else
X             s_capture();
X         break;
X
X        case 'S':
X        case 's':
X        {
X             /* Send a file using Xmodem */
X             register char *f;
X             if(capture)
X             {
X                  /* We are capturing */
X                  Cconws("Closing Capture File\r\n");
X                  c_capture();
X             }
X
X             if((f = r_filename()) == (char *)NULL)
X             {
X                  /* user cancelled transfer */
X                  canit();
X                  flushinput();
X                  break;
X             }
X
X             /* Set no flow Control */
X             Rsconf(-1,0,-1,-1,-1,-1);
X
X             /* Send file */
```

```
X            if(sendfile(f) == FALSE)
X             Cconws("\r\nTransfer not Completed\r\n");
X            else
X             Cconws("\r\nTransfer Complete\r\n");
X
X            /* Flow Control On */
X            Rsconf(-1,1,-1,-1,-1,-1);
X            Bconout(rs232,(word)'\b');
X       }
X        break;
X
X       case 'r':
X       case 'R':
X       {
X            /* receive using Xmodem */
X            register char *f;
X            if(capture)
X            {
X                 /* We are capturing */
X                 Cconws("Closing Capture File\r\n");
X                 c_capture();
X            }
X
X            if((f = r_filename()) == (char *)NULL)
X            {
X                 /* user cancelled transfer */
X                 canit();
X                 flushinput();
X                 break;
X            }
X
X
X            /* No flow control */
X            Rsconf(-1,0,-1,-1,-1,-1);
X
X            /* receive file */
X            if(readfile(f) == FALSE)
X             Cconws("\r\nTransfer not Completed\r\n");
X            else
X             Cconws("\r\nTransfer Complete\r\n");
X
X            /* flow control on */
X            Rsconf(-1,1,-1,-1,-1,-1);
X            Bconout(rs232,(word)'\b');
X       }
X        break;
X
X       default:
X        Cconws("No Change\r\n");
X   }
X
X   /* Wait for a key hit */
X   hit_key();
```

```
X    /* back to terminal screen */
X    his_screen();
X}
X
Xmain ()
X{
X    word c;        /* rs232 input */
X    long conin;
X    int  i;
X
X    ms_ptr = (long *) ((0xffffff00 & ((long)(&m_screen[0]))) + 0x00000100);
X    EscSeq(v);          /* wrap at end of line */
X    EscSeq(E);          /* clear screen */
X    SetIoBuf();
X
X    Rsconf((word) 7, flowctl, ucr, rsr, tsr, scr);  /* init set */
X    Bconout(rs232,(word)'\b');
X
X    help();
X
X    while (0 == 0)     /* infinite loop */
X    {
X         i = 0;
X         while (Bconstat(rs232) == 0xffff)
X         {
X              /* Char at Modem */
X              c = Bconin(rs232) & 0x7f;
X              Bconout(console, c);
X              if(capture)
X                  /* We are capturing */
X                  a_capture(c);
X
X              /* Check the console once in a while */
X              /* important at High speeds */
X              if ((++i) & 32)
X                  if (Bconstat(console) == 0xffff)
X                       {
X                       conin = Bconin(console);
X                       Bconout(rs232, (word) (conin & 0x7f));
X                       i = 0;
X                  }
X         }
X
X         if (Bconstat(console) == 0xffff)
X         {
X              /* Char at Console */
X              conin = Bconin(console);
X              if (conin == 0x610000)      /* Undo */
X              {
X                   if(capture)
X                   {
X                        Cconws("Closing Capture File\r\n");
X                        c_capture();
```

```
X                   }
X                   ResetIoBuf();
X                   Pterm0();
X               }
X
X               if (conin == 0x620000)      /* Help */
X                   help();
X               else
X                   Bconout(rs232, (word) (conin & 0x7f));
X           }
X       }
X}
SHAR_EOF
if test 7955 -ne "`wc -c 'main.c'`"
then
     echo shar: error transmitting "'main.c'" '(should have been 7955 characters)'
fi
echo shar: extracting "'util.c'" '(1633 characters)'
if test -f 'util.c'
then
     echo shar: over-writing existing file "'util.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'util.c'
X/*
X * Utilities Module
X *
X *
X *  ST users @ Case Western Reserve University
X */
X
X#include <osbind.h>
X#include "xmdm.h"
X
X#define Vsync()   xbios(37)/* Atari forgot this one in osbind.h */
X
X    /* External Variables */
Xextern char filename[];    /* Pointer to filename buffer
     */
Xextern long *ms_ptr;  /* pointer to my screen memory aligned to a 256
X                byte boundary */
X
X    /* Globals */
Xstatic char *hs_ptr;   /* pointer to his screen memory */
X
X/*
X * my_screen() - Start using my screen memory
X * for all output.
X *
X */
Xvoid my_screen()
X{
X    /* The cursor position has been saved prior to calling this routine */
X    /* save his screen memory pointer */
```

```
X    hs_ptr = Logbase();
X
X    /* switch to my display memory */
X    Setscreen(ms_ptr, ms_ptr, -1);
X}
X
X
Xvoid his_screen()
X{
X    /* switch to his Screen memory, wait for a Vblank, so
X     * that the Logical Loc == Physical Loc, then pop saved
X     * cursor */
X    Setscreen(hs_ptr, hs_ptr, -1);
X    Vsync();
X    Vsync(); /* starts happening at the last one */
X    EscSeq(k);
X}
X
X/*
X * r_filename() - Read a file name from the console
X * giving the user a chance to cancel by hitting <RETURN>
X *
X */
Xchar *r_filename()
X{
X    Cconws("Filename (<RETURN> to cancel): ");
X    filename[0] = FILEMAX;
X    Cconrs(filename);
X    Cconws("\r\n");
X    if(filename[1] == 0)
X    {
X         /* User Cancelled */
X         Cconws("Cancelled\r\n");
X         return((char *)NULL);
X    }
X    /* Terminate string that starts at filename[2] */
X    filename[filename[1]+2] = '\0';
X    return(&filename[2]);
X}
X
X
X/*
X * hit_key() - wait for the user to hit a key
X *
X */
Xvoid hit_key()
X{
X    Cconws("\r\n");
X    EscSeq(p);
X    Cconws("Hit Any Key To Continue .....");
X    EscSeq(q);
X    Cnecin();
X    Cconws("\r\n");
```

```
X}
SHAR_EOF
if test 1633 -ne "`wc -c 'util.c'`"
then
     echo shar: error transmitting "'util.c'" '(should have been 1633 characters)'
fi
echo shar: extracting "'xmodem.c'" '(14676 characters)'
if test -f 'xmodem.c'
then
     echo shar: over-writing existing file "'xmodem.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xmodem.c'
X/*
X * Xmodem Send / Receive Module
X * adapted from generic Xmodem send/receive code
X * posted to SIG*ATARI on CompuServe
X *
X *  ST users @ Case Western Reserve University
X */
X
X#include <osbind.h>
X#include <setjmp.h>
X#include "xmdm.h"
X
X    /* Xmodem specific defines */
X#define DOTS      50   /* SECTOR COUNTING DOTS PER LINE */
X#define  SECSIZ        0x80 /* Size of a xmodem sector/block */
X#define  ERRORMAX  20   /* MAX ERRORS BEFORE ABORT very conservative */
X#define  RETRYMAX  15   /* MAXIMUM RETRYS BEFORE ABORT */
X#define  SOH       1    /* START OF SECTOR CHAR */
X#define  EOT       4    /* end of transmission char */
X#define  ACK       6    /* acknowledge sector transmission */
X#define  NAK       21   /* error in transmission detected */
X#define CAN       ('X'&037) /* Cancel transmission   */
X
X#define sendchar(X)    Cauxout(X) /* Send a character to serial port */
X#define Supexec(X) xbios(38,X)
X
X    /* External Variables */
Xextern char bufr[ ];  /* file buffer */
X
X    /* Global Variables */
Xstatic int mtimeout,            /* Time out period */
X       mdm_sp,     /* #packets sent */
X       mdm_rp,     /* #packets received */
X       mdm_bad_packets,      /* #bad packets      */
X       mdm_naked_packets;    /* #naked packets    */
X
Xlong mdm_bytes_xferred,   /* #packets sent/received       */
X     alrm_time = 0L,     /* Time of next timeout (200 Hz) */
X     pr_time   = 0L,     /* Present time    (200 Hz) */
X     *hz_200 = (long *)0x000004ba; /* Yes the Hitch Hikers Guide is wrong!! */
X
```

```
Xjmp_buf abort_env,           /* Long jump when transfers are aborted */
X        time_env;       /* Long jump on timeout         */
X
X#ifdef DEBUG
Xstatic int    debug = 1;
X#endif
X
X
X
X
X/*
X * rd_time() - read the value of the systems 200 Hz counter
X * must be called in Super Mode else you get
X * what you deserve - MUSHROOMS!!
X */
Xvoid rd_time()
X{
X    pr_time = *hz_200;
X}
X
X
X/*
X * read_modem() - read a character from the modem port
X * Check for user abort (^C) and timeout at the same time
X */
Xint read_modem()
X{
X    while(1)
X    {
X         if(Cconis())
X         {
X              /* Character Hit at the Keyboard - is it ^C */
X              if((Crawcin() & 0x7f) == CTRL('C'))
X                   /* It is a Control-C */
X                   longjmp(abort_env,-1);
X         }
X
X         if(Cauxis())
X             /* Character available at Modem Port */
X             return(Cauxin());
X
X         /* Check for time out if required */
X         if(alrm_time != 0)
X         {
X              /* Alarm Set */
X              Supexec(rd_time);
X              if(pr_time >= alrm_time)
X                   /* timeout */
X                   longjmp(time_env, -1);
X         }
X    }
X}
X
```

```
X/*
X * mdmini() - initialize variables for a Xmodem Transfer
X *
X */
Xvoid mdmini()
X{
X    mtimeout = 20;
X    mdm_bytes_xferred = 0L;
X    mdm_sp = 0;
X    mdm_rp = 0;
X    mdm_bad_packets = 0;
X    mdm_naked_packets = 0;
X}
X
X
X/*
X * readfile() - Xmodem Receive
X * We use extremely conservative timeout/retry parameters
X * to deal with lazy dogs like CompuServe. The program
X * could be enhanced to be adaptive by increasing the
X * timeout as and when timeouts occur, dynamically.
X */
Xint readfile(file)
Xchar *file;
X{
X    int firstchar,     /* First character of the packet
     */
X    sectnum, /* The currently expected sector #        */
X    sectcurr,/* The received sector #             */
X    sectcomp,/* The 1's complements of sectcurr        */
X    fd,      /* File descriptor for opened file        */
X    errors,  /* The number of errors encountered in this transfer
     */
X    errorflag;    /* Just a flag                       */
X
X    unsigned int
X        checksum, /* Computed Checksum (of the received data)
     */
X        j,        /* Counter                      */
X        bufptr;   /* Buffer index                      */
X
X
X    /* Initialize myself */
X    mdmini ();
X
X    /* Create/Open file for write - overwrite if it exists */
X    if ((fd = Fcreate(file,0)) < 0) /* Will fail is file present */
X    {
X         /* Overwrite existing file */
X         if((fd = Fopen(file,1)) < 0)
X         {
X              /* CAN the transfer if we cannot open file */
X              Cconws("Cannot Open ");
```

```
X             Cconws(file);
X             Cconws("\r\n");
X             canit();
X             flushinput();
X             return(FALSE);
X        }
X    }
X    else
X    {
X        /* We are ready now */
X        Cconws("Receiving ");
X        Cconws(file);
X        Cconws(" ( CTRL-C to Abort )\r\n");
X    }
X    sectnum = errors = bufptr = 0;
X
X    r_again:
X    flushinput();
X
X    /* Send NAK to let sender know that we are ready */
X    sendchar(NAK);
X
X    if (setjmp(time_env))
X    {
X        /* On a Timeout */
X        if(++errors < ERRORMAX)
X        {
X             Cconout('T');
X             goto r_again; /* Sorry about that !! */
X        }
X        Cconws("\r\nToo many time outs Aborted Transfer\r\n");
X        Fclose(fd);
X        alarm(0);
X        canit();
X        flushinput();
X        return(FALSE);
X    }
X
X    if (setjmp(abort_env))
X    {
X        /* User initiated Abort - (CTRL-C) */
X        Cconws("\r\nUser Aborted Transfer\r\n");
X        Fclose(fd);
X        alarm(0);
X        canit();
X        flushinput();
X        return(FALSE);
X    }
X
X    firstchar = 0;
X    while (firstchar != EOT && errors != ERRORMAX)
X    {
X        errorflag = FALSE;
```

```
X         alarm (mtimeout);           /* set timeout trap */
X         do                     /* get sync char */
X         {
X              firstchar = read_modem();
X#ifdef DEBUG
X              if (debug)
X              {
X                   Cconws("Got char ");
X                   printi( firstchar);
X                   Cconws("\r\n");
X              }
X#endif
X         } while (firstchar != SOH && firstchar != EOT && firstchar != CAN);
X
X         if( firstchar == CAN)
X         {
X              /* Sender Cancelled */
X              Cconws("Transfer Cancelled By Sender\r\n");
X              Fclose(fd);
X              flushinput();
X              alarm(0);
X              return(FALSE);
X         }
X
X         if (firstchar == SOH)
X         {
X              /* Ok, got Start of a new packet, pick up the sector # and ~# */
X              sectcurr = read_modem();
X              sectcomp = read_modem();
X
X              if (((sectcurr - 1) % DOTS) == 0)
X              {
X                   /* Let us know about it - newline every DOTS dots */
X                   Cconws("\r\n.");
X#ifdef DEBUG
X                   if(debug)
X                       printi(sectcurr);
X#endif
X              }
X              else
X                  Cconout('.');
X
X#ifdef DEBUG
X              /*   if (debug)
X                   {
X                   Cconws("Sector ");
X                   printi( sectcurr);
X                   Cconout(' ');
X                   printi( sectcomp);
X                   Cconws("\r\n");
X                   }
X                   */
X#endif
```

```
X             if ((sectcurr + sectcomp) == 255)
X             {
X                  /* Valid sector # */
X                  if (sectcurr == (sectnum + 1 & 0xff))
X                  {
X                       /* And sector in expected sequence */
X                       checksum = 0;
X                       for (j = bufptr;j < (bufptr + SECSIZ);j++)
X                       {
X                            /* Pick up data */
X                            bufr[j] = read_modem();
X                            /* Computing checksum as we go along */
X                            checksum = (checksum + bufr[j]) & 0xff;
X                       }
X                       if (checksum == read_modem())
X                       {
X                            /* Computed Checksum matches received checksum */
X                            mdm_rp++;
X
X                            errors = 0;
X                            sectnum++;
X                            bufptr += SECSIZ;
X                            mdm_bytes_xferred += SECSIZ;
X                            if (bufptr == BUFSIZ)
X                            {
X                                 /* Buffer Full - flush it out to file */
X                                 bufptr = 0;
X                                 if (Fwrite(fd,(long)BUFSIZ,bufr) < 0)
X                                 {
X                                      Cconws("\r\nError writing file - Aborting
Transfer\r\n");
X                                      Fclose(fd);
X                                      alarm(0);
X                                      canit();
X                                      flushinput();
X                                      return(FALSE);
X                                 };
X                            };
X                            flushinput ();
X                            /* Every thing ok - send the ACK */
X                            sendchar(ACK);
X                       }
X                       else
X                       {
X                            /* Received Checksum doe not match computed checksum
*/
X                            mdm_bad_packets++;
X
X                            errorflag = TRUE;
X#ifdef DEBUG
X                            if (debug)
X                            {
X                                 Cconout('C');
```

```
X                              };
X#endif
X                         }
X                    }
X                    else
X                    {
X                         /* Sector received is not the expected one */
X                         /* Could be a duplicate sector, or just a curropted sector
*/
X                         if (sectcurr == (sectnum & 0xff))
X                         {
X                              /* Duplicate sector - just ignore it and ACK */
X                              Cconout('D');
X                              flushinput();
X                              sendchar(ACK);
X                         }
X                         else
X                         {
X                              /* Garbage */
X#ifdef DEBUG
X                              if (debug)
X                              {
X                                   Cconws("synch error\r\n");
X                              }
X#endif
X
X                              mdm_bad_packets++;
X
X                              errorflag = TRUE;
X                         }
X                    }
X               }
X               else
X               {
X#ifdef DEBUG
X                    if (debug)
X                    {
X                         Cconws("sector number error\r\n");
X                    }
X#endif
X                    mdm_bad_packets++;
X
X                    errorflag = TRUE;
X               }
X          }
X          if (errorflag == TRUE)
X          {
X               /* NAK it if errorflag is set */
X               errors++;
X               flushinput();
X               sendchar(NAK);
X          }
X
```

```
X    };   /* end while  Not EOT and errors < ERRORMAX */
X
X
X    if ((firstchar == EOT) && (errors < ERRORMAX))
X    {
X         /* Last packet */
X         sendchar(ACK);
X         if(Fwrite(fd,(long)bufptr,bufr) != bufptr)
X         {
X              Cconws("\r\nError writing file\r\n");
X              Fclose(fd);
X              alarm(0);
X              return(FALSE);
X         }
X         Fclose(fd);
X         alarm(0);
X         return(TRUE);
X    }
X    alarm(0);
X    return(FALSE);
X}
X
X/*
X * sendfile() - Xmodem Send
X * See comments for readfile() concerning timeouts/retries.
X *
X */
Xint sendfile(file)
Xchar *file;
X{
X    int sectnum,  /* Current sector number */
X    sectors, /* #of sectors sent      */
X    attempts,/* #of attempts to send  */
X    fd;      /* File descriptor  */
X
X    unsigned int
X        checksum, /* Computed checksum    */
X    j,       /* all purpose counter  */
X    bufptr;       /* Ptr to file buffer   */
X
X    char
X        c;        /* General Character var */
X
X    /* init. myself */
X    mdmini ();
X
X    /* Open file for read */
X    if ((fd = Fopen(file, 0)) < 0)
X    {
X         /* CAN tranfer if we can't open */
X         Cconws("cannot open ");
X         Cconws(file);
X         Cconws("\r\n");
```

```
X         canit();
X         flushinput();
X         return(FALSE);
X    }
X    else
X    {
X         Cconws("Sending ");
X         Cconws(file);
X         Cconws(" ( CTRL-C to Abort )\r\n");
X    }
X
X    /* All set to go */
X    attempts = 0;
X    sectnum = 1;
X    j = 0;
X
X
X    if (setjmp(abort_env))
X    {
X         /* On user initiated abort (CTRL-C) */
X         Cconws("\r\nUser Aborted Transfer\r\n");
X         Fclose(fd);
X         alarm(0);
X         canit();
X         flushinput();
X         return(FALSE);
X    }
X
X    attempts = 0;
X
X    do {
X        s_again:
X
X         if (setjmp(time_env))
X         {
X              /* On Time Out */
X              if(attempts < (2*ERRORMAX))
X              {
X                   Cconout('T');
X                   flushinput();
X                   goto s_again; /* Sorry about that !! */
X              }
X              Cconws("\r\nToo many time outs Aborted Transfer\r\n");
X              Fclose(fd);
X              alarm(0);
X              canit();
X              flushinput();
X              return(FALSE);
X         }
X
X         /* Wait for First char from receiver */
X         alarm(mtimeout);
X         c = read_modem();
```

```
X
X#ifdef DEBUG
X        if (debug)
X        {
X             Cconws("Ate char ");
X             printi( c);
X             Cconws("\r\n");
X        }
X#endif
X        /* Eat everything but a NAK or CAN */
X    } while ((c != NAK) && (c != CAN) && (j++ < (ERRORMAX*2)));
X
X    if( c == CAN)
X    {
X         /* receiver cancelled */
X         Cconws("Transfer Cancelled By Receiver\r\n");
X         Fclose(fd);
X         flushinput();
X         alarm(0);
X         return(FALSE);
X    }
X
X    if (j >= (ERRORMAX*2))
X    {
X         /* Too many errors */
X         Cconws("\r\nReceiver not sending NAKs - Aborting\r\n");
X         canit();
X         flushinput();
X         alarm(0);
X         return(FALSE);
X    }
X
X#ifdef DEBUG
X    if (debug)
X        Cconws ("Got ACK\r\n");
X#endif
X
X    flushinput (); /* Get rid of any junk on the line */
X    alarm(mtimeout);
X
X    while ((sectors = Fread(fd,(long)BUFSIZ,bufr))
X           && (attempts != RETRYMAX))
X    {
X         if (sectors < 0)
X         {
X              /* Unable to read the file */
X              Cconws("\r\nError reading file - Aborting Transfer\r\n");
X              Fclose(fd);
X              alarm(0);
X              canit();
X              flushinput();
X              return(FALSE);
X         }
```

```
X
X         bufptr = 0;
X         do
X         {
X              attempts = 0;
X              do
X              {
X                  s_ag2:
X                   alarm(mtimeout);
X                   if (setjmp(time_env))
X                   {
X                        /* on time out */
X                        if(attempts < (2*ERRORMAX))
X                        {
X                             Cconout('T');
X                             flushinput();
X                             goto s_ag2;   /* Sorry about that !! */
X                        }
X                        Cconws("\r\nToo many time outs Aborted Transfer\r\n");
X                        Fclose(fd);
X                        alarm(0);
X                        canit();
X                        flushinput();
X                        return(FALSE);
X                   }
X
X                   if (((sectnum) % DOTS) == 0)
X                   {
X                        Cconws("\r\n");
X#ifdef DEBUG
X                        if(debug)
X                            printi(sectnum);
X#endif
X                        Cconout('.');
X                   }
X                   else
X                       Cconout('.');
X
X                   /* Send a packet */
X                   sendchar(SOH);
X                   sendchar(sectnum);
X                   sendchar(~sectnum);
X                   checksum = 0;
X                   write_modem(&bufr[bufptr],SECSIZ);
X                   for (j = bufptr; j < (bufptr+SECSIZ); j++)
X                       checksum += bufr[j];
X                   sendchar(checksum);
X                   flushinput();
X                   mdm_sp++;
X
X                   attempts++;
X                   /* Did it get sent over ? */
X                   c = read_modem();
```

```
X
X                   if (c != ACK)
X                       /* Oh no */
X                       mdm_naked_packets++;
X#ifdef DEBUG
X                   if (debug)
X                   {
X                        Cconws ("Response char is ");
X                        printi( c);
X                        Cconws("\r\n");
X                   }
X#endif
X                   if( c == CAN )
X                   {
X                        /* Receiver cancelled - so i'll abort */
X                        Cconws("Transfer Cancelled By Receiver\r\n");
X                        Fclose(fd);
X                        flushinput();
X                        alarm(0);
X                        return(FALSE);
X                   }
X
X               } while ((c != ACK) && (attempts != RETRYMAX));
X               /* Packet got sent and I received an Ack, or
X                  too many attempts */
X               bufptr += SECSIZ;
X               mdm_bytes_xferred += SECSIZ;
X               sectnum++;
X           } while ((bufptr < sectors) && (attempts != RETRYMAX));
X       };
X
X       Fclose(fd);
X       if (attempts == RETRYMAX)
X       {
X            /* Too many attempts */
X            Cconws("\r\nNo acknowledgment of sector, aborting\r\n");
X            alarm(0);
X            canit();
X            flushinput();
X            return(FALSE);
X       }
X       else
X       {
X            /* All sectors that needed to be sent are done,
X               Now send the EOT to complete transfer,
X               The EOT may or may not get ACK'ed, warn
X               the user if it does'nt */
X            attempts = 0;
X            do
X            {
X                s_ag3:
X                 alarm(mtimeout);
X                 if (setjmp(time_env))
```

```
X             {
X                  if(attempts < (2*ERRORMAX))
X                  {
X                       Cconout('T');
X                       flushinput();
X                       goto s_ag3;   /* Sorry about that !! */
X                  }
X             }
X
X             sendchar(EOT);
X             attempts++;
X         } while ((read_modem() != ACK) && (attempts != RETRYMAX));
X         if (attempts == RETRYMAX)
X             Cconws("\r\nNo acknowledgment of end of file - Hopefully the file
made it\r\n");
X    };
X    alarm(0);
X    return(TRUE);
X}
X
X/*
X * alarm() - set the alarm time
X */
Xvoid alarm(n)
Xunsigned int n;
X{
X    if(n != 0)
X    {
X         Supexec(rd_time);
X         /* We really need n * 200 but n * 256 if close enough */
X         alrm_time = pr_time + ( n << 8 );
X    }
X    else
X        alrm_time = 0L;
X}
X
X/*
X * canit() - Cancel the transfer
X */
X
Xcanit()
X{
X    register int i;
X
X    /* Send 5 CAN's */
X    for(i = 0; i < 5; i++)
X        sendchar(CAN);
X
X    /* Get rid of 4 of them, some receivers expect at least 2
X       CANs to confirm that the first CAN was not a corrupted
X       ACK, but eat only one (Ymodem for instance). */
X
X    for(i = 0; i < 4; i++)
```

```
X        sendchar('\b');
X}
X
X/*
X * write_modem() - send buffer to the modem port
X *
X*/
Xvoid write_modem(buf,len)
Xregister char *buf;
Xregister int len;
X{
X    register int i;
X    for(i = 0; i < len; i++)
X        Cauxout(*buf++);
X}
X
X
X/*
X * flushinput() - flush any characters in the modem port
X * a future enhancement may be flush any characters that are in there
X * and any that come in over the next 1 second -- Ymodem does that
X *
X */
Xvoid flushinput()
X{
X    while(Cauxis())
X        Cauxin();
X}
X
X#ifdef DEBUG
X/*
X * Print an integer (16 bits) to the console
X *
X */
Xvoid printi(val)
Xregister int val;
X{
X        register int j;
X        register int div_idx;
X        register int first;
X
X        static int divisors[] = { 10000, 1000, 100, 10, 1 };
X
X
X    /* Special Cases */
X        if (val == 0)
X    {
X         Cconout('0');
X    }
X        else if (val == -32768)
X    {
X                Cconws("-32768");
X
```

```
X    }
X
X    /* Get digit for each power of 10 and print them, skip leading 0's */
X        first = div_idx  = 0;
X
X        if (val < 0)
X    {
X                Cconout('-');
X                val = -val;
X    }
X
X        while( div_idx < 5 )
X    {
X                if(((j = val / divisors[div_idx]) != 0) || first != 0)
X        {
X                        Cconout(j + '0');
X                        first = 1;
X        }
X                val %= divisors[div_idx++];
X    }
X
X}
X#endif
SHAR_EOF
if test 14676 -ne "`wc -c 'xmodem.c'`"
then
     echo shar: error transmitting "'xmodem.c'" '(should have been 14676
characters)'
fi
echo shar: extracting "'xmdm.h'" '(494 characters)'
if test -f 'xmdm.h'
then
     echo shar: over-writing existing file "'xmdm.h'"
fi
sed 's/^X//' << \SHAR_EOF > 'xmdm.h'
X    /* Common defines */
X#define NULL      (0L)
X#define void           int  /* Alcyon forgot about voids */
X#define  FALSE         0
X#define TRUE           1
X
X#define EscSeq(x) Cconout('\033'); Cconout('x') /* Send Esc. Seq. to
X                                  console */
X#define CTRL(X)        (X & 037) /* CTRL-anything */
X#define IBUFSIZ        16*1024   /* Size of my Rs232 receive buffer */
X#define  BUFSIZ        0x4000    /* Size of file buffer
      */
X                   /* MUST BE a multiple of SECSIZE (128)  */
X#define FILEMAX   32   /* Max length of file name (must be <=127 ) */
SHAR_EOF
if test 494 -ne "`wc -c 'xmdm.h'`"
then
     echo shar: error transmitting "'xmdm.h'" '(should have been 494 characters)'
```

```
fi
echo shar: extracting "'xmdm.doc'" '(4175 characters)'
if test -f 'xmdm.doc'
then
     echo shar: over-writing existing file "'xmdm.doc'"
fi
sed 's/^X//' << \SHAR_EOF > 'xmdm.doc'
XThis the first version of xmdm:
X
X    Features:
X         - Keeps up with high speed serial lines
X             (tested upto 19.2K Baud lines)
X
X         - Does'nt send ANY Xon/Xoff's in the terminal
X           emulation mode to the host. This is important
X           to us as we are all Emacs fans.
X
X         - Supports all baud rates.
X
X         - Ascii file capture.
X
X         - Xmodem Send/Receive.
X
X         - Uses large Rs232 receive buffer.
X
X         - Uses large file buffers. Will not beat your disk
X           drive to death like STTALK.
X
X         - Uses 2 screens. All local functions (prompts etc) are done
X           on a on one screen, and all host communication
X           appears and the other screen.
X
X         - Uses very conservative timeouts/retries figures.
X           Good for dealing with dogs like CompuServe.
X           If you have a very responsive host, then it does'nt
X           matter anyways.
X
X         - PD, share it with your friends. Only thing we ask for is
X           your comments, bug reports (& fixes). Of course we
X           are not in anyway responsible for any brain damage
X           it may cause.
X
X    Known Bugs:
X         - Send spurious characters when it changes Rs232
X         parameters (Baud rate, Flow Control). Normally this
X         does not cause a problem, just hit a return when you
X         get back to your host.
X
X         - When switching screens, it always homes the cursor.
X         (We would appreciate if anyone could tell us how to
X          fix this. What we are doing in the Code (routines
X          his_screen & my_screen) is pushing the cursor,
X          changing screens, doing local functions, changing
```

```
X          back to the old screen, and doing a pop cursor. The
X          HH guide says that the vt52 emulator is only reset
X          when you change rez.) This does cause inconvenience.
X
X         - Has not been extensively debugged!
X
X         - Sketchy documentation.
X
X    So why are we posting it?
X    To get your feedback on the general scheme of things (interface
Xetc.) and suggestions to fix the above bugs.
X
X    Coming Up:
X         - Kermit transfers, and remote server support.
X
X         - Key Macros and binding of keys to functions.
X
X         - Dialing Directory.
X
X         - dir, space, remove, rename, cd, change drive
X           functions.
X
X         - Code needs cleaning up.
X
X    Not coming up:
X         - Ascii file transmit. We do not see a need for this.
X
XTo compile and link:
X    Compile each .c to get  .o's
X
X    link68 [u] xmdm.68k=[gems|gemstart], <all the .o's>,osbind.o,gemlib
X    relmod xmdm
X
XIf you use gemstart, then the stack+heap size must be appropriately
Xmodified. I use 16K.
X
X    get rid of xmdm.68k
X    rename xmdm.prg to xmdm.tos to use from the desktop.
X
XUSAGE:
X    Double click on xmdm.tos and follow the first prompt that
Xcomes up. Hit the <help> key at any time to get back at this menu.
X
XCapturing files:
X    Hit the <help> key, then choose the function 'c' for capture
Xtoggle. Give it a file name when it asks for one.
X    All host data will be captured from now onwards.
X    To end capture, hit <help> and choose the function 'c' again.
XThis will terminate the capture and close the file. Capture is also
Xterminate automatically when you choose any of the Xmodem functions,
Xon file errors, or when you exit the program.
X
XXmodem send:
```

```
X    Prepare your host to receive a file using xmodem. Hit the
X<help> key. Choose the 's' function, for xmodem send, and give it a
Xfile name. If you want to terminate at this point, hit return instead
Xof entering a file name. After the transfer has begun, you may
Xterminate the transfer at any time by hitting CTRL-C.
X
XXmodem receive:
X    Prepare your host to send a file using xmodem. Hit the
X<help> key. Choose the 'r' function, for xmodem receive, and give it a
Xfile name. If you want to terminate at this point, hit return instead
Xof entering a file name. After the transfer has begun, you may
Xterminate the transfer at any time by hitting CTRL-C.
X
XExiting xmdm:
X    The program may be exited at any time by hitting the <undo>
Xkey, except in the middle of Xmodem transfers.
X
XChanging baud rates:
X    Hit <help> then choose the 'b' function and make a selection.
X
X    Currently only the baud rate can be changed by the user. The
Xother Rs232 port parameters cannot be changed.
X
XPlease send you comments / bug reports and fixes to:
X
X             Jwahar R. Bammi
X               Usenet:  .....!decvax!cwruecmp!bammi
X                CSnet:  bammi@case
X              Arpa:  bammi%case@csnet-relay
X           CompuServe:  71515,155
SHAR_EOF
if test 4175 -ne "`wc -c 'xmdm.doc'`"
then
     echo shar: error transmitting "'xmdm.doc'" '(should have been 4175
characters)'
fi
#    End of shell archive
exit 0

--
                       Jwahar R. Bammi
                    Usenet:  .....!decvax!cwruecmp!bammi
                     CSnet:  bammi@case
                   Arpa:  bammi%case@csnet-relay
                CompuServe:  71515,155


From -2769742359767126202
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7f92fe958fe54ccf,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 01:45:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
```

Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: cc for dev. package
Message-ID: <1378@cwruecmp.UUCP>
Date: Fri, 17-Jan-86 04:45:03 EST
Article-I.D.: cwruecmp.1378
Posted: Fri Jan 17 04:45:03 1986
Date-Received: Sat, 18-Jan-86 08:28:54 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 1299

     You asked for source, you get source. This is a useful utility
for use with the developers package from Atari.

```
#!/bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #!/bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create the files:
#    cc.doc
#    cc.c
#    getopt.c
#    syserr.c
# This archive created: Fri Jan 17 04:42:24 1986
# By:    Jwahar R. Bammi ()
export PATH; PATH=/bin:$PATH
echo shar: extracting "'cc.doc'" '(5567 characters)'
if test -f 'cc.doc'
then
     echo shar: over-writing existing file "'cc.doc'"
fi
sed 's/^X//' << \SHAR_EOF > 'cc.doc'
Xcc - Compile C programs
X
X    cc [options] ... file ...
X
XCc runs the various passes of the C compiler, followed by the assembler
Xand the linker and relmod to produce an executable image.
X
XCc accepts various types of `file' arguements. Files with a `.c'
Xextension are compiled and assembled to produce object files with the
X`.o' extension. Files with `.s' extensions are assembled to produce
Xobject files with `.o' extensions. File with `.o' extensions are
Xincluded in the list of files to be linked, in the position in which
Xthey occur in the list of files. File names with no extension, or
Xextensions other than `.c', `.s' or `.o' are treated like files with
X`.o' extensions. Then all the files are linked with the default
Xstartup file START and the default libraries LIBS. The result is run
Xthru relmod to produce the executable image. The default name of the
Xexecutable image is NAME.
```

```
X
XThe default actions of Cc may be modified by specifying one or more of
Xthe following options that are interpreted by Cc.
X
X-c      Compile the file only. Don't run linker or relmod.
X        If the file name has a `.s' extension, then run the
X        assembler only. If the file name has a `.c' extension
X        then run the C compiler and assembler. If the file
X        name has any other extension, or no extension, ignore it.
X
X-w      Supress warnings from C compiler.
X
X-e      Run the macro preprocessor only, sending the result to stdout.
X
X-p      If present, specifies that the file and line number information
X        that is normally included in the preprocessed output is to
X        be omitted.
X
X-dname=def
X-dname       Define the name to the macro preprocessor, as if by
X        `#define'. If no defintion is given, the name is defined
X        as `1'. *Warning* the preprocessor converts `name' and
X        `def' to uppercase.
X
X-i d:        Allows using a different drive for the files in a
X        `#include <file.h>' statement. *Warning* Files in an
X        include statement within double quotes are unaffected by
X        this option.
X
X-s      Compile the `.c' files and leave the output assembler
X        files in corresponding files with `.s' suffixes. File
X        names with extensions other than `.s' are ignored. The
X        assembly, linker and relmod stages are not run.
X
X-f d:        Specifies the drive the assembler is to use for temporary
X        files.
X
X-llib        Use the library `lib' in addition to the default libraries
X        LIBS. Multiple -l options may be used.
X
X-o name      Name the output file name instead of the default NAME.
X        If name has no file name extention specified,
X        `.prg' is used.
X
X-n      Show what actions will be performed if Cc were to be
X        run. No execution is performed (Like "make -n" ).
X
X
XNOTES:
X
XAll the options that take an additional arguement, allow an optional
Xblank to be specified between the option and the arguement.
X
```

```
XDEFAULTS:
X
XThe following are defaults compiled into Cc. One or more of the
Xdefaults may be changed, by editing and re-compiling cc.c.
X
XSymbol       Value        Meaning
XSILENT       Defined      Echo command to console before executing.
X        Undefined   Work Silently.
X
XDEBUG        Defined      Echo command to console, but do not
X                execute command (like -n option).
X
XWAIT         Defined     Wait for RETURN to be hit at the console
X                before exiting Cc. Typically used when Cc
X                is run from the desktop.
X        Undefined   Do not wait before exiting Cc.
X
XLINKW        Defined     Wait for disk change between compile and
X                link. Typically defined when using single
X                sided drives where the C compiler and
X                assembler are on one disk, and the linker
X                and relmod are on a separate disk.
X        Undefined   Do not wait between compile or assembly
X                and linking statges.
X
XDEF_DRIVE    "a:"         Default drive on which the Ccompiler,
X                Assembler, linker, relmod and the
X                libraries reside.
X
X
XPRE_PROC"cp68.prg"  Name of the Macro Preprocessor.
X
XPRE_FLAGS    ""       Default Preprocessor flags. String must
X                end in a blank if it is not NULL.
X
XPASS1        "c068.prg"  Name of Pass 1 of the C compiler.
X
XPASS1_FLAGS  " -f"        Default flags to Pass 1. Note the blank
X                before -f.
X
XPASS2        "c168.prg"  Name of Pass 2 of the C compiler.
X
XPASS2_FLAGS  ""       Default flags to Oass 2. Must begin with
X                blank if not NULL.
X
XASM     "as68.prg"  Name of the assembler.
X
XASM_FLAGS    "-l -u -s a: " Default flags to the assembler. Must end
X                   in an blank.
X
XLINK         "link68.prg" Name of the Linker.
X
XLINK_FLAGS   "u"       Default flags to the Linker. The list of
```

```
X                  flags is comma separated.
X
XRELMOD       "relmod.prg" Name  of the Relocater.
X
XRELMOD_FLAGS ""        Default flags to the relocator.
X
XSTART        "gemstart"   Default startup file.
X
XLIBS         "gemlib"     List of libraries linked by default
X                  (comma separated).
X
XNAME         "a.prg"       Name of output if '-o name' is not specified.
X
XKNAME        "a"       NAME without the extension.
X
XNAME_EXT     ".prg"        The extension to use if a '-o name' was
X                  specified but `name' did not have an extension.
X
XCOMPILING CC
X
XSources required: cc.c, getopt.c and syserr.c.
XInclude files:    osbind.h
X
XCc may be linked as follows (assuming compiler etc on drive a:)
X a:link68.prg [u] cc.68k=a:gemstart,cc.o,getopt.o,syserr.o,a:osbind.o,a:gemlib
X
Xor Cc could be used as follows (assuming compiler etc on drive a:)
X    cc -o cc -i a: -f d: cc.c getopt.c syserr.c a:osbind.o
X
XA word about gemstart:
X    Gemstart as supplied by Atari does not have enough stack and
Xheap space for anything other than trivial programs. Edit gemstart.s
Xand change the constant $500, to a value such as $4000, that will give
XCc about 16K of stack+heap space. Then reassemble gemstart before
Xlinking Cc. Cc will not work if linked with gems.o.
SHAR_EOF
if test 5567 -ne "`wc -c 'cc.doc'`"
then
     echo shar: error transmitting "'cc.doc'" '(should have been 5567 characters)'
fi
echo shar: extracting "'cc.c'" '(20547 characters)'
if test -f 'cc.c'
then
     echo shar: over-writing existing file "'cc.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'cc.c'
X/*
X * cc - Compile C programs
X *
X *  cc [options] ... file ...
X *
X * Cc runs the various passes of the C compiler, followed by the assembler
X * and the linker and relmod to produce an executable image.
```

```
X *
X * Cc accepts various types of `file' arguements. Files with a `.c'
X * extension are compiled and assembled to produce object files with the
X * `.o' extension. Files with `.s' extensions are assembled to produce
X * object files with `.o' extensions. File with `.o' extensions are
X * included in the list of files to be linked, in the position in which
X * they occur in the list of files. File names with no extension, or
X * extensions other than `.c', `.s' or `.o' are treated like files with
X * `.o' extensions. Then all the files are linked with the default
X * startup file START and the default libraries LIBS. The result is run
X * thru relmod to produce the executable image. The default name of the
X * executable image is NAME.
X *
X * The default actions of Cc may be modified by specifying one or more of
X * the following options that are interpreted by Cc.
X *
X * -c        Compile the file only. Don't run linker or relmod.
X *      If the file name has a `.s' extension, then run the
X *      assembler only. If the file name has a `.c' extension
X *      then run the C compiler and assembler. If the file
X *      name has any other extension, or no extension, ignore it.
X *
X * -w        Supress warnings from C compiler.
X *
X * -e        Run the macro preprocessor only, sending the result to stdout.
X *
X * -p        If present, specifies that the file and line number information
X *      that is normally included in the preprocessed output is to
X *      be omitted.
X *
X * -dname=def
X * -dname    Define the name to the macro preprocessor, as if by
X *      `#define'. If no defintion is given, the name is defined
X *      as `1'. *Warning* the preprocessor converts `name' and
X *      `def' to uppercase.
X *
X * -i d: Allows using a different drive for the files in a
X *      `#include <file.h>' statement. *Warning* Files in an
X *      include statement within double quotes are unaffected by
X *      this option.
X *
X * -s        Compile the `.c' files and leave the output assembler
X *      files in corresponding files with `.s' suffixes. File
X *      names with extensions other than `.s' are ignored. The
X *      assembly, linker and relmod stages not run.
X *
X * -f d: Specifies the drive the assembler is to use for temporary
X *      files.
X *
X * -llib Use the library `lib' in addition to the default libraries
X *      LIBS. Multiple -l options may be used.
X *
X * -o name   Name the output file name instead of the default NAME.
```

```
X *      If name has no file name extention is specified,
X *      `.prg' is used.
X *
X * -n        Show what actions will be performed if Cc were to be
X *      run. No execution is performed (Like "make -n" ).
X *
X *
X * NOTES:
X *
X * All the options that take an additional arguement, allow an optional
X * blank to be specified between the option and the arguement.
X *
X * DEFAULTS:
X *
X * The following are defaults compiled into Cc. One or more of the
X * defaults may be changed, by editing and re-compiling cc.c.
X *
X * Symbol         Value        Meaning
X * SILENT         Defined      Echo command to console before executing.
X *           Undefined   Work Silently.
X *
X * DEBUG     Defined      Echo command to console, but do not
X *                    execute command (like -n option).
X *
X * WAIT           Defined     Wait for RETURN to be hit at the console
X *                    before exiting Cc. Typically used when Cc
X *                    is run from the desktop.
X *                    Undefined   Do not wait before exiting Cc.
X *
X * LINKW     Defined     Wait for disk change between compile and
X *                    link. Typically defined when using single
X *                    sided drives where the C compiler and
X *                    assemblet are on one disk, and the linker
X *                    and relmod are on a separate disk.
X *           Undefined   Do not wait between compile or assembly
X *                    and linking statges.
X *
X * DEF_DRIVE      "a:"         Default drive on which the Ccompiler,
X *                    Assembler, linker, relmod and the
X *                    libraries reside.
X *
X *
X * PRE_PROC       "cp68.prg"  Name of the Macro Preprocessor.
X *
X * PRE_FLAGS      ""       Default Preprocessor flags. String must
X *                    end in a blank if it is not NULL.
X *
X * PASS1     "c068.prg"  Name of Pass 1 of the C compiler.
X *
X * PASS1_FLAGS         " -f"        Default flags to Pass 1. Note the blank
X *                    before -f.
X *
X * PASS2     "c168.prg"  Name of Pass 2 of the C compiler.
```

```
X *
X * PASS2_FLAGS         ""       Defalt flags to Oass 2. Must begin with
X *                     blank if not NULL.
X *
X * ASM            "as68.prg"  Name of the assembler.
X *
X * ASM_FLAGS      "-l -u -s a: " Default flags to the assembler. Must end
X *                        in an blank.
X *
X * LINK           "link68.prg" Name of the Linker.
X *
X * LINK_FLAGS          "u"       Default flags to the Linker. The list of
X *                     flags is comma separated.
X *
X * RELMOD         "relmod.prg" Name  of the Relocater.
X *
X * RELMOD_FLAGS        ""        Default flags to the relocator.
X *
X * START     "gemstart"   Default startup file.
X *
X * LIBS           "gemlib"     List of libraries linked by default
X *                     (comma separated).
X *
X * NAME           "a.prg"       Name of output if '-o name' is not specified.
X *
X * KNAME     "a"       NAME without the extension.
X *
X * NAME_EXT       ".prg"        The extension to use if a '-o name' was
X *                     specified but `name' did not have
X *                     an extension.
X *
X * COMPILING CC
X *
X * Sources required: cc.c, getopt.c and syserr.c.
X * Include files:    osbind.h
X *
X * Cc may be linked as follows (assuming compiler etc on drive a:)
X * a:link68.prg [u] cc.68k=a:gemstart,cc.o,getopt.o,syserr.o,a:osbind.o,a:gemlib
X *
X * or Cc could be used as follows (assuming compiler etc on drive a:)
X *     cc -o cc -i a: -f d: cc.c getopt.c syserr.c a:osbind.o
X *
X * A word about gemstart:
X *  Gemstart as supplied by Atari does not have enough stack and
X * heap space for anything other than trivial programs. Edit gemstart.s
X * the constant $500, to a value such as $4000 that will give Cc about
X * 16K of stack+heap space. Then reassemble gemstart before linking Cc.
X * Note that Cc will not run if linked with gems.o.
X *
X */
X
X#include <osbind.h>
X
```

```
X    /* general definitions */
X#define EOF       ((int) -1)
X#define TRUE      ('\001')
X#define FALSE          ('\0')
X#define NULL      (0)
X#define VOID      /* */
X#define CRLF      "\015\012"
X
X/* #define SILENT 1 */ /* Show command before executing if defined     */
X/* #define   DEBUG    1 */ /* While Debugging
          */
X/* #define WAIT       1 */ /* define if wait for ret at end of cc          */
X                   /* Typically for use from Desktop
          */
X#define LINKW          1    /* define if wait for disk change between
          */
X                   /* compile and link                   */
X#define DEF_DRIVE "a:" /* Default drive on which the Ccompiler is found*/
X                   /* drive on which the assembler is found
          */
X                   /* drive on which the linker    is found
          */
X                   /* drive on which Relmod        is found
          */
X                   /* drive on which the libraries are found
          */
X
X    /* default passes and flags */
X#define PRE_PROC  "cp68.prg"
X#define PRE_FLAGS ""   /* Must end with a blank if any flags */
X#define PASS1          "c068.prg"
X#define PASS1_FLAGS    " -f"     /* Note the blank before -f */
X#define PASS2          "c168.prg"
X#define PASS2_FLAGS    ""   /* Must begin with blank if any flags */
X#define ASM       "as68.prg"
X#define ASM_FLAGS "-l -u -s a: " /* Must end in an blank */
X#define LINK      "link68.prg"
X#define LINK_FLAGS     "u"
X#define RELMOD         "relmod.prg"
X#define RELMOD_FLAGS   ""
X
X    /* default names and libraries */
X#define START          "gemstart"
X#define LIBS      "gemlib"
X#define KNAME          "a"
X#define NAME      "a.prg"
X#define NAME_EXT  ".prg"
X
Xtypedef char BOOLEAN;
X
X/* Flags */
XBOOLEAN c_flag = FALSE;
XBOOLEAN s_flag = FALSE;
```

```
XBOOLEAN e_flag = FALSE;
XBOOLEAN p_flag = FALSE;
X
X#ifdef DEBUG
XBOOLEAN n_flag = TRUE;
XBOOLEAN do_flag = FALSE;
X#else
X#ifndef SILENT
XBOOLEAN n_flag = TRUE;
X#else
XBOOLEAN n_flag = FALSE;
X#endif
XBOOLEAN do_flag = TRUE;
X#endif
X
X
X    /* globals */
Xlong status      = 0L;          /* Status accumulator
          */
Xchar *pre_flags  = (char *)NULL;    /* List of flags to the preprocessor */
Xchar *pass1_flags = (char *)NULL;   /* List of flags to the pass1 C comp */
Xchar *asm_flags  = (char *)NULL;    /* List of flags to the assembler    */
Xchar *output  = (char *)NULL;   /* Name of executable output
          */
Xchar *k_output     = (char *)NULL;   /* Name of .68K intermed. file
          */
Xchar *link_files = (char *)NULL;    /* List of .o files to be linked     */
Xchar *libes   = (char *)NULL;   /* List of libraries to use
          */
Xchar cmd[258];                  /* cmd[0] = len of command tail
X                           cmd[1..] = command tail
X                           max len 256. + a byte for NULL
X                         */
Xchar *cmd_ptr    = &cmd[1];
Xchar *ret_msg     = "Hit RETURN to continue ......"; /* General Message */
X    /* external functions */
Xextern VOID sys_error();
X
X
X
X/*
X * Initialize everything
X */
XVOID init()
X{
X    extern char *expand();
X
X    pre_flags  = expand(pre_flags,PRE_FLAGS);
X    pass1_flags  = expand(pass1_flags,PASS1_FLAGS);
X    asm_flags  = expand(asm_flags,ASM_FLAGS);
X
X    output      = expand(output,NAME);
X    k_output   = expand(k_output,KNAME);
```

```
X    libes       = expand(libes,DEF_DRIVE);
X    libes       = expand(libes,LIBS);
X}
X
X
X/*
X * Add to string `string' the additional string `add', reallocating storage.
X * Returns pointer to resultant string. Exits after message on error.
X */
Xchar *expand(string,add)
Xregister char *string;
Xregister char *add;
X{
X    extern char *malloc(), *realloc(), *strcpy(), *strcat();
X    extern int strlen();
X
X    if(add == (char *)NULL)
X         /* We have nothing to do */
X         return(string);
X
X    if(string == (char *)NULL)
X    {
X         /* just alloc storage, copy and return */
X         if((string = malloc(strlen(add)+1)) == (char *)NULL)
X              /* out of mem */
X#ifdef DEBUG
X              error(0,"expand");
X#else
X              error(0);
X#endif
X         strcpy(string,add);
X         return(string);
X    }
X    else
X    {
X         register int tlen;
X
X         tlen = strlen(string) + strlen(add) + 1;
X         if(tlen > 256)
X              /* we can't do it */
X#ifdef DEBUG
X              error(1,"expand");
X#else
X              error(1);
X#endif
X         if((string = realloc(string,tlen)) == (char *)NULL)
X              /* out of mem */
X#ifdef DEBUG
X              error(0,"expand");
X#else
X              error(0);
X#endif
X
```

```
X         strcat(string,add);
X
X         return(string);
X    }
X}
X
X
X#define  DOT_C    0
X#define DOT_O     1
X#define DOT_S     2
X#define DOT_X   3 /* Dont care, treat as .o */
X
X/*
X * Ext_type - the extention type of a file name
X */
Xint ext_type(filename)
Xchar *filename;
X{
X    extern char *rindex();
X    extern int strlen();
X    register char *p;
X
X    if((p = rindex(filename,'.')) == (char *)NULL)
X         /* no extention */
X         return(DOT_X);
X
X    p++;
X    if(strlen(p) > 1)
X         /* something more than .X */
X         return(DOT_X);
X
X    switch(*p)
X    {
X         case 'c':
X         case 'C':
X              return(DOT_C);
X
X         case 's':
X         case 'S':
X              return(DOT_S);
X
X         case 'o':
X         case 'O':
X              return(DOT_O);
X
X         default:
X              return(DOT_X);
X    }
X}
X
Xchar *basename(file)  /* Return the base name of a file name
X                ie. everything but the .ext */
Xchar *file;
```

```
X{
X    register char *b, *end;
X    register int len;
X    extern char *malloc(), *rindex(), *strncpy();
X    extern int strlen();
X
X    if((end = rindex(file,'.')) == (char *)NULL)
X         len = strlen(file);
X    else
X         len = (int) ( (long)end - (long)file );
X
X    if((b = malloc(len+1)) == (char *)NULL)
X         /* out of memory */
X#ifdef DEBUG
X              error(0,"basename");
X#else
X              error(0);
X#endif
X
X    strncpy(b,file,len);
X    b[len] = '\0';
X
X    return(b);
X}
X
X
XVOID usage()
X{
X  Cconws("Usage: cc [-c][-e][-w][-p][-s][-i d:][-dsymbol[=name]][-f d:]\r\n");
X  Cconws("          [-l library][-o name[.ext]] files .....\r\n");
X#ifdef WAIT
X    wait_msg(ret_msg);
X#endif
X    exit(1);
X}
X
X
Xmain(argc, argv)
Xint argc;
Xchar *argv[];
X{
X    register int c;
X    register char *file, *base;
X    extern int optind, getopt(), ext_type();
X    extern char *optarg, *expand(), *rindex(), *basename();
X
X    if(argc < 2)
X         /* nothing to do */
X         exit(0);
X
X    init();
X
X    while ((c = getopt(argc,argv, "CEPSWNcepswnD:I:F:L:O:d:i:f:l:o:")) != EOF)
```

```
X    switch (c)
X    {
X        case 'n':
X        case 'N':
X         do_flag = FALSE;
X         n_flag  = TRUE;
X
X         break;
X
X        case 'C':
X        case 'c':
X         /* compile only (compile and assemble) */
X          c_flag = TRUE;
X          break;
X
X        case 'e':
X        case 'E':
X         /* pre processor only, sending output to stdout */
X         if(e_flag == TRUE)
X              break; /* Already Specified */
X
X         e_flag = TRUE;
X         pre_flags = expand(pre_flags, "-e ");
X         break;
X
X        case 's':
X        case 'S':
X         /* produce .s file (compiler only) */
X          s_flag = TRUE;
X          break;
X
X        case 'p':
X        case 'P':
X         /* dont include file names and line #'s */
X         if(p_flag == TRUE)
X              break;    /* Already specified */
X
X         p_flag = TRUE;
X         pre_flags = expand(pre_flags, "-p ");
X         break;
X
X        case 'd':
X        case 'D':
X         pre_flags = expand(pre_flags, "-d");
X         pre_flags = expand(pre_flags, optarg);
X         pre_flags = expand(pre_flags, " ");
X
X         break;
X
X
X        case 'w':
X        case 'W':
X         pass1_flags = expand(pass1_flags, " -w");
```

```
X
X        break;
X
X
X       case 'i':
X       case 'I':
X        pre_flags = expand(pre_flags, "-i ");
X        pre_flags = expand(pre_flags, optarg);
X        if(rindex(optarg, ':') == (char *)NULL)
X             /* Ok he forgot, we will add it for him */
X             pre_flags = expand(pre_flags, ":");
X
X        pre_flags = expand(pre_flags, " ");
X
X        break;
X
X       case 'l':
X       case 'L':
X        libes = expand(libes, ",");
X        libes = expand(libes, optarg);
X
X        break;
X
X       case 'f':
X       case 'F':
X        asm_flags = expand(asm_flags, "-f ");
X        asm_flags = expand(asm_flags, optarg);
X        if(rindex(optarg, ':') == (char *)NULL)
X             /* Ok he forgot, we will add it for him */
X             asm_flags = expand(asm_flags, ":");
X
X        asm_flags = expand(asm_flags, " ");
X
X        break;
X
X       case 'o':
X       case 'O':
X        {
X             register char *p;
X             /* name of output file */
X
X             free(k_output);
X             free(output);
X             k_output = (char *)NULL;
X             output   = (char *)NULL;
X             p = basename(optarg);
X             k_output = expand(k_output,p);
X             free(p);
X             output   = expand(output,optarg);
X             if(rindex(optarg,'.') == (char *)NULL)
X                  /* No extention */
X                  output = expand(output,NAME_EXT);
X        }
```

```
X
X         break;
X
X        case '?':
X        default:
X          usage();
X
X          break;
X    } /* Switch and While */
X
X    if((e_flag == FALSE) && (s_flag == FALSE) && (c_flag == FALSE))
X    {
X         link_files = expand(link_files,DEF_DRIVE);
X         link_files = expand(link_files,START);
X    }
X
X    if(optind >= argc)
X    {
X         /* Nothing to do */
X#ifdef WAIT
X         wait_msg(ret_msg);
X#endif
X         exit(0);
X    }
X
X    for (; optind < argc; optind++)
X    {
X         file = argv[optind];
X         base = basename(file);
X         switch(ext_type(file))
X         {
X             case DOT_C:
X              /* A .c file */
X              if(e_flag == TRUE)
X                   pre_process(file,base);
X              else
X              {
X                   c_compile(file,base);
X                   if(s_flag == FALSE)
X                        /* assemble and remove .s file */
X                        assemble(base, TRUE);
X              }
X
X              break;
X
X             case DOT_S:
X              if(s_flag == TRUE)
X                   break;
X
X              /* assemble, do not remove .s file */
X              assemble(base,FALSE);
X
X              break;
```

```
X
X            case DOT_X:
X             if(e_flag == TRUE)
X                  pre_process(file,base);
X
X             break;
X
X            case DOT_O:
X            default:
X
X             break;
X
X        } /* switch */
X
X        if((s_flag == FALSE) && (e_flag == FALSE) && (c_flag == FALSE))
X        {
X             link_files = expand(link_files,",");
X             link_files = expand(link_files,base);
X             link_files = expand(link_files,".o");
X        }
X
X        free(base);
X    } /* for */
X
X    /* Free up memory not needed */
X    if(pre_flags != (char *)NULL)
X         free(pre_flags);
X    if(asm_flags != (char *)NULL)
X         free(asm_flags);
X
X    if((s_flag == FALSE) && (e_flag == FALSE) && (c_flag == FALSE))
X    {
X         link_files = expand(link_files,",");
X         link_files = expand(link_files,libes);
X         if(libes != (char *)NULL)
X              free(libes);
X
X#ifdef LINKW
X         wait_msg("Insert Linker Disk and hit RETURN .....");
X#endif
X
X         rel_link();
X    }
X
X#ifdef WAIT
X    wait_msg(ret_msg);
X#endif
X    exit((status == 0L)? 0 : 1);     /* Cumulative status for all we
X                           have (not)done */
X
X}
X
X
```

```
XVOID pre_process(file,base)     /* Run the C preprocessor */
Xchar *file;
Xchar *base;
X{
X    extern long do_exec();
X    extern char *expand(), *strcpy(), *strcat();
X    register char *command;
X
X    command = expand((char *)NULL,DEF_DRIVE);
X    command = expand(command,PRE_PROC);
X
X    strcpy(cmd_ptr,(pre_flags != (char *)NULL)? pre_flags : "");
X    strcat(cmd_ptr,file);
X    strcat(cmd_ptr," ");
X    strcat(cmd_ptr,base);
X    strcat(cmd_ptr,".i");
X    if((status = do_exec(command,cmd)) != 0L)
X    {
X         rm_if_exist(base,".i");
X         sys_error(status);
X#ifdef WAIT
X         wait_msg(ret_msg);
X#endif
X         exit(1);
X    }
X
X    if(e_flag == TRUE)
X         rm_if_exist(base,".i");
X
X    free(command);
X}
X
XVOID c_compile(file,base)  /* Run the C Compiler */
Xchar *file;
Xchar *base;
X{
X    extern long do_exec();
X    extern char *expand(), *strcpy(), *strcat();
X    register char *command;
X
X    pre_process(file,base);
X
X    command = expand((char *)NULL,DEF_DRIVE);
X    command = expand(command,PASS1);
X
X    strcpy(cmd_ptr,base);
X    strcat(cmd_ptr,".i ");
X    strcat(cmd_ptr,base);
X    strcat(cmd_ptr,".1 ");
X    strcat(cmd_ptr,base);
X    strcat(cmd_ptr,".2 ");
X    strcat(cmd_ptr,base);
X    strcat(cmd_ptr,".3");
```

```
X    strcat(cmd_ptr,pass1_flags);
X    if((status = do_exec(command,cmd)) != 0L)
X    {
X         rm_if_exist(base,".i");
X         rm_if_exist(base,".1");
X         rm_if_exist(base,".2");
X         rm_if_exist(base,".3");
X         sys_error(status);
X#ifdef WAIT
X         wait_msg(ret_msg);
X#endif
X         exit(1);
X    }
X
X    rm_if_exist(base,".i");
X    free(command);
X
X    command = expand((char *)NULL,DEF_DRIVE);
X    command = expand(command,PASS2);
X
X    strcpy(cmd_ptr,base);
X    strcat(cmd_ptr,".1 ");
X    strcat(cmd_ptr,base);
X    strcat(cmd_ptr,".2 ");
X    strcat(cmd_ptr,base);
X    strcat(cmd_ptr,".s");
X    strcat(cmd_ptr,PASS2_FLAGS);
X
X    status = do_exec(command,cmd);
X    rm_if_exist(base,".1");
X    rm_if_exist(base,".2");
X    if(status != 0L)
X    {
X         rm_if_exist(base,".s");
X         sys_error(status);
X#ifdef WAIT
X         wait_msg(ret_msg);
X#endif
X         exit(1);
X    }
X
X    free(command);
X}
X
X
XVOID rel_link()   /* Run the linker and relmod */
X{
X    extern long do_exec();
X    extern char *expand(), *strcpy(), *strcat();
X    register char *command;
X
X    command = expand((char *)NULL,DEF_DRIVE);
X    command = expand(command,LINK);
```

```
X
X    strcpy(cmd_ptr,"[");
X    strcat(cmd_ptr,LINK_FLAGS);
X    strcat(cmd_ptr,"] ");
X    strcat(cmd_ptr,k_output);
X    strcat(cmd_ptr,".68k");
X    strcat(cmd_ptr,"=");
X    strcat(cmd_ptr,link_files);
X    free(link_files);
X    if((status = do_exec(command,cmd)) != 0L)
X    {
X         rm_if_exist(k_output,".68k");
X         sys_error(status);
X#ifdef WAIT
X         wait_msg(ret_msg);
X#endif
X         exit(1);
X    }
X
X    free(command);
X
X    command = expand((char *)NULL,DEF_DRIVE);
X    command = expand(command,RELMOD);
X
X    strcpy(cmd_ptr,RELMOD_FLAGS);
X    strcat(cmd_ptr,k_output);
X    status = do_exec(command,cmd);
X    rm_if_exist(k_output,".68k");
X    if(status != 0L)
X    {
X         rm_if_exist(output,"");
X         sys_error(status);
X#ifdef WAIT
X         wait_msg(ret_msg);
X#endif
X         exit(1);
X    }
X
X    free(command);
X}
X
XVOID assemble(base,del_s)  /* Assemble a file, delete .s if del_s TRUE */
Xchar *base;
XBOOLEAN del_s;
X{
X    extern long do_exec();
X    extern char *expand(), *strcpy(), *strcat();
X    register char *command;
X
X    command = expand((char *)NULL,DEF_DRIVE);
X    command = expand(command,ASM);
X
X    strcpy(cmd_ptr,asm_flags);
```

```
X    strcat(cmd_ptr,base);
X    strcat(cmd_ptr,".s");
X
X    status = do_exec(command,cmd);
X    if(del_s == TRUE)
X         rm_if_exist(base,".s");
X
X    if(status != 0L)
X    {
X         sys_error(status);
X#ifdef WAIT
X         wait_msg(ret_msg);
X#endif
X         exit(1);
X    }
X
X    free(command);
X}
X
XVOID rm_if_exist(file,ext) /* remove a file is it exists */
Xchar *file;
Xchar *ext;
X{
X    register char *name;
X    extern char *malloc(), *strcpy(), *strcat();
X    extern int strlen();
X
X    if((name = malloc(strlen(name) + strlen(ext) + 1)) == (char *)NULL)
X    {
X         /* Out of mem */
X#ifdef DEBUG
X              error(0,"rm_if_exist");
X#else
X              error(0);
X#endif
X    }
X
X    strcpy(name,file);
X    strcat(name,ext);
X
X    if(n_flag == TRUE)
X    {
X         Cconws("Deleting ");
X         Cconws(name);
X         Cconws(CRLF);
X    }
X
X#ifndef DEBUG
X    Fdelete(name);     /* disregard error */
X#endif
X    free(name);
X}
X
```

```
X
Xstatic char *my_err[] = {
X    "Out of Memory",
X    "Cannot handle strings longer than 256 internally"
X};
X
X
X#ifdef DEBUG
XVOID error(n,func)
Xint n;
Xchar *func;
X#else
XVOID error(n)
Xint n;
X#endif
X{
X    Cconws("CC: ");
X    Cconws(my_err[n]);
X#ifdef DEBUG
X    Cconws(" in Function ");
X    Cconws(func);
X#endif
X    Cconws(CRLF);
X
X#ifdef WAIT
X    wait_msg(ret_msg);
X#endif
X    exit(1);
X}
X
X
Xlong do_exec(command,tail) /* execute a command */
Xchar *command;
Xchar *tail;
X{
X    register unsigned int len;
X    register char *p;
X    extern int strlen();
X
X    /* the format of the command tail is
X         * tail[0] = len of tail.
X     * tail[1..len] = <string>
X     * tail[len+1] = '\0'
X     */
X
X    p = tail + (long)sizeof(char);
X    if((len = strlen(p)) > 255)
X    {
X#ifdef DEBUG
X        error(1,"do_exec");
X#else
X        error(1);
X#endif
```

```
X    }
X
X    *tail = (char)len;
X
X    if(n_flag == TRUE)
X    {
X         Cconws(command);
X         Cconws(" ");
X         Cconws(p);
X         Cconws(CRLF);
X    }
X
X
X    if(do_flag == TRUE)
X         return(Pexec(0,command,tail,(char *)NULL));
X    else
X         return(0L);
X}
X
X
XVOID wait_msg(msg)     /* Wait for RETURN after displaying message */
Xchar *msg;
X{
X    register int c;
X
X    Cconws(msg);
X    while((c = Cnecin()) != '\r' && (c != '\n'));
X    Cconws(CRLF);           /* Echo CRLF */
X
X}
SHAR_EOF
if test 20547 -ne "`wc -c 'cc.c'`"
then
     echo shar: error transmitting "'cc.c'" '(should have been 20547 characters)'
fi
echo shar: extracting "'getopt.c'" '(1602 characters)'
if test -f 'getopt.c'
then
     echo shar: over-writing existing file "'getopt.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'getopt.c'
X/* got this off net.sources */
X/* see getopt.doc for origonal author */
X
X/* Ported to the 520ST - bammi@case */
X
X#include <osbind.h>
X
X#define CRLF "\015\012"
X
X#define EOF  ((int)-1)
X#define NULL (0)
X/*
```

```
X * get option letter from argument vector
X */
X
Xint opterr = 1,        /* useless, never set or used */
X    optind = 1,        /* index into parent argv vector */
X    optopt;            /* character checked for validity */
Xchar    *optarg;       /* argument associated with option */
X
X#define BADCH     (int)'?'
X#define EMSG ""
X#define tell(s)   Cconws((char *)*nargv);Cconws((char *)s); \
X         Cconout((int)optopt);Cconws(CRLF);return(BADCH);
X
Xint getopt(nargc,nargv,ostr)
Xint nargc;
Xchar    **nargv,
X    *ostr;
X{
X    static char   *place = EMSG;     /* option letter processing */
X    register char *oli;         /* option letter list index */
X    extern char   *index();
X
X    if(!*place) {          /* update scanning pointer */
X         if(optind >= nargc || *(place = nargv[optind]) != '-' || !*++place)
return(EOF);
X         if (*place == '-') {    /* found "--" */
X              ++optind;
X              return(EOF);
X         }
X    }                  /* option letter okay? */
X    if ((optopt = (int)*place++) == (int)':' || !(oli = index(ostr,optopt))) {
X         if(!*place) ++optind;
X         tell(": illegal option -- ");
X    }
X    if (*++oli != ':') {        /* don't need argument */
X         optarg = (char *)NULL;
X         if (!*place) ++optind;
X    }
X    else {                  /* need an argument */
X         if (*place) optarg = place; /* no white space */
X         else if (nargc <= ++optind) {    /* no arg */
X              place = EMSG;
X              tell(": option requires an argument -- ");
X         }
X         else optarg = nargv[optind];     /* white space */
X         place = EMSG;
X         ++optind;
X    }
X    return(optopt);             /* dump back option letter */
X}
SHAR_EOF
if test 1602 -ne "`wc -c 'getopt.c'`"
then
```

```
     echo shar: error transmitting "'getopt.c'" '(should have been 1602
characters)'
fi
echo shar: extracting "'syserr.c'" '(1842 characters)'
if test -f 'syserr.c'
then
     echo shar: over-writing existing file "'syserr.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'syserr.c'
X#include <osbind.h>
X
X#define CRLF "\015\012"
X#define VOID /* */
X#define NULL (0)
X
Xstatic char *sy_err_list[] = {
X    /*   0L */    "OK, no error",
X    /*  -1L */    "basic, fundamental error",
X    /*  -2L */    "drive not ready",
X    /*  -3L */    "unknown command",
X    /*  -4L */    "CRC error",
X    /*  -5L */    "bad request",
X    /*  -6L */    "seek error",
X    /*  -7L */    "unknown media",
X    /*  -8L */    "sector not found",
X    /*  -9L */    "no paper",
X    /* -10L */    "write fault",
X    /* -11L */    "read fault",
X    /* -12L */    "general error",
X    /* -13L */    "write protect",
X    /* -14L */    "media change",
X    /* -15L */    "unknown device",
X    /* -16L */    "bad sectors on format",
X    /* -17L */    "insert other disk",
X
X/* BDOS level errors */
X
X    /* -32L */    "invalid function number",
X    /* -33L */    "file not found",
X    /* -34L */    "path not found",
X    /* -35L */    "too many open files (no handles left)",
X    /* -36L */    "access denied",
X    /* -37L */    "invalid handle",
X    /* -39L */    "insufficient memory",
X    /* -40L */    "invalid memory block address",
X    /* -46L */    "invalid drive was specified",
X    /* -49L */    "no more files",
X
X/* Atari's own inventions */
X
X    /* -64L */    "range error",
X    /* -65L */    "internal error",
X    /* -66L */    "invalid program load format",
```

```
X    /* -67L */    "setblock failure due to growth restrictions"
X};
X
Xstatic char *unknown = "Unknown System Error";
X
XVOID sys_error(n)
Xlong n;
X{
X    register char *p;
X
X    if(n > 0)
X         p = unknown;
X    else
X    {
X         n = -n;
X         if((n >= 0) && (n < 18))
X              p = sy_err_list[n];    /* 0 <= n < 18 */
X         else
X              if((n >=18) && (n < 32))
X                   p = unknown;
X              else
X                   if((n >= 32) && (n < 50))
X                       p = sy_err_list[n - 14]; /* 32 <= n < 50 */
X                   else
X                        if((n > 49) && (n < 64))
X                             p = unknown;
X                        else
X                             if((n >= 64) && (n < 68))
X                               p = sy_err_list[n - 36];
X                                  /* 64 <= n < 68 */
X                             else
X                               p = unknown;
X    } /* Phew ! */
X
X    Cconws("System Error: ");
X    Cconws(p);
X    Cconws(CRLF);
X
X}
SHAR_EOF
if test 1842 -ne "`wc -c 'syserr.c'`"
then
     echo shar: error transmitting "'syserr.c'" '(should have been 1842
characters)'
fi
#    End of shell archive
exit 0

--
```


Jwahar R. Bammi
Usenet: .....!decvax!cwruecmp!bammi
CSnet: bammi@case
Arpa: bammi%case@csnet-relay

CompuServe: 71515,155

From -1783941899152756368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d2cd7cac3f97cfc9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 02:24:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!qantel!lll-crg!seismo!mcvax!unido!hmm
From: hmm@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: What video signals do the K-Mart ST'
Message-ID: <15700042@unido.UUCP>
Date: Fri, 17-Jan-86 05:24:00 EST
Article-I.D.: unido.15700042
Posted: Fri Jan 17 05:24:00 1986
Date-Received: Mon, 20-Jan-86 04:54:49 EST
References: <318@sask.UUCP>
Sender: notes@unido.UUCP
Lines: 23
Nf-ID: #R:sask:-31800:unido:15700042:000:1243
Nf-From: unido!hmm   Jan 17 10:24:00 1986

> A possible solution is/are the K-Mart ST's. From what I hear, they
> are going to also include an RF modulator. The crux of the matter
> is: Will they also include all the hardware and connections to
> drive the monitors? If this is so, then I can buy my K-Mart ST,
> plug in my colour TV, and buy the 70Hz monochrome that looks so
> wonderful. I get the best of everything.

This won't work because the frame and scanline frequencies are totally
different. Your TV uses 60 Hz frame frequency, while the monochrome
monitor has 70 Hz. This is only a small difference, but the difference
in the scan line frequencies is too big. In monochrome mode, the scan
line frequency is about twice as high as in color mode.

So, you get one or the other, but not both at the same time. I would
highly recommend the monochrome monitor, it is much better than everything
I have seen before in this price range. The color mode is not too hot, I
could not work more than one hour in front of the screen... And your TV
will probably be worse than our color monitor, which means that you are
forced to use low resolution if you want to decipher text on the screen.

     Hans-Martin Mosner (16 hours and no eye strain)
     University of Dortmund
     Germany

From 8631298554580199730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1f3253444649f922

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 02:43:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!qantel!lll-crg!seismo!mcvax!unido!hmm
From: hmm@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: sundry ST questions
Message-ID: <15700043@unido.UUCP>
Date: Fri, 17-Jan-86 05:43:00 EST
Article-I.D.: unido.15700043
Posted: Fri Jan 17 05:43:00 1986
Date-Received: Mon, 20-Jan-86 04:54:19 EST
References: <4815@alice.UUCP>
Sender: notes@unido.UUCP
Lines: 59
Nf-ID: #R:alice:-481500:unido:15700043:000:2515
Nf-From: unido!hmm   Jan 17 10:43:00 1986

> I have a few questions about the 520 ST I'm curious about:
>
>   Speech synthesis: is there any?

No, just a simple sound chip, the AY-3-8910. Just enough for beep, bang,
crash, zap and this video game stuff.

>   Sound digitization- ditto?

Nothing, the midi-in is only for music instruments. It's not an analog
interface but a digital serial line.

>   Is it true that, by fiddling with interrupts, one is able to
> get more colors on the screen than normally?

Yes, you can intercept the horizontal sync and change the video lookup
table on the fly. This means 16 out of 512 colors per scanline.
I have not tried it, but I've seen it in a color graphics editor (NEOchrome).
They displayed about 200 different colors on a pallette in the bottom half
of the screen. I don't know if it's possible to change all 16 lookup table
entries in the horizontal sync time, they had a blank scan line between two
color rows.

>   Multitasking- is there any?

A very limitied multitasking:
There is one application process and several accessory processes (7, I think).
A process should give up control periodically to enable other processes to
run. Since the evnt_multi call, which waits for some mouse, keyboard or
timer event gives control to the system, it is fairly easy to write programs
which use it. Examples of such accessories are a digital watch, a ramdisk
program and such stuff.

>   Are double-sided disks and single-sided disks compatible/incompatible

> with each other and with their respective drives in any way(s)?

You can use double-sided drives in exactly the same way as you use single-sided
ones. In any case, get double-sided ! 360 K is far too small for any
serious work.

> Any meaningful responses appreciated-
> I still can't decide between an ST and an Amiga...

As was noted some time before, it depends on your needs. If you want
real multitasking, expandability and fancy graphics, you will find that the
amiga is your machine, even if it costs more in a comparable ram and disk
configuration. If you want good text display and much ram and don't need
hi-resolution color, the atari may be better for you.
And you should consult your bank account, maybe it's an argument for
the atari, too :-)

> --
> ##
> #D. Rosenberg "Disclaimer: I'd never want to hurt anyone with My Opinions"
> #(..{ihnp4,research,allegra}!alice!aer)

     Hans-Martin Mosner (eagerly waiting for a hard disk)
     University of Dortmund
     Germany

From 6437836121581060240
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f0c74d724df4fc20
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 03:27:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!qantel!lll-crg!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: --- ST competition ---
Message-ID: <15700044@unido.UUCP>
Date: Fri, 17-Jan-86 06:27:00 EST
Article-I.D.: unido.15700044
Posted: Fri Jan 17 06:27:00 1986
Date-Received: Mon, 20-Jan-86 04:53:53 EST
References: <11165564@ucbvax.UUCP>
Sender: notes@unido.UUCP
Lines: 14
Nf-ID: #R:ucbvax:-1116556400:unido:15700044:000:616
Nf-From: unido!uh   Jan 17 11:27:00 1986

In addition to my last reply:

I'm able to post the CP/M-80-Emulator to the net (if our system administrator
allows this) but there is some great problem:

The emulator has its own floppy disk format and there is NO formatter program
with the emulator. The only way to make working CP/M-80 disks is, to copy
the distributet CP/M-80 floppy disk as a whole under TOS and then delete the
files on it. So the emulator is worthless without this floppy.

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address UUCP: ...seismo!unido!uh

From -5571772086499009376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74e771afcf6e74c4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 04:05:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site l5.uucp
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!l5!
gnu
From: gnu@l5.uucp (John Gilmore)
Newsgroups: net.micro.atari
Subject: Re: Sources on net.micro.atari
Message-ID: <434@l5.uucp>
Date: Fri, 17-Jan-86 07:05:45 EST
Article-I.D.: l5.434
Posted: Fri Jan 17 07:05:45 1986
Date-Received: Sun, 19-Jan-86 04:00:04 EST
References: <347@ihnet.UUCP> <185@imagen.UUCP> <660@ihlpm.UUCP> <265@ism780c.UUCP>
Organization: Nebula Consultants in San Francisco
Lines: 15
Summary: Binary without source is used as an ad?

In article <265@ism780c.UUCP>, tim@ism780c.UUCP (Tim Smith) writes:
> There are sometimes good reasons for making binaries freely
> available but not sources...
>   Since the purpose of Megaroids is to advertise
> the Megamax C compiler...

If the purpose of Megaroids is to advertise a commercial C compiler,
why are we paying to distribute it over the net?

Let them incur the cost of sending out their ad.
--
I resisted cluttering my mail with signatures for years, but the mail relay
situation has gotten to where people can't reach me without it. Dammit!
John Gilmore {sun,ptsfa,lll-crg,nsc}!hoptoad!gnu   jgilmore@lll-crg.arpa
^^^^^^^ Hoptoad used to be L5.

From 5182515968902436867
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,8ae18bd7936cfa35
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 07:56:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!qantel!lll-crg!seismo!rochester!ray
From: ray@rochester.UUCP (Ray Frank)
Newsgroups: net.micro.atari
Subject: Re: ST prices
Message-ID: <14622@rochester.UUCP>
Date: Fri, 17-Jan-86 10:56:21 EST
Article-I.D.: rocheste.14622
Posted: Fri Jan 17 10:56:21 1986
Date-Received: Mon, 20-Jan-86 04:49:47 EST
References: <12175610187.10.MRC@PANDA>
Organization: U. of Rochester, CS Dept.
Lines: 13

> A $400 computer is a toy.
> A $400 computer that costs $800 is an expensive toy.
>
> The point is that instead of making the ST sell for $400 they should keep
> the price the same and improve the ST.
>
An $800 computer selling for $400 is an inexpensive computer. And if its' an
ST, its' one hell of a toy.

A $400 Mack? Now THAT's an expensive computer!
Four hundred dollars is what I've heard it costs Apple to make the Mack.

Ray

From 1901688516855695863
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d872f8e4d91ff088
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 08:09:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: toy computers
Message-ID: <8601171609.AA25371@mitre-bedford.ARPA>
Date: Fri, 17-Jan-86 11:09:21 EST
Article-I.D.: mitre-be.8601171609.AA25371
Posted: Fri Jan 17 11:09:21 1986
Date-Received: Sun, 19-Jan-86 03:47:18 EST
References: <6279@tektronix.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 14

I can't resist putting my two cents worth (if that) on the "toy computer" issue. A lot of big minicomputers have "external power supplies" - they just rack mount them with the cpu. Personally, I think it's clever to package the power supply as simply as they have. My only objection is the proliferation of little transformers if you run a lot of peripherals, and there's an easy solution to that: spend a hundred bucks or so and buy an industrial grade power supply which you can mount out of sight and run cables to all the little boxes. Shucks, you can even rack mount the power supply if you want. That would only increase the price $500 or so.

If a PDP-11/70 is a toy then the ST is a toy.

-John Sangster
jhs at mitre-bedford.arpa

From 9003068933526258186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5ffaf31e0e7effd3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 08:16:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!qantel!lll-crg!seismo!rochester!ray
From: ray@rochester.UUCP (Ray Frank)
Newsgroups: net.micro.atari
Subject: Re: facts about marketing
Message-ID: <14625@rochester.UUCP>
Date: Fri, 17-Jan-86 11:16:22 EST
Article-I.D.: rocheste.14625
Posted: Fri Jan 17 11:16:22 1986
Date-Received: Mon, 20-Jan-86 04:50:03 EST
References: <12174475176.8.MRC@PANDA> <303@yetti.UUCP>
Organization: U. of Rochester, CS Dept.
Lines: 36

> >This is fine for throwaway computers (a.k.a. toy computers), but
> >not for serious computers. A software developer writing a
> >serious application is going to want the machine to be on the
> >market for some time so his software product would be saleable.
>
>   Are you saying that if there is 5,000,000 ST's out there,
>   than a developer will ignore it simply because it somehow
>   appears to be a throwaway computer because of its cost ??
>   How about the market forces exerted by a product like ST ??
>   Or did atari make a mistake by not pricing their hardware
>   in some inflated fashion ?? And just what is a throwaway
>   computer ?? C64 ?? Apple][?? Perhaps our stance from
>   VAXinated ivory towers does not quite mesh with what
>   that 13-year-old thinks of "throwaway" computers. I have
>   a feeling that how the ordinary folk think about a computer
>   is much more important than how this entire net thinks about

>   a computer.
> Oz
>
Here, here, right on.

I know personally a software developer who wrote an application for the
so called throw away machine; 400, 800, 800XL, etc. He wrote Action! and
his name is Clinton Parker. I don't know how much longer the old Atari line
is going to be around, but I can tell you first hand that good ole Clint has
done alright financially with his Action! and is continuing to do alright.
There were approximately 2,000,000 machines out there who could use Action!
If only one percent of them purchased Action!, there would be proceeds from
20,000 sales and at ten dollars commission per sale, this could be $200,000
bucks. Of course if you were really a good programmer and came up with a
really good application you could perhaps reach 10% or more, really big bucks.
Of course the catch here is you have to be good and write something the people
want. No easy task, but don't blame the type of computer you are writing for
if you don't hit it big, after all it only does what YOU tell it too. 8-)

ray

From -3161418867434015495
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6f59d2d0b30f1f12,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 08:31:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site
tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: 5 Pin DIN Connectors (XL/XE)
Message-ID: <356@tekigm2.UUCP>
Date: Fri, 17-Jan-86 11:31:16 EST
Article-I.D.: tekigm2.356
Posted: Fri Jan 17 11:31:16 1986
Date-Received: Mon, 20-Jan-86 04:07:53 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 6

Please accept my apologies to all of you people at Atari, etc. I should
have known better. Of course, a 5 pin DIN connector was numbered by the
Germans! I work around DIN connectors and DIN spec's day in and out, I
know how crazy the PTE/VDE operate, the DIN numbering should follow.

                    --Bill--

From -2759092499481657020

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d2763aba761ea4b1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 08:55:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!tektronix!hplabs!pesnta!
pyramid!ut-sally!seismo!rochester!ritcv!jjv3345
From: jjv3345@ritcv.UUCP (Jeff Van Epps)
Newsgroups: net.micro.atari
Subject: Problem with Chameleon Kermit
Message-ID: <9252@ritcv.UUCP>
Date: Fri, 17-Jan-86 11:55:08 EST
Article-I.D.: ritcv.9252
Posted: Fri Jan 17 11:55:08 1986
Date-Received: Tue, 21-Jan-86 01:05:37 EST
Reply-To: jjv3345@ritcv.UUCP (Jeff Van Epps)
Followup-To: net.micro.atari
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 17
Keywords: chameleon kermit

[]

I'm having a problem using C-Kermit on RIT's 4.2bsd system to talk to
the Chameleon Terminal Emulator's Kermit on my Atari 800XL. Packets
get sent down to the Atari, but the first time it has to write to the
disk (after about 10K of data) things get messed up. Possibly the disk
I/O is taking too long and the host starts re-sending stuff before the
Atari is ready. Possibly Chameleon just gets confused. Possibly *I'm*
confused. Somehow packets start appearing on the screen. After about 10
tries, C-Kermit realizes nobody is responding and times out, leaving me
to tell Chameleon to quit file transfer and resume terminal mode. Has
anyone else experienced this? Any suggested solutions?

thanx,

Jeff Van Epps
ritcv!jjv3345

From -6315021970711943916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5bf6bcd85057c9e2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 11:35:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!qantel!lll-crg!seismo!brl-tgr!nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Re: --- terminal emulators ---
Message-ID: <1918@nlm-vax.ARPA>
Date: Fri, 17-Jan-86 14:35:08 EST

Article-I.D.: nlm-vax.1918
Posted: Fri Jan 17 14:35:08 1986
Date-Received: Mon, 20-Jan-86 04:17:19 EST
References: <8601162308.AA15474@ucbvax.berkeley.edu>
Reply-To: randy@nlm-vax.UUCP (Rand Huntzinger)
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 33

In article <8601162308.AA15474@ucbvax.berkeley.edu> nep.pgelhausen@ames-vmsb.ARPA writes:
>
>I would assume that (for those who have the source) it would not
>be too hard to upgrade a vt100 emulator to a vt102 (or for that
>matter, a vt52 emulator to h-19.....the only difference in each
>case is the addition of real insert/char insert/line function.)
>
>Does anyone have the source for any of these terminal emulators?
>
>   -Richard Hartman
>   max.hartman@ames-vmsb
>------

I don't have the source of any of these, but it has already been done in some VT100 and VT52 emulators I've seen. For some reason, they do it but don't always document it. VT102 sequences exist in MacTerminal (says it's a VT100) and I think SmartCom (IBM-PC product), and a couple of other VT100 emulators I've seen who's names escape me. Has anybody tried using any of the VT100 emulators for the ST pretending it was a VT102? Maybe some of them will work.

Also, the Desktop Terminal Emulator (VT52) has escape sequences for insert and delete line already, but I don't know if they're H19 compatable. The sequences are:

     ESC L - Insert Line   ESC M - Delete Line

[There's also some other nice stuff there, such as changing colors, inverse video, and the like].

If you can add these sequences to the terminal definition for your ST on your host, you'll get much better performance out of most screen editors.

                        Randy

From -105227090245356216
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8d0f35e8f51967e3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 12:16:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP

Newsgroups: net.micro.atari
Subject: Re: Amateur Packet Radio articles.
Message-ID: <8601172016.AA06002@uvicctr.UUCP>
Date: Fri, 17-Jan-86 15:16:26 EST
Article-I.D.: uvicctr.8601172016.AA06002
Posted: Fri Jan 17 15:16:26 1986
Date-Received: Tue, 21-Jan-86 07:53:59 EST
References: <8601152230.AA14803@mitre-bedford.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: University of Victoria, Victoria B.C.
Lines: 10

Please send them on down, if willing. Thanks.
Doug.

Doug Collinge
School of Music, University of Victoria,
PO Box 1700, Victoria, B.C.,
Canada, V8W 2Y2
decvax!nrl-css!uvicctr!collinge
decvax!uw-beaver!uvicctr!collinge
ubc-vision!uvicctr!collinge

From 2246140468800269774
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c575c7cad16c4fcd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 12:23:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: godden@GMR.CSNET (Kurt Godden)
Newsgroups: net.micro.atari
Subject: Biotoons
Message-ID: <8601172139.AA20440@ucbvax.berkeley.edu>
Date: Fri, 17-Jan-86 15:23:00 EST
Article-I.D.: ucbvax.8601172139.AA20440
Posted: Fri Jan 17 15:23:00 1986
Date-Received: Sun, 19-Jan-86 03:52:43 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 14

From "Artificial Intelligence Abstracts", vol.2, no. 11-12, Nov-Dec, 1985:

  CARTOONIST CREATES AI-BASED, INTERACTIVE COMIC STRIPS

An Israeli cartoonist has adapted AI techniques to create the first
interactive comic strip. "Biotoons," the creations of Yakov Kirschen,
contain two characters: a Jewish mother and uncle who take up residence
in a personal computer and interact with the user in novel and humorous
ways. Both appear on the screen and answer typed questions with a

variety of answers stored in the program. "Biotoons" will initially be
marketed for the Atari 5200ST (sic.) personal computer and represent
an innovative use of AI-based advances in operator-machine interactions.

-Kurt Godden

From -6214030372146239553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e5ee41607ca57074,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 14:34:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Bicer.ES@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Atari Distributors
Message-ID: <860117-143807-2809@Xerox>
Date: Fri, 17-Jan-86 17:34:53 EST
Article-I.D.: Xerox.860117-143807-2809
Posted: Fri Jan 17 17:34:53 1986
Date-Received: Sun, 19-Jan-86 03:54:21 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: Bicer.ES@xerox.com
Organization: The ARPA Internet
Lines: 9

Does anyone know how to get hold of any Atari distributors (wholesalers)
in the Los Angeles area (or in California)?

     Thanks,
     Jack Bicer

Bicer.ES@Xerox.ARPA

From 5391095183880128431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a48f875a7e3e2a6a
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d4424a92a64c8ec3
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-17 15:54:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site 3comvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!oliveb!3comvax!mykes
From: mykes@3comvax.UUCP (Mike Schwartz)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: New Atari Toy Computer

Message-ID: <355@3comvax.UUCP>
Date: Fri, 17-Jan-86 18:54:48 EST
Article-I.D.: 3comvax.355
Posted: Fri Jan 17 18:54:48 1986
Date-Received: Mon, 20-Jan-86 04:58:39 EST
References: <37@sbcs.UUCP> <402@tekig5.UUCP> <1302@sdcsvax.UUCP> <635@ark.UUCP>
Reply-To: mykes@3comvax.UUCP (Mike Schwartz)
Distribution: net
Organization: 3Com Corp; Mountain View, CA
Lines: 97
Xref: watmath net.micro.amiga:1618 net.micro.atari:2455
Summary:

I don't think anyone has ever indicated that anyone would buy the Amiga because it has a higher price than the ST, just that people who are going to spend $2000 for a computer will not even consider the ST, or any other less expensive computer. On the other hand, those who want to buy a $400 computer won't buy a $2000 Amiga or a $1500 Mac or a $1000 Apple II.

Consider this: you own a business and are going to spend $3000-$6000 for a personal computer. The Amiga with 80MB of hard disk and 8.5MB RAM costs about the same as an AT, but there is quite a difference in the quality of the two standards (state of the art relative...). This large Amiga is a real impressive standard, and Amiga is making a standard. Atari's ST seems to be a follower of existing standards (Mac, Gem...), not the trendsetter for the next generation of computers. Not a single posting has convinced me that the Amiga will end up sitting on a shelf in my closet somewhere any faster than the ST - as a matter of fact, it seems like the ST will find the shelf years (literally years) before the Amiga will.

Amiga (and Commodore) was not at the CES show in Las Vegas, and most of the 3rd party people there had ST stuff. It may seem like a bad indicator for the Amiga, but IBM wasn't there either. Sales figures for November show that the Amiga sold 4% of the computer market and the Mac 7% (I wish I had figures for the ST). The Palo Alto Times reported recently that the ST was outselling the Amiga locally anywhere from 2-1 to 5-1 (but the Amiga isn'y going to disappear). However, the C128 outsold everything 5-1 during the same time.

Other news of note: Nintendo sold 250,000 stand alone video game machines (similar to the Atari 5200) over Christmas in a test market several east coast cities (talk about things running in circles). Also, the Aztec 'C' compiler should become the compiler of choice, but there is one problem that I have heard about with it - ints are 16 bits. A simple typedef should solve the problem, but it is somewhat unfortunate.

I think we all can expect some real exciting things from Commodore and Amiga in the future. The Amiga lacks a product that differentiates it from all the other computers around. The Mac is a fine desktop publisher, and for that reason alone (my opinion) it might be worth the price. THe

Amiga does not do all the fancy stuff yet, but there is little doubt in my mind that someone will do a MacWrite style program (how about Microsoft Word for the Amiga). The Amiga can do everything the Mac or ST or PC can do, given a little software. The other's can only do everything the Amiga can by adding HARDWARE.
can by adding HARDWARE. While other manufacturers are adding hardware to provide color (color monitors, graphics boards), speech (votrax), and music (MIDI), Amiga owners will be adding hardware like STEREO AUDIO DIGITIZERS and FRAME GRABBERS. Facts are facts: the Amiga, when it matures, will be light years ahead of all its competition, technologically, and folks like IBM, Apple, and Atari will take at least 2 years to catch up to what the Amiga is now.

I do not mean any of what I said above to be criticism of any of the other machines. Rather, I tried to present facts and details of the Amiga (and used other computers for comparison). I don't think I need to defend my purchase of the Amiga to anyone but myself (and I don't have a single regret), and I don't think that ST owners need to defend theirs. Amiga vs. ST is a silly debate, since neither threatens the other in the marketplace, and the similarities between the two only consists of WINDOWS, the MOUSE, and the 68000. Beyond these features, the two machines are very different. I don't think that the Amiga is a better machine (I also don't think that the ST is a better machine), although it is (ST is too...) much better than the IBM PC standard and the hardware is better than the Mac (software is a different story). I do think the Amiga is the most advanced technology you can buy for under $5000, but the ST is damn good, too (at even the same price as the Amiga).

I was tempted to stop writing things to post to the newsgroup, because I am pretty much a novice, and a few people have posted public requests that I not write. However, from the E-Mail I get, Mac people want to be ignorant of the technology that is burying the Mac (don't post stuff to net.mac...), and Atari and Amiga folks LIKE MY STUFF (3 to 1). I think this indicates that net.micro.amiga means more to some people than just a place to get free software (a real selfish attitude in my opinion). My feelings are that the ST vs. Amiga type debates are of interest to a lot of people (look at all the responses), and to a few they are a bore. IF YOU DON'T WANT TO READ ALL OF net.micro.amiga, USE THE DAMN 'N' key and skip the stuff you don't want to read. Or send me nasty E-MAIL - if I get enough, I WILL STOP.

P.S. I would like to see more graphics oriented discussions posted to the newsgroup. Has anyone used the ROM Kernel Graphics and Animation routines yet? A neat program to post would be a "sprite" or Blitter Object editor with animation. Something like IconEd, except that by sequencing through a set of patterns over time, animations can be produced. I know quite a bit about graphics and animation and sounds, from doing several C64, ColecoVision, VCS, and Coin-op games, and I am willing to share my expertise. However, I won't have time to do a whole lot of programming on my Amiga for a few weeks, so I won't be able to investigate these routines myself. However, if someone needs some assistance, send me E-MAIL, or post questions to the net. If I can't answer the questions, a lot of guys at Amiga will probably jump at the

chance to help. The area of graphics and animation seems to be the one area that noone has done any major work (Mandelbrots is neat, but it did not use any of the gels, etc.). Multi-tasking via the Exec routines would be nice, too.

From -2141342562008217284
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e05bc47dba5c5f05
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 16:18:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8601180046.AA24094@ucbvax.berkeley.edu>
Date: Fri, 17-Jan-86 19:18:00 EST
Article-I.D.: ucbvax.8601180046.AA24094
Posted: Fri Jan 17 19:18:00 1986
Date-Received: Sun, 19-Jan-86 03:55:21 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 17

(If anyone knows where to send mail for the INFO-AMIGA list, please send me the info. Do not forward this directly, we don't want fifty copies of this......)

I am interested to know which of the popular MacIntosh packages are being re-developed for either of the new M68k computers (the Commodore Amiga and/or the Atari ST). I am particularly interested in information on the "FileVision" database. If anyone has this information and is willing to share it, please reply.

I do not subscribe to all of the lists I am submitting this request to, so please reply directly. Thank you for your support.

-Richard Hartman
max.hartman@ames-vmsb

From -6294171993761575045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74e771afcf6e74c4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 18:29:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ism780c.UUCP

Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!sdcrdcf!ism780c!tim
From: tim@ism780c.UUCP (Tim Smith)
Newsgroups: net.micro.atari
Subject: Re: Sources on net.micro.atari
Message-ID: <275@ism780c.UUCP>
Date: Fri, 17-Jan-86 21:29:29 EST
Article-I.D.: ism780c.275
Posted: Fri Jan 17 21:29:29 1986
Date-Received: Mon, 20-Jan-86 04:06:00 EST
References: <347@ihnet.UUCP> <185@imagen.UUCP> <660@ihlpm.UUCP> <265@ism780c.UUCP>
<434@l5.uucp>
Reply-To: tim@ism780c.UUCP (Tim Smith)
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 16

In article <434@l5.uucp> gnu@l5.uucp (John Gilmore) writes:
>
>If the purpose of Megaroids is to advertise a commercial C compiler,
>why are we paying to distribute it over the net?
>
The point I was making is that Megaroids is freely distributable in
binary, but that the source is not freely distributable, and that there
are legitimate reasons for Megamax to have done it this way.

Note that Megamax did not distribute Megaroids on the USENET, someone else
did. We are paying to distribute it because someone who had it decided
that it was a reasonable game, and wanted to share it. I don't think that
the fact that Megamax released it in order to help C compiler sales is
relevant.
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim

From -1429241538622992937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e05bc47dba5c5f05
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 19:31:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8601180555.AA29321@ucbvax.berkeley.edu>
Date: Fri, 17-Jan-86 22:31:39 EST
Article-I.D.: ucbvax.8601180555.AA29321
Posted: Fri Jan 17 22:31:39 1986
Date-Received: Sun, 19-Jan-86 04:10:31 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

To: tektronix!hplabs!ucbvax!info-atari
Subject: Re: Amateur Packet Radio articles.
In-reply-to: your article <8601152230.AA14803@mitre-bedford.ARPA>

I would be interested in your articles on amateur packet radio. I'm presently studying for my advanced class license after being out of ham radio for about 15 years. Presently using an ibm-pc and hope to hook it up to an ICOM 730.

73

Jim Larsen

From 8566471095133529427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,723e162d5dd5e77e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-17 21:35:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: franco@INDIANA.CSNET (John Franco)
Newsgroups: net.micro.atari
Subject: Re: 1meg upgrade killer
Message-ID: <8601181449.AA06899@ucbvax.berkeley.edu>
Date: Sat, 18-Jan-86 00:35:21 EST
Article-I.D.: ucbvax.8601181449.AA06899
Posted: Sat Jan 18 00:35:21 1986
Date-Received: Sun, 19-Jan-86 05:26:36 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 1

Good. What was wrong?

From 6846032818906808028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3623f6ed5269f8f0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 00:04:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: All is not well inside Atari
Message-ID: <12176152658.8.MRC@PANDA>
Date: Sat, 18-Jan-86 03:04:12 EST
Article-I.D.: PANDA.12176152658.8.MRC
Posted: Sat Jan 18 03:04:12 1986

Date-Received: Sun, 19-Jan-86 04:53:58 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 63

From Friday, 17 January 1986's Times-Tribune:

New Atari Resignation

Departure of Montross linked to Tramiel's sales strategy

By Ken Siegmann, Times Tribune staff

For the third time in four months, another executive has resigned from Atari Corp.

Albert Montross tendered his resignation as vice president and general manager while Atari was unveiling its new computer at the Consumer Electronics Show in Las Vegas last month.

Montross said he is leaving for personal reasons.

But a source close to the Sunnyvale-based personal computer company said Montross was angered over Atari Chairman Jack Tramiel's decision to sell computers through mass merchandise outlets, such as K mart.

Atari executives count not be reached for comment.

Montross joined Atari in September, shortly after the resignations of two other top executives.

James Copland, former marketing and sales vice president, and Sig Schreyer, former operations manager of U.S. operations, quit then.

Montross, a former computer retailer, said in November that he was hired to sell Atari's 520 ST computer to computer specialty stores.

But Tramiel's past dealings with computer dealers made it difficult for Atari to establish credibility in that distriution channel, industry observers have said.

While serving as chaisman of Commodore International Ltd. Tramiel infuriated specialty dealers when he dropped the price of the Commodore 64 and began selling it through mass merchandisers. Dealers were stuck with a machine that cost them more than it was selling for in toy stores.

After selling the 520 ST through computer speciality stores since July, Tramiel announced at the CES show that he would move it through mass merchandisers at a reduced price. Atari also introduced a more sophisticated machine for specialty dealers.

The move met with mixed reactions from dealers.

Ralph Gilman, vice president of market researcher InfoCorp in Cupertino, said that mass merchandisers have shown little interest in Atari's computer, at any rate.

"The mass retailing people don't want to talk to Atari right now," he said.

InfoCorp estimates that Atari sold only 850 units of the 520 ST in December. By comparision, Gilman said, Apple Computer Inc., Atari's chief rival, sold 100,000 of its Apple II computers last month.

From 3412576602072829547
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b63129abcbd12598,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 00:41:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site reed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!tektronix!reed!keith
From: keith@reed.UUCP (Keith Packard)
Newsgroups: net.micro.atari
Subject: Using other RGB monitors on the ST
Message-ID: <2337@reed.UUCP>
Date: Sat, 18-Jan-86 03:41:35 EST
Article-I.D.: reed.2337
Posted: Sat Jan 18 03:41:35 1986
Date-Received: Mon, 20-Jan-86 04:09:51 EST
Organization: Reed College, Portland, Oregon
Lines: 38

A number of people have been wondering about hooking up their ST to a non-Atari RGB monitor. I have successfully done this, with little difficulty. Since I was unable to locate one of those strange connectors used for the video, I opened my box and found the necessary signals readily accessible. Directly behind the video connector inside are 3 rows of pads, with each of the 3 rows tied together (for whatever reason). Each row has the R, G, B, VSync and Hsync signals. Unfortunately I can't seem to find the layout, but it's pretty easy to trace. Also, there is no ground on the pads, so you'll need to grab it elsewhere. The pads are on .1 centers, so you can use BERG pins and a harmonica connector with ribbon cable to bring it out. There is some blank space between the pins, so it looks (as I recall) like:

OOO O OO

or thereabouts. The monitor I used was a BARCO GD33 analog RGB. It required composite sync, so I tied the Hsync and Vsync together through 330 ohm resistors to achieve this. Also there is no audio on this monitor, so for now

I'm doing without till I kludge something together. I imagine most medium resolution analog RBG monitors should work without much trouble.

As far as also being able to use the monochrome monitor, no real problem there. A signal (grounded Monochrome Detect) from the mono monitor signals the ST to go with monochrome. The RGB can remain hooked up, but the RGB signals are turned off resulting in a blank screen. To use color, just unplug the mono monitor cable and reboot.

Note the RGB signals have a peak amplitude of about 1.7 volts, while the sync (as I recall) is TTL.

A local group is developing a RGB to color composite video converter. It was demoed at a recent user'g group meeting and seemed to work fairly well.

I have a composite to RGB converter I use with my Atari 800, and as a TV monitor, which works very well. I suspect it would work well with the ST color monitor too. If I can ever track down the Atari video connectors, I may build some boxes based on the board I am using. Or sell the board seperately. Either video conversion is expected to run about $100-125.

Since I can't post news to the net directly for the moment, please forward any questions or remarks to me at:

Bob Ankeney tektronix!reed!omsi

From 6195610295868119256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,219c74c5db70c4ed
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 03:37:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!hplabs!pesnta!pyramid!decwrl!amdcad!lll-crg!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: Atari to introduce TT?
Message-ID: <15700045@unido.UUCP>
Date: Sat, 18-Jan-86 06:37:00 EST
Article-I.D.: unido.15700045
Posted: Sat Jan 18 06:37:00 1986
Date-Received: Thu, 23-Jan-86 08:49:18 EST
References: <4759@alice.UUCP>
Sender: notes@unido.UUCP
Lines: 11
Nf-ID: #R:alice:-475900:unido:15700045:000:503
Nf-From: unido!uh   Jan 18 11:37:00 1986

The 520ST went in Germany on sale on mid August. At this time the 520ST met the regulations of the "Deutsche Bundespost". The sales figures 'til the end of the year say, that there are a few 10000's of 520ST sold. Here in Germany it is at the moment the best selling professional computer (better than PC, XT, AT or MAC and Apple][).

Uwe Hoch

     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address UUCP: ...seismo!unido!uh

From 3260938347821276389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f0c74d724df4fc20
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 09:05:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
hplabs!pesnta!pyramid!decwrl!amdcad!lll-crg!seismo!mcvax!unido!dfk
From: dfk@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: --- ST competition ---
Message-ID: <15700046@unido.UUCP>
Date: Sat, 18-Jan-86 12:05:00 EST
Article-I.D.: unido.15700046
Posted: Sat Jan 18 12:05:00 1986
Date-Received: Thu, 23-Jan-86 08:49:49 EST
References: <11165564@ucbvax.UUCP>
Sender: notes@unido.UUCP
Lines: 24
Nf-ID: #R:ucbvax:-1116556400:unido:15700046:000:793
Nf-From: unido!dfk   Jan 18 17:05:00 1986

  > I'm able to post the CP/M-80-Emulator to the net (if our system
  > administrator allows this)

To avoid understandable flaming: None of our users has to seek special
permission before posting things. But we don't mind considerate users
asking befor they put out nx100KB of sources.

  > So the emulator is worthless without this floppy.

I know some things about CP/M Disks myself.
I guess we will write a short program that runs under TOS and writes
a CP/M disk image with a CP/M Kermit on it. There are some TOS<->CP/M
file conversion programs on that emulator disk, but we couldn't get
them to run properly.

Any suggestions on how to handle this are welcome. We are not CP/M
experts.

Is this really not available in the US?

-Daniel Karrenberg   <dfk@unido.uucp, dfk@unido.bitnet>

From -7307758126742945782

X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,7c506df7340ae57d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 10:04:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Calling Atari
Message-ID: <8601181804.AA10116@ulysses.UUCP>
Date: Sat, 18-Jan-86 13:04:26 EST
Article-I.D.: ulysses.8601181804.AA10116
Posted: Sat Jan 18 13:04:26 1986
Date-Received: Sun, 19-Jan-86 05:28:20 EST
References: <8601161534.AA07524@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From -2316002125986552376
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce2c70a22970a2d0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 10:56:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site alice.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!aer
From: aer@alice.UucP (D. Rosenberg)
Newsgroups: net.micro.atari
Subject: Spectrum talks about Amiga and ST
Message-ID: <4833@alice.UUCP>
Date: Sat, 18-Jan-86 13:56:46 EST
Article-I.D.: alice.4833
Posted: Sat Jan 18 13:56:46 1986
Date-Received: Sun, 19-Jan-86 05:36:18 EST
Organization: Bell Labs, Murray Hill
Lines: 63

I thought it might be a good idea to inject here what the outside world thinks about the Amiga and 520 ST. Following is an excerpt from the January 1986 IEEE Spectrum:

"COMPUTERS FOR ART, MUSIC, BUSINESS

The only players with new entries in the home computer market in 1985 were Commodore Business Machines Inc. of West Chester, Pa., and Atari Corp. of Sunnyvale, Calif., and both entries came late in the year. Atari first demonstrated its ST series of computers last January but did not ship any to dealers until the end of the summer. Commodore introduced its Amiga computer in July and began shipping about two months later.

"Both computers use a Motorola 68000 as a central processing unit, come with a mouse, and feature a windowed display. Atari's 520ST, which has 512K RAM and a 400K external 3.5 inch disk drive, retails for $799 with a monochrome monitor and $999 with a color monitor. It has a palette of 512 colors and can support 16 colors in its low-resolution mode (320 by 200), four colors in its medium-resolution mode (640 by 200), and is monochrome in its high-resolution mode (640 by 400). Thanks to Digital Research Inc.'s GEM operating environment, the display looks like a color Macintosh and is thus nicknamed Jackintosh, for Atari head Jack Tramiel.

"Commodore's Amiga gets its power from three custom chips in addition to the 68000 CPU. It comes with 256K RAM, internally expandable to 512K and externally expandable to 8 megabytes, and an 880K internal 3.5 inch disk drive. It retails for $1295 without a monitor and $1795 with a color monitor. The Amiga has a palette of 4096 colors and supports 32 colors in its low-resolution modes (320 by 200 or 320 by 400) and 16 colors in its high-resolution modes (640 by 200 or 640 by 400) [Fig. 4 [The "Mandril," an image traditionally used to show off computer graphics systems and monitors (the fine hairs beings particularly difficult to render) is shown here as created by the Amiga computer.]]

"Like the ST and Macintosh, the Amiga can display numerous functions in windows on the screen. But on the Amiga, up to 50 windows can be active at once, running various programs, while the ST and Macintosh can have only one active window.

"With graphics and animation capabilities unsurpassed by any other microcomputer, and the ability to synthesize both music and voice, the Amiga is being promoted as a machine with the "creative edge." It can also double as a serious business machine because it is IBM-compatible. The compatibility is not achieved by strapping another processor onto the machine, as other computer manufacturers do, but rather by loading software that emulated the IBM PC, down to its monochrome monitor. And the Amiga has earned the interest of the CAD/CAM market, with employees at Los Alamos National Laboratory alone purchasing over $60000 worth of the machines for that application.

"By late last year, Atari had reportedly shipped some 50,000 STs. No sales figures for the Amiga were available, but Commodore said its 700 dealers have been selling the machines so fast that retailers are maintaining waiting lists, and "every machine that comes off the line has someone's name on it." If there is a market for a "home" computer after the slump, one of these machines will find it."

Well, this article definitely influenced my decision on which machine to get.

--
##
#D. Rosenberg "Disclaimer: I'd never want to hurt anyone with My Opinions"
#(..{ihnp4,research,allegra}!alice!aer)

From 4556884836608804106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8ae18bd7936cfa35
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 11:16:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!mit-eddie!think!
harvard!seismo!umcp-cs!eneevax!hsu
From: hsu@eneevax.UUCP (Dave Hsu)
Newsgroups: net.micro.atari
Subject: Re: ST prices
Message-ID: <491@eneevax.UUCP>
Date: Sat, 18-Jan-86 14:16:36 EST
Article-I.D.: eneevax.491
Posted: Sat Jan 18 14:16:36 1986
Date-Received: Mon, 20-Jan-86 05:50:15 EST
References: <12175610187.10.MRC@PANDA> <14622@rochester.UUCP>
Reply-To: hsu@eneevax.UUCP (Dave Hsu)
Organization: Imperial Widget Research Center, Kingdom of Maryland
Lines: 22

In article <14622@rochester.UUCP> ray@rochester.UUCP writes:
>An $800 computer selling for $400 is an inexpensive computer. And if its' an
>ST, its' one hell of a toy.
>
>A $400 Mack? Now THAT's an expensive computer!
>Four hundred dollars is what I've heard it costs Apple to make the Mack.
>
>Ray

But don't forget: you also get a monitor and a disk drive for that price.
Quoting different configurations is a good way to become confused (as well
as an unethical but surprisingly effective bargaining weapon against car
dealers...)

-dave

--
David Hsu Communication & Signal Processing Lab, EE Department
<disclaimer> University of Maryland, College Park, MD 20742
hsu@eneevax.umd.edu {seismo,allegra}!umcp-cs!eneevax!hsu CF522@UMDD.BITNET
"Vern Vern Vern Vern Vern Vern Vern, you've done it now, buddy..."
              -Ernest P. Worrell

From -8938024560080491224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2fb0754416153aa5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 11:38:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari

From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: ATARI product service and telephone numbers
Message-ID: <8601190136.AA14524@ucbvax.berkeley.edu>
Date: Sat, 18-Jan-86 14:38:38 EST
Article-I.D.: ucbvax.8601190136.AA14524
Posted: Sat Jan 18 14:38:38 1986
Date-Received: Mon, 20-Jan-86 04:23:24 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 51

After I sent the request for a telephone number for ATARI product service
I managed to get this one:

1 (408) 745-2367

Unlike the numbers mentioned in my 520ST warranty information, one
can actually get through (presently) on this number in one or two tries.

I would like to share my recent experiences with ATARI product service. It
should interest anyone considering buying an ATARI computer or using
ATARI product service.

I noticed that the text on my 520ST monitor "quivered" slightly after
I bought my new 520ST system. I returned it to the dealer, and they
said that they didn't notice any problem. The ^%$#%^#s even asked me
if I might have a vision problem. After that humiliation, I sent in
my system to ATARI product service to get the problem taken care of.

I sent in my CPU and monitor on December 13, and I soon received a letter
dated December 31 stating that they noticed the problem, and solved
it by swapping monitors. I was told that it would be shipped to my
via UPS.

The days went by, and soon I was obliged to call ATARI product service
to have them check with UPS to see if my computer and monitor were
lost. As it turns out, although my system was fixed and ready to
ship on December 31, because they were doing inventory in their
warehouse, it would be another two weeks until the guys in the warehouse
were caught up.

That means that my system, that could have been shipped on December
31 will be shipped in Early February (if I'm lucky!)

I feel that it is inexcusable to have a five week wait for a system
to be shipped after begin repaired. I find this unprofessionalism
shocking.

In light of my experiences, I would make two recommendations:

If you are considering purchasing an ATARI computer, decide if you are
willing to put up with this kind of senseless hassle.

If you already own an ATARI computer, I would recommend that you try
to aviod returning it to ATARI for repair.

Also, if you are wondering why your computer hasn't come back from
ATARI product service, now you know...

Eric Terrell   CSNET address terrell@ohio-state

From -2853881844538229293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,81c0ba3cc19a7d25,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 11:57:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: xlisp (PART 1 of 6)
Message-ID: <1379@cwruecmp.UUCP>
Date: Sat, 18-Jan-86 14:57:24 EST
Article-I.D.: cwruecmp.1379
Posted: Sat Jan 18 14:57:24 1986
Date-Received: Mon, 20-Jan-86 06:15:21 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 1178

     Xlisp source Part 1 of 6 shar format.
Read the file read.me after unpacking all the files.

          Enjoy!

```
#!/bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #!/bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create the files:
#    art.lsp
#    example.lsp
#    fact.lsp
#    fib.lsp
#    hanoi.lsp
#    hdwr.lsp
#    ifthen.lsp
#    init.lsp
#    prolog.lsp
#    queens.lsp
#    queens2.lsp
```

```
# This archive created: Sat Jan 18 14:32:15 1986
# By:    Jwahar R. Bammi ()
export PATH; PATH=/bin:$PATH
echo shar: extracting "'art.lsp'" '(2341 characters)'
if test -f 'art.lsp'
then
     echo shar: over-writing existing file "'art.lsp'"
fi
sed 's/^X//' << \SHAR_EOF > 'art.lsp'
X; This is an example using the object-oriented programming support in
X; XLISP.  The example involves defining a class of objects representing
X; dictionaries.  Each instance of this class will be a dictionary in
X; which names and values can be stored.  There will also be a facility
X; for finding the values associated with names after they have been
X; stored.
X
X; Create the 'Dictionary' class and establish its instance variable list.
X; The variable 'entries' will point to an association list representing the
X; entries in the dictionary instance.
X
X(setq Dictionary (Class :new '(entries)))
X
X; Setup the method for the ':isnew' initialization message.
X; This message will be send whenever a new instance of the 'Dictionary'
X; class is created.  Its purpose is to allow the new instance to be
X; initialized before any other messages are sent to it.  It sets the value
X; of 'entries' to nil to indicate that the dictionary is empty.
X
X(Dictionary :answer :isnew '()
X        '((setq entries nil)
X          self))
X
X; Define the message ':add' to make a new entry in the dictionary.  This
X; message takes two arguments.  The argument 'name' specifies the name
X; of the new entry; the argument 'value' specifies the value to be
X; associated with that name.
X
X(Dictionary :answer :add '(name value)
X        '((setq entries
X                (cons (cons name value) entries))
X          value))
X
X; Create an instance of the 'Dictionary' class.  This instance is an empty
X; dictionary to which words may be added.
X
X(setq d (Dictionary :new))
X
X; Add some entries to the new dictionary.
X
X(d :add 'mozart 'composer)
X(d :add 'winston 'computer-scientist)
X
X; Define a message to find entries in a dictionary.  This message takes
```

```
X; one argument 'name' which specifies the name of the entry for which to
X; search.  It returns the value associated with the entry if one is
X; present in the dictionary.  Otherwise, it returns nil.
X
X(Dictionary :answer :find '(name &aux entry)
X        '((cond ((setq entry (assoc name entries))
X          (cdr entry))
X         (t
X          nil))))
X
X; Try to find some entries in the dictionary we created.
X
X(d :find 'mozart)
X(d :find 'winston)
X(d :find 'bozo)
X
X; The names 'mozart' and 'winston' are found in the dictionary so their
X; values 'composer' and 'computer-scientist' are returned.  The name 'bozo'
X; is not found so nil is returned in this case.
SHAR_EOF
if test 2341 -ne "`wc -c 'art.lsp'`"
then
     echo shar: error transmitting "'art.lsp'" '(should have been 2341
characters)'
fi
echo shar: extracting "'example.lsp'" '(2464 characters)'
if test -f 'example.lsp'
then
     echo shar: over-writing existing file "'example.lsp'"
fi
sed 's/^X//' << \SHAR_EOF > 'example.lsp'
X; Make the class ship and its instance variables be known
X
X(setq ship (Class :new '(x y xv yv m name captain registry)))
X
X
X(ship :answer :getx        '() '( x ))   ; just evaluate x
X(ship :answer :getxv       '() '( xv ))  ; note that the method is a
X(ship :answer :gety        '() '( y ))   ; list of forms, the value
X(ship :answer :getyv       '() '( yv ))  ; of the last one being the
X(ship :answer :getm        '() '( m ))   ; value of the method
X(ship :answer :getname     '() '( name ))
X(ship :answer :getcaptain  '() '( captain ))
X(ship :answer :getregistry '() '( registry ))
X
X;               formal
X;               param
X;               of
X;               method
X(ship :answer :setx      '(to) '( (setq x to) ) )
X(ship :answer :setxv     '(to) '( (setq xv to) ) )
X(ship :answer :sety      '(to) '( (setq y to) ) )
X(ship :answer :setyv     '(to) '( (setq yv to) ) )
```

```
X(ship :answer :setm      '(to) '( (setq m to) ) )
X(ship :answer :setname     '(to) '( (setq name to) ) )
X(ship :answer :setcaptain  '(to) '( (setq captain to) ) )
X(ship :answer :setregistry '(to) '( (setq registry to) ) )
X
X(ship :answer :sail '(time)
X    ; the METHOD for sailing
X    '( (princ (list "sailing for " time " hours\n"))
X       ; note that this form is expressed in terms of objects:  "self"
X       ; is bound to the object being talked to during the execution
X       ; of its message.  It can ask itself to do things.
X       (self :setx (+  (self :getx)
X                (* (self :getxv) time)))
X       ; This form performs a parallel action to the above, but more
X       ; efficiently, and in this instance, more clearly
X       (setq y (+ y (* yv time)))
X       ; Cute message for return value.  Tee Hee.
X       "Sailing, sailing, over the bountiful chow mein..."))
X
X; <OBJECT: #12345667> is not terribly instructive.  How about a more
X; informative print routine?
X
X(ship :answer :print '() '((princ (list
X                  "SHIP NAME: " (self :getname) "\n"
X                  "REGISTRY: " (self :getregistry) "\n"
X                  "CAPTAIN IS: " (self :getcaptain) "\n"
X                  "MASS IS: " (self :getm) " TONNES\n"
X                  "CURRENT POSITION IS: "
X                       (self :getx)  " X BY "
X                       (self :gety)  " Y\n"
X                  "SPEED IS: "
X                       (self :getxv) " XV BY "
X                       (self :getyv) " YV\n") ) ))
X
X; a function to make life easier
X
X(defun newship (mass name registry captain &aux new)
X    (setq new (ship :new))
X    (new :setx 0)
X    (new :sety 0)
X    (new :setxv 0)
X    (new :setyv 0)
X    (new :setm mass)
X    (new :setname name)
X    (new :setcaptain captain)
X    (new :setregistry registry)
X    (new :print)
X    new)
X
X; and an example object.
X
X(setq Bounty (newship 50 'Bounty 'England 'Bligh))
SHAR_EOF
```

```
if test 2464 -ne "`wc -c 'example.lsp'`"
then
     echo shar: error transmitting "'example.lsp'" '(should have been 2464
characters)'
fi
echo shar: extracting "'fact.lsp'" '(96 characters)'
if test -f 'fact.lsp'
then
     echo shar: over-writing existing file "'fact.lsp'"
fi
sed 's/^X//' << \SHAR_EOF > 'fact.lsp'
X; good old factorial
X
X(defun fact (n)
X       (cond ((= n 1) 1)
X         (t (* n (fact (- n 1))))))
SHAR_EOF
if test 96 -ne "`wc -c 'fact.lsp'`"
then
     echo shar: error transmitting "'fact.lsp'" '(should have been 96 characters)'
fi
echo shar: extracting "'fib.lsp'" '(90 characters)'
if test -f 'fib.lsp'
then
     echo shar: over-writing existing file "'fib.lsp'"
fi
sed 's/^X//' << \SHAR_EOF > 'fib.lsp'
X(defun fib (x)
X       (cond ((< x 2) 1)
X             (t (+ (fib (1- x)) (fib (- x 2))))))
SHAR_EOF
if test 90 -ne "`wc -c 'fib.lsp'`"
then
     echo shar: error transmitting "'fib.lsp'" '(should have been 90 characters)'
fi
echo shar: extracting "'hanoi.lsp'" '(448 characters)'
if test -f 'hanoi.lsp'
then
     echo shar: over-writing existing file "'hanoi.lsp'"
fi
sed 's/^X//' << \SHAR_EOF > 'hanoi.lsp'
X; Good ol towers of hanoi
X;
X; Usage:
X;      (hanoi <n>)
X;          <n> - an integer the number of discs
X
X(defun hanoi(n)
X  ( transfer 'A 'B 'C n ))
X
X(defun print-move ( from to )
X  (princ "Move Disk From ")
X  (princ from)
```

```
X  (princ " To ")
X  (princ to)
X  (princ "\n"))
X
X
X(defun transfer ( from to via n )
X  (cond ((equal n 1) (print-move from to ))
X    (t (transfer from via to (- n 1))
X       (print-move from to)
X       (transfer via to from (- n 1)))))
X
X
SHAR_EOF
if test 448 -ne "`wc -c 'hanoi.lsp'`"
then
     echo shar: error transmitting "'hanoi.lsp'" '(should have been 448
characters)'
fi
echo shar: extracting "'hdwr.lsp'" '(8603 characters)'
if test -f 'hdwr.lsp'
then
     echo shar: over-writing existing file "'hdwr.lsp'"
fi
sed 's/^X//' << \SHAR_EOF > 'hdwr.lsp'
X; -*-Lisp-*-
X;
X; Jwahar R. Bammi
X; A simple description of hardware objects using xlisp
X; Mix and match instances of the objects to create your
X; organization.
X; Needs:
X; - busses and connection and the Design
X;   Class that will have the connections as instance vars.
X; - Print method for each object, that will display
X;   the instance variables in an human readable form.
X; Some day I will complete it.
X;
X;
X;
X; utility functions
X
X
X; function to calculate 2^n
X
X(defun pow2 (n)
X    (pow2x n 1))
X
X(defun pow2x (n sum)
X       (cond((equal n 0) sum)
X        (t (pow2x (- n 1) (* sum 2)))))
X
X
X; hardware objects
```

```
X
X;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
X;The class areg
X
X(setq areg (Class :new '(value nbits max_val min_val)))
X
X; methods
X
X; initialization method
X; when a new instance is called for the user supplies
X; the parameter nbits, from which the max_val & min_val are derived
X
X(areg :answer :isnew '(n)
X      '((self :init n)
X        self))
X
X(areg :answer :init '(n)
X      '((setq value ())
X        (setq nbits n)
X        (setq max_val (- (pow2 (- n 1)) 1))
X        (setq min_val (- (- 0 max_val) 1))))
X
X; load areg
X
X(areg :answer :load '(val)
X      '((cond ((> val max_val) (princ (list "The max value a "nbits" bit register
can hold is "max_val"\n")))
X          ((< val min_val) (princ (list "The min value a "nbits" bit register can
hold is "min_val"\n")))
X          (t (setq value val)))))
X
X; see areg
X
X(areg :answer :see '()
X      '((cond ((null value) (princ "Register does not contain a value\n"))
X         (t value))))
X;
X;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
X
X; The class creg ( a register that can be cleared and incremented)
X; subclass of a reg
X
X(setq creg (Class :new '() '() areg))
X
X; it inherites all the instance vars & methods of a reg
X; in addition to them it has the following methods
X
X(creg :answer :isnew '(n)
X      '((self :init n)
X    self))
X
X(creg :answer :init '(n)
X      '((setq value ())
```

```
X    (setq nbits n)
X    (setq max_val (- (pow2 n) 1))
X    (setq min_val 0)))
X
X(creg :answer :clr '()
X      '((setq value 0)))
X
X(creg :answer :inc '()
X      '((cond ((null value) (princ "Register does not contain a value\n"))
X         (t (setq value (rem (+ value 1) (+ max_val 1)))))))
X
X;
X;;;
```

```
X; methods
X
X(alu :answer :isnew '(n)
X     '((self :init n)
X       self))
X
X(alu :answer :init '(n)
X     '((setq n_bits n)
X       (setq maxu_val (- (pow2 n) 1))
X       (setq maxs_val (- (pow2 (- n 1)) 1))
X       (setq mins_val (- (- 0 maxs_val) 1))
X       (setq minu_val 0)
X       (setq nf 0)
X       (setq zf 0)
X       (setq vf 0)
X       (setq cf 0)))
X
X(alu :answer :check_arith '(a b)
X     '((cond ((and (self :arith_range a) (self :arith_range b)) t)
X        (t ()))))
X
X(alu :answer :check_logic '(a b)
X     '((cond ((and (self :logic_range a) (self :logic_range b)) t)
X        (t ()))))
X
X(alu :answer :arith_range '(a)
X     '((cond ((< a mins_val) (princ (list "Operand out of Range "a"\n")))
X        ((> a maxs_val) (princ (list "Operand out of range "a"\n")))
X            (t t))))
X
X(alu :answer :logic_range '(a)
X     '((cond ((< (abs a) minu_val) (princ (list "Operand out of Range "a"\n")))
X            (t t))))
X
X(alu :answer :set_flags '(a b r)
X     '((if (equal 0 r) ((setq zf 1)))
X       (if (< r 0) ((setq nf 1)))
X       (if (or (and (and (< a 0) (< 0 b)) (>= r 0))
X          (and (and (>= a 0) (>= b 0)) (< r 0))) ((setq vf 1)))
X       (if (or (or (and (< a 0) (< b 0)) (and (< a 0) (>= r 0)))
X          (and (>= r 0) (< b 0))) ((setq cf 1)))))
X
X(alu :answer :+ '(a b &aux result)
X     '((cond ((null (self :check_arith a b)) ())
X       (t (self :clear_flags)
X          (setq result (+ a b))
X          (if (> result maxs_val) ((setq result (+ (- (rem result maxs_val) 1)
mins_val))))
X           (if (< result mins_val) ((setq result (+ (rem result mins_val) (+
maxs_val 1)))))
X          (self :set_flags a b result)
X          result))))
X
```

```
X(alu :answer :& '(a b &aux result)
X     '((cond ((null (self :check_logic a b)) ())
X       (t (self :clear_flags)
X          (setq result (bit-and a b))
X          (self :set_flags a b result)
X          result))))
X
X(alu :answer :| '(a b &aux result)
X     '((cond ((null (self :check_logic a b)) ())
X       (t (self :clear_flags)
X          (setq result (bit-ior a b))
X          (self :set_flags a b result)
X          result))))
X
X(alu :answer :~ '(a  &aux result)
X     '((cond ((null (self :check_logic a 0)) ())
X       (t (self :clear_flags)
X          (setq result (bit-not a))
X          (self :set_flags a 0 result)
X          result))))
X
X(alu :answer :- '(a b)
X     '((self '+ a (- 0 b))))
X
X(alu :answer :passa '(a)
X     '(a))
X
X(alu :answer :zero '()
X     '(0))
X
X(alu :answer :com '(a)
X     '((self :- 0 a)))
X
X(alu :answer :status '()
X     '((princ (list "NF "nf"\n"))
X       (princ (list "ZF "zf"\n"))
X       (princ (list "CF "cf"\n"))
X       (princ (list "VF "vf"\n"))))
X
X(alu :answer :clear_flags '()
X     '((setq nf 0)
X       (setq zf 0)
X       (setq cf 0)
X       (setq vf 0)))
X
X;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
X;
X; The class Memory
X;
X
X(setq memory (Class :new '(nabits ndbits maxu_val maxs_val mins_val max_addr
undef memry)))
X
```

```
X; methods
X
X(memory :answer :isnew '(addr_bits data_bits)
X     '((self :init addr_bits data_bits)
X       self))
X
X(memory :answer :init '(addr_bits data_bits)
X     '((setq nabits addr_bits)
X       (setq ndbits data_bits)
X       (setq maxu_val (- (pow2 data_bits) 1))
X       (setq max_addr (- (pow2 addr_bits) 1))
X       (setq maxs_val (- (pow2 (- data_bits 1)) 1))
X       (setq mins_val (- 0 (pow2 (- data_bits 1))))
X       (setq undef (+ maxu_val 1))
X       (setq memry (array :new max_addr undef))))
X
X
X(memory :answer :load '(loc val)
X     '((cond ((> (abs loc) max_addr) (princ (list "Address "loc" out of
range\n")))
X         ((< val 0) (princ (list "Cant store "val" in "ndbits" bits\n")))
X         ((> val maxu_val) (princ (list "Cant store "val" in "ndbits" bits\n")))
X         (t (memry :load loc val)))))
X
X(memory :answer :write '(loc val)
X     '((cond ((> (abs loc) max_addr) (princ (list "Address "loc" out of
range\n")))
X         ((> val maxs_val) (princ (list "Cant store "val" in "ndbits" bits\n")))
X         ((< val mins_val) (princ (list "Cant store "val" in "ndbits" bits\n")))
X         (t (memry :load loc val)))))
X
X
X(memory :answer :read '(loc &aux val)
X     '((cond ((> (abs loc) max_addr) (princ (list "Address "loc" out of
range\n")))
X         (t (setq val (memry :see loc))
X        (cond ((equal undef val) (princ (list "Address "loc" read before
write\n")))
X               (t val))))))
X
X
X;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
X;
X; The class array
X
X(setq array (Class :new '(arry)))
X
X; methods
X
X(array :answer :isnew '(n val)
X       '((self :init n val)
X     self))
X
```

```
X(array :answer :init '(n val)
X    '((cond ((< n 0) t)
X          (t (setq arry (cons val arry))
X          (self :init (- n 1) val)))))
X
X(array :answer :see '(n)
X           '((nth (+ n 1) arry)))
X
X
X(array :answer :load '(n val &aux left right temp)
X       '((setq left (self :left_part n arry temp))
X     (setq right (self :right_part n arry))
X     (setq arry (append left (list val)))
X     (setq arry (append arry right))
X     val))
X
X(array :answer :left_part '(n ary left)
X       '((cond ((equal n 0) (reverse left))
X           (t (setq left (cons (car ary) left))
X           (self :left_part (- n 1) (cdr ary) left)))))
X
X(array :answer :right_part '(n ary &aux right)
X       '((cond ((equal n 0) (cdr ary))
X           (t (self :right_part (- n 1) (cdr ary))))))
X
X;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
SHAR_EOF
if test 8603 -ne "`wc -c 'hdwr.lsp'`"
then
     echo shar: error transmitting "'hdwr.lsp'" '(should have been 8603
characters)'
fi
echo shar: extracting "'ifthen.lsp'" '(6843 characters)'
if test -f 'ifthen.lsp'
then
     echo shar: over-writing existing file "'ifthen.lsp'"
fi
sed 's/^X//' << \SHAR_EOF > 'ifthen.lsp'
X; -*-Lisp-*-
X;
X; If then rules - mini expert from Ch. 18 of Winston and Horn
X; Written using recursion without progs
X; Added function 'how' to explain deductions
X;
X; Use:
X;   After loading type (deduce). It will make all the deductions
X;   given the list fact. If you want to know how it deduced something
X;   type (how '(a deduction)) for example (how '(animal is tiger))
X;   and so on.
X
X
X
X; rules data base
```

```
X
X(setq rules
X      '((rule identify1
X          (if (animal has hair))
X          (then (animal is mammal)))
X    (rule identify2
X          (if (animal gives milk))
X          (then (animal is mammal)))
X    (rule identify3
X          (if (animal has feathers))
X          (then (animal is bird)))
X    (rule identify4
X          (if (animal flies)
X           (animal lays eggs))
X          (then (animal is bird)))
X    (rule identify5
X          (if (animal eats meat))
X          (then (animal is carnivore)))
X    (rule identify6
X          (if (animal has pointed teeth)
X           (animal has claws)
X           (animal has forward eyes))
X          (then (animal is carnivore)))
X    (rule identify7
X          (if (animal is mammal)
X           (animal has hoofs))
X          (then (animal is ungulate)))
X    (rule identify8
X          (if (animal is mammal)
X           (animal chews cud))
X          (then (animal is ungulate)
X            (even toed)))
X    (rule identify9
X          (if (animal is mammal)
X           (animal is carnivore)
X           (animal has tawny color)
X           (animal has dark spots))
X          (then (animal is cheetah)))
X    (rule identify10
X          (if (animal is mammal)
X           (animal is carnivore)
X           (animal has tawny color)
X           (animal has black stripes))
X          (then (animal is tiger)))
X    (rule identify11
X          (if (animal is ungulate)
X           (animal has long neck)
X           (animal has long legs)
X           (animal has dark spots))
X          (then (animal is giraffe)))
X    (rule identify12
X          (if (animal is ungulate)
X           (animal has black stripes))
```

```
X          (then (animal is zebra)))
X    (rule identify13
X          (if (animal is bird)
X           (animal does not fly)
X           (animal has long neck)
X           (animal has long legs)
X           (animal is black and white))
X          (then (animal is ostrich)))
X    (rule identify14
X          (if (animal is bird)
X           (animal does not fly)
X           (animal swims)
X           (animal is black and white))
X          (then (animal is penguin)))
X    (rule identify15
X          (if (animal is bird)
X           (animal flys well))
X          (then (animal is albatross)))))
X; utility functions
X(defun squash(s)
X       (cond ((null s) ())
X         ((atom s) (list s))
X         (t (append (squash (car s))
X             (squash (cdr s))))))
X
X(defun p(s)
X       (princ (squash s)))
X
X; functions
X
X; function to see if an item is a member of a list
X
X(defun member(item list)
X       (cond((null list) ())    ; return nil on end of list
X        ((equal item (car list)) list) ; found
X        (t (member item (cdr list)))) ; otherwise try rest of list
X
X; put a new fact into the facts data base if it is not already there
X
X(defun remember(newfact)
X       (cond((member newfact facts) ())  ; if present do nothing
X        (t ( setq facts (cons newfact facts)) newfact)))
X
X; is a fact there in the facts data base
X
X(defun recall(afact)
X       (cond ((member afact facts) afact)     ; it is here
X         (t ()))               ; no it is'nt
X
X; given a rule check if all the if parts are confirmed by the facts data base
X
X(defun testif(iflist)
X       (cond((null iflist) t)   ; all satisfied
```

```
X       ((recall (car iflist)) (testif (cdr iflist))) ; keep searching
X                                      ; if one is ok
X       (t ()))                       ; not in facts DB
X
X; add the then parts of the rules which can be added to the facts DB
X; return the ones that are added
X
X(defun usethen(thenlist addlist)
X       (cond ((null thenlist) addlist) ; all exhausted
X         ((remember (car thenlist))
X         (usethen (cdr thenlist) (cons (car thenlist) addlist)))
X         (t (usethen (cdr thenlist) addlist))))
X
X; try a rule
X; return t only if all the if parts are satisfied by the facts data base
X; and at lest one then ( conclusion ) is added to the facts data base
X
X(defun tryrule(rule &aux ifrules thenlist addlist)
X       (setq ifrules (cdr(car(cdr(cdr rule)))))
X       (setq thenlist (cdr(car(cdr(cdr(cdr rule))))))
X       (setq addlist '())
X       (cond (( testif ifrules)
X          (cond ((setq addlist (usethen thenlist addlist))
X              (p (list "Rule " (car(cdr rule)) "\n\tDeduced " addlist "\n\n"))
X              (setq ruleused (cons rule ruleused))
X              t)
X             (t ())))
X         (t ())))
X
X; step through one iteration if the forward search
X; looking for rules that can be deduced from the present fact data base
X
X(defun stepforward( rulelist)
X       (cond((null rulelist) ())    ; all done
X        ((tryrule (car rulelist)) t)
X        ( t (stepforward(cdr rulelist)))))
X
X; stepforward until you cannot go any further
X
X(defun deduce()
X      (cond((stepforward rules) (deduce))
X       (t t)))
X
X; function to answer if a fact was used to come to a certain conclusion
X; uses the ruleused list cons'ed by tryrule to answer
X
X(defun usedp(rule)
X       (cond ((member rule ruleused) t)  ; it has been used
X         (t () )))              ; no it hasnt
X
X; function to answer how a fact was deduced
X
X(defun how(fact)
```

```
X       (how2 fact ruleused nil))
X
X(defun how2(fact rulist found)
X       (cond ((null rulist)     ; if the rule list exhausted
X         (cond (found t)   ; already answered the question return t
X            ((recall fact) (p (list fact " was a given fact\n")) t) ;known fact
X            (t (p (list fact " -- not a fact!\n")) ())))
X
X         ((member fact (thenpart (car rulist)))   ; if rulist not empty
X          (setq found t)  ; and fact belongs to the then part of a rule
X          (p (list fact " was deduced because the following were true\n"))
X          (printifs (car rulist))
X          (how2 fact (cdr rulist) found))
X         (t (how2 fact (cdr rulist) found))))
X
X; function to return the then part of a rule
X
X(defun thenpart(rule)
X       (cdr(car(cdr(cdr(cdr rule))))))
X
X; function to print the if part of a given rule
X
X(defun printifs(rule)
X       (pifs (cdr(car(cdr(cdr rule))))))
X
X(defun pifs(l)
X    (cond ((null l) ())
X          (t (p (list "\t" (car l) "\n"))
X          (pifs (cdr l)))))
X
X
X; initial facts data base
X; Uncomment one or make up your own
X; Then run 'deduce' to find deductions
X; Run 'how' to find out how it came to a certain deduction
X
X;(setq facts
X;       '((animal has dark spots)
X;   (animal has tawny color)
X;   (animal eats meat)
X;   (animal has hair)))
X
X(setq facts
X      '((animal has hair)
X    (animal has pointed teeth)
X    (animal has black stripes)
X    (animal has claws)
X    (animal has forward eyes)
X    (animal has tawny color)))
X
X
X(setq rl1
X        '(rule identify14
```

```
X          (if (animal is bird)
X           (animal does not fly)
X           (animal swims)
X           (animal is black and white))
X          (then (animal is penguin))))
X
X(setq rl2
X        '(rule identify10
X          (if (animal is mammal)
X           (animal is carnivore)
X           (animal has tawny color)
X           (animal has black stripes))
X          (then (animal is tiger))))
X
X; Initialization
X(expand 10)
X(setq ruleused nil)
SHAR_EOF
if test 6843 -ne "`wc -c 'ifthen.lsp'`"
then
     echo shar: error transmitting "'ifthen.lsp'" '(should have been 6843
characters)'
fi
echo shar: extracting "'init.lsp'" '(1963 characters)'
if test -f 'init.lsp'
then
     echo shar: over-writing existing file "'init.lsp'"
fi
sed 's/^X//' << \SHAR_EOF > 'init.lsp'
X; get some more memory
X(expand 1)
X
X; some fake definitions for Common Lisp pseudo compatiblity
X(setq first  car)
X(setq second cadr)
X(setq rest   cdr)
X
X; some more cxr functions
X(defun caddr (x) (car (cddr x)))
X(defun cadddr (x) (cadr (cddr x)))
X
X; (when test code...) - execute code when test is true
X(defmacro when (test &rest code)
X          `(cond (,test ,@code)))
X
X; (unless test code...) - execute code unless test is true
X(defmacro unless (test &rest code)
X          `(cond ((not ,test) ,@code)))
X
X; (makunbound sym) - make a symbol be unbound
X(defun makunbound (sym) (setq sym '*unbound*) sym)
X
X; (objectp expr) - object predicate
```

```
X(defun objectp (x) (eq (type-of x) :OBJECT))
X
X; (filep expr) - file predicate
X(defun filep (x) (eq (type-of x) :FILE))
X
X; (unintern sym) - remove a symbol from the oblist
X(defun unintern (sym) (cond ((member sym *oblist*)
X                             (setq *oblist* (delete sym *oblist*))
X                             t)
X                            (t nil)))
X
X; (mapcan ...)
X(defmacro mapcan (&rest args) `(apply #'nconc (mapcar ,@args)))
X
X; (mapcon ...)
X(defmacro mapcon (&rest args) `(apply #'nconc (maplist ,@args)))
X
X; (save fun) - save a function definition to a file
X(defmacro save (fun)
X         `(let* ((fname (strcat (symbol-name ',fun) ".lsp"))
X                 (fval ',fun)
X                 (fp (openo fname)))
X                (cond (fp (print (cons (if (eq (car fval) 'lambda)
X                                           'defun
X                                           'defmacro)
X                                       (cons fun (cdr fval))) fp)
X                          (close fp)
X                          fname)
X                      (t nil))))
X
X; (debug) - enable debug breaks
X(defun debug ()
X       (setq *breakenable* t))
X
X; (nodebug) - disable debug breaks
X(defun nodebug ()
X       (setq *breakenable* nil))
X
X; initialize to enable breaks but no trace back
X(setq *breakenable* t)
X(setq *tracenable* nil)
SHAR_EOF
if test 1963 -ne "`wc -c 'init.lsp'`"
then
     echo shar: error transmitting "'init.lsp'" '(should have been 1963
characters)'
fi
echo shar: extracting "'prolog.lsp'" '(4302 characters)'
if test -f 'prolog.lsp'
then
     echo shar: over-writing existing file "'prolog.lsp'"
fi
sed 's/^X//' << \SHAR_EOF > 'prolog.lsp'
```

```
X;; The following is a tiny Prolog interpreter in MacLisp
X;; written by Ken Kahn and modified for XLISP by David Betz.
X;; It was inspired by other tiny Lisp-based Prologs of
X;; Par Emanuelson and Martin Nilsson.
X;; There are no side-effects anywhere in the implementation.
X;; Though it is VERY slow of course.
X
X(defun prolog (database &aux goal)
X       (do () ((not (progn (princ "Query?") (setq goal (read)))))
X              (prove (list (rename-variables goal '(0)))
X                     '((bottom-of-environment))
X                     database
X                     1)))
X
X;; prove - proves the conjunction of the list-of-goals
X;;         in the current environment
X
X(defun prove (list-of-goals environment database level)
X      (cond ((null list-of-goals) ;; succeeded since there are no goals
X             (print-bindings environment environment)
X             (not (y-or-n-p "More?")))
X            (t (try-each database database
X                         (cdr list-of-goals) (car list-of-goals)
X                         environment level))))
X
X(defun try-each (database-left database goals-left goal environment level
X                 &aux assertion new-enviroment)
X       (cond ((null database-left) nil) ;; fail since nothing left in database
X             (t (setq assertion
X                      (rename-variables (car database-left)
X                                        (list level)))
X                (setq new-environment
X                      (unify goal (car assertion) environment))
X                (cond ((null new-environment) ;; failed to unify
X                       (try-each (cdr database-left) database
X                                 goals-left goal
X                                 environment level))
X                      ((prove (append (cdr assertion) goals-left)
X                              new-environment
X                              database
X                              (+ 1 level)))
X                      (t (try-each (cdr database-left) database
X                                   goals-left goal
X                                   environment level))))))
X
X(defun unify (x y environment &aux new-environment)
X       (setq x (value x environment))
X       (setq y (value y environment))
X       (cond ((variable-p x) (cons (list x y) environment))
X             ((variable-p y) (cons (list y x) environment))
X             ((or (atom x) (atom y))
X                  (cond ((equal x y) environment)
X                        (t nil)))
```

```
X             (t (setq new-environment (unify (car x) (car y) environment))
X                (cond (new-environment (unify (cdr x) (cdr y) new-environment))
X                   (t nil)))))
X
X(defun value (x environment &aux binding)
X       (cond ((variable-p x)
X              (setq binding (assoc x environment :test #'equal))
X              (cond ((null binding) x)
X                    (t (value (cadr binding) environment))))
X             (t x)))
X
X(defun variable-p (x)
X       (and x (listp x) (eq (car x) '?)))
X
X(defun rename-variables (term list-of-level)
X       (cond ((variable-p term) (append term list-of-level))
X             ((atom term) term)
X             (t (cons (rename-variables (car term) list-of-level)
X                      (rename-variables (cdr term) list-of-level)))))
X
X(defun print-bindings (environment-left environment)
X       (cond ((cdr environment-left)
X              (cond ((= 0 (nth 2 (caar environment-left)))
X                     (prin1 (cadr (caar environment-left)))
X                     (princ " = ")
X                     (print (value (caar environment-left) environment))))
X              (print-bindings (cdr environment-left) environment))))
X
X;; a sample database:
X(setq db '(((father madelyn ernest))
X           ((mother madelyn virginia))
X      ((father david arnold))
X      ((mother david pauline))
X      ((father rachel david))
X      ((mother rachel madelyn))
X          ((grandparent (? grandparent) (? grandchild))
X           (parent (? grandparent) (? parent))
X           (parent (? parent) (? grandchild)))
X          ((parent (? parent) (? child))
X           (mother (? parent) (? child)))
X          ((parent (? parent) (? child))
X           (father (? parent) (? child)))))
X
X;; the following are utilities
X(defun y-or-n-p (prompt)
X       (princ prompt)
X       (eq (read) 'y))
X
X;; start things going
X(prolog db)
SHAR_EOF
if test 4302 -ne "`wc -c 'prolog.lsp'`"
then
```

```
     echo shar: error transmitting "'prolog.lsp'" '(should have been 4302
characters)'
fi
echo shar: extracting "'queens.lsp'" '(1408 characters)'
if test -f 'queens.lsp'
then
     echo shar: over-writing existing file "'queens.lsp'"
fi
sed 's/^X//' << \SHAR_EOF > 'queens.lsp'
X;
X; Place n queens on a board
X;  See Winston and Horn Ch. 11
X;
X; Usage:
X;   (queens <n>)
X;          where <n> is an integer -- the size of the board - try (queens 4)
X
X(defun cadar (x)
X  (car (cdr (car x))))
X
X; Do two queens threaten each other ?
X(defun threat (i j a b)
X  (or (equal i a)          ;Same row
X      (equal j b)          ;Same column
X      (equal (- i j) (- a b))       ;One diag.
X      (equal (+ i j) (+ a b))))     ;the other diagonal
X
X; Is poistion (n,m) on the board safe for a queen ?
X(defun conflict (n m board)
X  (cond ((null board) nil)
X    ((threat n m (caar board) (cadar board)) t)
X    (t (conflict n m (cdr board)))))
X
X
X; Place queens on a board of size SIZE
X(defun queens (size)
X  (prog (n m board)
X    (setq board nil)
X    (setq n 1)             ;Try the first row
X    loop-n
X    (setq m 1)             ;Column 1
X    loop-m
X    (cond ((conflict n m board) (go un-do-m))) ;Check for conflict
X    (setq board (cons (list n m) board))       ; Add queen to board
X    (cond ((> (setq n (1+ n)) size)            ; Placed N queens ?
X           (print (reverse board))))           ; Print config
X    (go loop-n)                       ; Next row which column?
X    un-do-n
X    (cond ((null board) (return 'Done))     ; Tried all possibilities
X          (t (setq m (cadar board))         ; No, Undo last queen placed
X          (setq n (caar board))
X          (setq board (cdr board))))
X
```

```
X    un-do-m
X    (cond ((> (setq m (1+ m)) size)          ; Go try next column
X           (go un-do-n))
X          (t (go loop-m)))))
SHAR_EOF
if test 1408 -ne "`wc -c 'queens.lsp'`"
then
     echo shar: error transmitting "'queens.lsp'" '(should have been 1408
characters)'
fi
echo shar: extracting "'queens2.lsp'" '(2326 characters)'
if test -f 'queens2.lsp'
then
     echo shar: over-writing existing file "'queens2.lsp'"
fi
sed 's/^X//' << \SHAR_EOF > 'queens2.lsp'
X;
X; Place n queens on a board (graphical version)
X;  See Winston and Horn Ch. 11
X;
X; Usage:
X;   (queens <n>)
X;          where <n> is an integer -- the size of the board - try (queens 4)
X
X(defun cadar (x)
X  (car (cdr (car x))))
X
X; Do two queens threaten each other ?
X(defun threat (i j a b)
X  (or (equal i a)          ;Same row
X      (equal j b)          ;Same column
X      (equal (- i j) (- a b))       ;One diag.
X      (equal (+ i j) (+ a b))))     ;the other diagonal
X
X; Is poistion (n,m) on the board safe for a queen ?
X(defun conflict (n m board)
X  (cond ((null board) nil)
X    ((threat n m (caar board) (cadar board)) t)
X    (t (conflict n m (cdr board)))))
X
X
X; Place queens on a board of size SIZE
X(defun queens (size)
X  (prog (n m board soln)
X    (setq soln 0)          ;Solution #
X    (setq board nil)
X    (setq n 1)             ;Try the first row
X    loop-n
X    (setq m 1)             ;Column 1
X    loop-m
X    (cond ((conflict n m board) (go un-do-m))) ;Check for conflict
X    (setq board (cons (list n m) board))       ; Add queen to board
X    (cond ((> (setq n (1+ n)) size)            ; Placed N queens ?
```

```
X           (print-board (reverse board) (setq soln (1+ soln))))) ; Print it
X    (go loop-n)                        ; Next row which column?
X    un-do-n
X    (cond ((null board) (return 'Done))      ; Tried all possibilities
X          (t (setq m (cadar board))          ; No, Undo last queen placed
X          (setq n (caar board))
X          (setq board (cdr board))))
X
X    un-do-m
X    (cond ((> (setq m (1+ m)) size)           ; Go try next column
X           (go un-do-n))
X          (t (go loop-m)))))
X
X
X;Print a board
X(defun print-board  (board soln &aux size)
X  (setq size (length board))        ;we can find our own size
X  (terpri)
X  (princ "\t\tSolution: ")
X  (print soln)
X  (terpri)
X  (princ "\t")
X  (print-header size 1)
X  (terpri)
X  (print-board-aux board size 1)
X  (terpri))
X
X; Put Column #'s on top
X(defun print-header (size n)
X  (cond ((> n size) terpri)
X    (t (princ n)
X       (princ " ")
X       (print-header size (1+ n)))))
X
X(defun print-board-aux (board size row)
X  (terpri)
X  (cond ((null board))
X    (t (princ row)              ;print the row #
X       (princ "\t")
X       (print-board-row (cadar board) size 1) ;Print the row
X       (print-board-aux (cdr board) size (1+ row)))))  ;Next row
X
X(defun print-board-row (column size n)
X  (cond ((> n size))
X    (t (cond ((equal column n) (princ "Q"))
X          (t (princ ".")))
X       (princ " ")
X       (print-board-row column size (1+ n)))))
SHAR_EOF
if test 2326 -ne "`wc -c 'queens2.lsp'`"
then
     echo shar: error transmitting "'queens2.lsp'" '(should have been 2326
characters)'
```

```
fi
#    End of shell archive
exit 0

--
```


```
                        Jwahar R. Bammi
                    Usenet:  .....!decvax!cwruecmp!bammi
                     CSnet:  bammi@case
                   Arpa:  bammi%case@csnet-relay
                CompuServe:  71515,155
```



```
From -7031570419596909397
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bc1edca4b919f858,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 11:58:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: xlisp (PART 2 of 6)
Message-ID: <1380@cwruecmp.UUCP>
Date: Sat, 18-Jan-86 14:58:57 EST
Article-I.D.: cwruecmp.1380
Posted: Sat Jan 18 14:58:57 1986
Date-Received: Mon, 20-Jan-86 05:18:07 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 1432
```


```
#!/bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #!/bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create the files:
#    xlisp.doc
#    read.me
# This archive created: Sat Jan 18 14:32:17 1986
# By:    Jwahar R. Bammi ()
export PATH; PATH=/bin:$PATH
echo shar: extracting "'xlisp.doc'" '(53933 characters)'
if test -f 'xlisp.doc'
then
     echo shar: over-writing existing file "'xlisp.doc'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlisp.doc'
X
X
X
X
X
X                XLISP: An Experimental Object Oriented Language
```

X
X Version 1.5
X
X May 27, 1985
X
X
X by
X David Michael Betz
X 114 Davenport Ave.
X Manchester, NH 03103
X
X (603) 625-4691 (home)
X
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X Permission is granted for unrestricted non-commercial use
X

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X

X

X
X
X 1 INTRODUCTION
X
X XLISP is an experimental programming language combining some of the
X features of LISP with an object oriented extension capability. It was
X implemented to allow experimentation with object oriented programming
X on small computers. There are currently implementations running on
X the the VAX under VAX/VMS and Berkeley VAX/UNIX, on the 8088/8086
X under CP/M-86 and MS-DOS, on the 68000 under CP/M-68K and on the
X Macintosh. It is completely written in the programming language 'C'
X and is easily extended with user written built-in functions and
X classes. It is available in source form free of charge to
X non-commercial users.
X
X Many traditional LISP functions are built into XLISP. In addition,
X XLISP defines the objects 'Object' and 'Class' as primitives.
X 'Object' is the only class that has no superclass and hence is the
X root of the class heirarchy tree. 'Class' is the class of which all
X classes are instances (it is the only object that is an instance of
X itself).
X
X This document is a brief description of XLISP. It assumes some
X knowledge of LISP and some understanding of the concepts of
X object-oriented programming.
X
X A recommended text for learning LISP programming is the book "LISP" by
X Winston and Horn and published by Addison Wesley. The first edition
X of this book is based on MacLisp and the second edition is based on
X Common Lisp. Future versions of XLISP will continue to migrate
X towards compatibility with Common Lisp.
X

X

X
X
X 2 A NOTE FROM THE AUTHOR
X
X If you have any problems with XLISP, feel free to contact me for help
X or advice. Please remember that since XLISP is available in source
X form in a high level language, many users have been making versions
X available on a variety of machines. If you call to report a problem
X with a specific version, I may not be able to help you if that version
X runs on a machine to which I don't have access. Please have the
X version number of the version that you are running readily accessible

X before calling me.
X
X If you find a bug in XLISP, first try to fix the bug yourself using
X the source code provided. If you are successful in fixing the bug,
X send the bug report along with the fix to me. If you don't have
X access to a C compiler or are unable to fix a bug, please send the bug
X report to me and I'll try to fix it.
X
X Any suggestions for improvements will be welcomed. Feel free to
X extend the language in whatever way suits your needs. However, PLEASE
X DO NOT RELEASE ENHANCED VERSIONS WITHOUT CHECKING WITH ME FIRST!! I
X would like to be the clearing house for new features added to XLISP.
X If you want to add features for your own personal use, go ahead. But,
X if you want to distribute your enhanced version, contact me first.
X Please remember that the goal of XLISP is to provide a language to
X learn and experiment with LISP and object-oriented programming on
X small computers. I don't want it to get so big that it requires
X megabytes of memory to run.
X

X

X
X
X 3 XLISP COMMAND LOOP
X
X When XLISP is started, it first tries to load "init.lsp" from the
X default directory. It then loads any files named as parameters on the
X command line (after appending ".lsp" to their names). It then issues
X the following prompt:
X
X >
X
X This indicates that XLISP is waiting for an expression to be typed.
X When an incomplete expression has been typed (one where the left and
X right parens don't match) XLISP changes its prompt to:
X
X n>
X
X where n is an integer indicating how many levels of left parens remain
X unclosed.
X
X When a complete expression has been entered, XLISP attempts to
X evaluate that expression. If the expression evaluates successfully,
X XLISP prints the result of the evaluation and then returns to the
X initial prompt waiting for another expression to be typed.
X
X Input can be aborted at any time by typing the CONTROL-G key (it may
X be necessary to follow CONTROL-G by RETURN).
X

X

4 BREAK COMMAND LOOP

When XLISP encounters an error while evaluating an expression, it attempts to handle the error in the following way:

If the symbol '*breakenable*' is true, the message corresponding to the error is printed. If the error is correctable, the correction message is printed. If the symbol '*tracenable*' is true, a trace back is printed. The number of entries printed depends on the value of the symbol '*tracelimit*'. If this symbol is set to something other than a number, the entire trace back stack is printed. XLISP then enters a read/eval/print loop to allow the user to examine the state of the interpreter in the context of the error. This loop differs from the normal top-leval read/eval/print loop in that if the user invokes the function 'continue' XLISP will continue from a correctable error. If the user invokes the function 'quit' XLISP will abort the break loop and return to the top level or the next lower numbered break loop. When in a break loop, XLISP prefixes the break level to the normal prompt.

If the symbol '*breakenable*' is nil, XLISP looks for a surrounding errset function. If one is found, XLISP examines the value of the print flag. If this flag is true, the error message is printed. In any case, XLISP causes the errset function call to return nil.

If there is no surrounding errset function, XLISP prints the error message and returns to the top level.

5 DATA TYPES

There are several different data types available to XLISP programmers.

- lists
- symbols
- strings
- integers
- floats

X
X
X

function to be applied and the cdr is used as the environment to be extended with the parameter bindings.

2. If the list is a lambda expression, the current environment is used for the function application.

3. In either of the above two cases, the remaining list elements are evaluated and the resulting expressions are bound to the formal arguments of the lambda expression. The body of the function is executed within this new binding environment.

- If it is a list and the car of the list is 'macro', the remaining list elements are bound to the formal arguments of the macro expression. The body of the function is executed within this new binding environment. The result of this evaluation is considered the macro expansion. This result is then evaluated in place of the original expression.

- If it is an object, the second list element is evaluated and used as a message selector. The message formed by combining the selector with the values of the remaining list elements is sent to the object.

7 LEXICAL CONVENTIONS

The following conventions are followed when entering XLISP programs:

Comments in XLISP code begin with a semi-colon character and continue to the end of the line.

Symbol names in XLISP can consist of any sequence of non-blank printable characters except the following:

```
( ) ' ` , " ;
```

Uppercase and lowercase characters are not distinguished within symbol names. All lowercase characters are mapped to uppercase on input.

Integer literals consist of a sequence of digits optionally beginning with a '+' or '-'. The range of values an integer can represent is limited by the size of a C 'long' on the machine on which XLISP is

X running.
X
X Floating point literals consist of a sequence of digits optionally
X beginning with a '+' or '-' and including an embedded decimal point.
X The range of values a floating point number can represent is limited
X by the size of a C 'float' ('double' on machines with 32 bit
X addresses) on the machine on which XLISP is running.
X
X Literal strings are sequences of characters surrounded by double
X quotes. Within quoted strings the '\' character is used to allow
X non-printable characters to be included. The codes recognized are:
X
X ```
X \\ means the character '\'
X \n means newline
X \t means tab
X \r means return
X \e means escape
X \nnn means the character whose octal code is nnn
X ```
X
X XLISP defines several useful read macros:
X
X ```
X '<expr> == (quote <expr>)
X #'<expr> == (function <expr>)
X `<expr> == (backquote <expr>)
X ,<expr> == (comma <expr>)
X ,@<expr> == (comma-at <expr>)
X ```

X
X
X 8 OBJECTS
X
X Definitions:
X
X - selector - a symbol used to select an appropriate method
X
X - message - a selector and a list of actual arguments
X
X - method - the code that implements a message
X
X Since XLISP was created to provide a simple basis for experimenting
X with object oriented programming, one of the primitive data types
X included is 'object'. In XLISP, an object consists of a data
X structure containing a pointer to the object's class as well as a list
X containing the values of the object's instance variables.
X
X Officially, there is no way to see inside an object (look at the
X values of its instance variables). The only way to communicate with
X an object is by sending it a message. When the XLISP evaluator
X evaluates a list the value of whose first element is an object, it

X interprets the value of the second element of the list (which must be
X a symbol) as the message selector. The evaluator determines the class
X of the receiving object and attempts to find a method corresponding to
X the message selector in the set of messages defined for that class.
X If the message is not found in the object's class and the class has a
X super-class, the search continues by looking at the messages defined
X for the super-class. This process continues from one super-class to
X the next until a method for the message is found. If no method is
X found, an error occurs.
X
X When a method is found, the evaluator binds the receiving object to
X the symbol 'self', binds the class in which the method was found to
X the symbol 'msgclass', and evaluates the method using the remaining
X elements of the original list as arguments to the method. These
X arguments are always evaluated prior to being bound to their
X corresponding formal arguments. The result of evaluating the method
X becomes the result of the expression.
X

X
X XLISP: An Experimental Object Oriented Language Page 11
X OBJECTS
X
X
X 8.1 THE 'Object' CLASS
X
X Classes:
X
X Object THE TOP OF THE CLASS HEIRARCHY
X
X   Messages:
X
X   :show SHOW AN OBJECT'S INSTANCE VARIABLES
X   returns   the object
X
X   :class RETURN THE CLASS OF AN OBJECT
X   returns   the class of the object
X
X   :isnew THE DEFAULT OBJECT INITIALIZATION ROUTINE
X   returns   the object
X
X   :sendsuper <sel> [<args>]... SEND SUPERCLASS A MESSAGE
X   <sel>   the message selector
X   <args>   the message arguments
X   returns   the result of sending the message
X

X
X XLISP: An Experimental Object Oriented Language Page 12
X OBJECTS
X
X
X 8.2 THE 'Class' CLASS

```
X
X       Class   THE CLASS OF ALL OBJECT CLASSES (including itself)
X
X           Messages:
X
X               :new  CREATE A NEW INSTANCE OF A CLASS
X                   returns     the new class object
X
X               :isnew <ivars> [<cvars>[<super>]]  INITIALIZE A NEW CLASS
X                   <ivars>     the list of instance variables
X                   <cvars>     the list of class variables (default is nil)
X                   <super>     the superclass (default is Object)
X                   returns     the new class object
X
X               :answer <msg> <fargs> <code>  ADD A MESSAGE TO A CLASS
X                   <msg>       the message symbol
X                   <fargs>     the formal argument list
X                                 this list is of the form:
X                                   ([<farg>]...
X                                    [&optional [<oarg>]...]
X                                    [&rest <rarg>]
X                                    [&aux [<aux>]...])
X                                 where
X                                   <farg>   a formal argument
X                                   <oarg>   an optional argument (default is nil)
X                                   <rarg>   bound to the rest of the arguments
X                                   <aux>    a auxiliary variable (set to nil)
X                   <code>      a list of executable expressions
X                   returns     the object
X
X
X       When  a  new  instance  of  a  class is created by sending the message
X       ':new' to an existing class, the message ':isnew' followed by whatever
X       parameters were passed to the ':new' message  is  sent  to  the  newly
X       created object.
X
X       When  a  new  class  is  created  by sending the ':new' message to the
X       object 'Class', an optional parameter may be specified indicating  the
X       superclass of the new class.  If this parameter is  omitted,  the  new
X       class  will  be a subclass of 'Object'.  A class inherits all instance
X       variables, class variables, and methods from its super-class.
X

X
X       XLISP: An Experimental Object Oriented Language                Page 13
X       SYMBOLS
X
X
X       9  SYMBOLS
X
X
X             o  self - the current object (within a message context)
X
```

X   o msgclass - the class in which the current method was found
X
X   o *oblist* - the object list
X
X   o *keylist* - the keyword list
X
X   o *standard-input* - the standard input file
X
X   o *standard-output* - the standard output file
X
X   o *breakenable* - flag controlling entering the break loop on
X   errors
X
X   o *tracenable* - flag controlling trace back printout on errors
X   and breaks
X
X   o *tracelimit* - maximum number of levels of trace back
X   information printed on errors and breaks
X
X   o *evalhook* - user substitute for the evaluator function
X
X   o *applyhook* - (not yet implemented)
X
X   o *unbound* - indicator for unbound symbols
X
X

X

X
X
X   10 FUNCTION DEFINITIONS
X
X   10.1 EVALUATION FUNCTIONS
X
X   (eval <expr>) EVALUATE AN XLISP EXPRESSION
X   <expr>   the expression to be evaluated
X   returns   the result of evaluating the expression
X
X   (apply <fun> <args>) APPLY A FUNCTION TO A LIST OF ARGUMENTS
X   <fun>   the function to apply (or function symbol)
X   <args>   the argument list
X   returns   the result of applying the function to the argument list
X
X   (funcall <fun> [<arg>]...) CALL A FUNCTION WITH ARGUMENTS
X   <fun>   the function to call (or function symbol)
X   <arg>   arguments to pass to the function
X   returns   the result of calling the function with the arguments
X
X   (quote <expr>) RETURN AN EXPRESSION UNEVALUATED
X   <expr>   the expression to be quoted (quoted)
X   returns   <expr> unevaluated

```
X
X      (function <expr>)  QUOTE A FUNCTION
X          <expr>      the function to be quoted (quoted)
X          returns     a function closure
X
X      (backquote <expr>)  FILL IN A TEMPLATE
X          <expr>      the template
X          returns     a copy of the template with comma and comma-at expressions
X                      expanded (see the Common Lisp reference manual)
X

X
X      XLISP: An Experimental Object Oriented Language                Page 15
X      SYMBOL FUNCTIONS
X
X
X      10.2  SYMBOL FUNCTIONS
X
X      (set <sym> <expr>)  SET THE VALUE OF A SYMBOL
X          <sym>       the symbol being set
X          <expr>      the new value
X          returns     the new value
X
X      (setq [<sym> <expr>]...)  SET THE VALUE OF A SYMBOL
X          <sym>       the symbol being set (quoted)
X          <expr>      the new value
X          returns     the new value
X
X      (setf [<place> <expr>]...)  SET THE VALUE OF A FIELD
X          <place>     the field specifier (quoted):
X                          <sym>                set the value of a symbol
X                          (car <expr>)         set the car of a list node
X                          (cdr <expr>)         set the cdr of a list node
X                          (get <sym> <prop>)   set the value of a property
X                          (symbol-value <sym>) set the value of a symbol
X                          (symbol-plist <sym>) set the property list of a symbol
X          <value>     the new value
X          returns     the new value
X
X      (defun <sym> <fargs> [<expr>]...)  DEFINE A FUNCTION
X      (defmacro <sym> <fargs> [<expr>]...)  DEFINE A MACRO
X          <sym>       symbol being defined (quoted)
X          <fargs>     list of formal arguments (quoted)
X                        this list is of the form:
X                          ([<farg>]...
X                           [&optional [<oarg>]...]
X                           [&rest <rarg>]
X                           [&aux [<aux>]...])
X                        where
X                          <farg>      is a formal argument
X                          <oarg>      is an optional argument (default is nil)
X                          <rarg>      bound to the rest of the arguments
X                          <aux>       is an auxiliary variable (set to nil)
```

```
X           <expr>      expressions constituting the body of the
X                       function (quoted)
X           returns     the function symbol
X
X       (gensym [<tag>])  GENERATE A SYMBOL
X           <tag>       string or number
X           returns     the new symbol
X
X       (intern <pname>)  MAKE AN INTERNED SYMBOL
X           <pname>     the symbol's print name string
X           returns     the new symbol
X
X       (make-symbol <pname>)  MAKE AN UNINTERNED SYMBOL
X           <pname>     the symbol's print name string
X           returns     the new symbol
X
```



```
X
X
X       (symbol-name <sym>)  GET THE PRINT NAME OF A SYMBOL
X           <sym>       the symbol
X           returns     the symbol's print name
X
X       (symbol-value <sym>)  GET THE VALUE OF A SYMBOL
X           <sym>       the symbol
X           returns     the symbol's value
X
X       (symbol-plist <sym>)  GET THE PROPERTY LIST OF A SYMBOL
X           <sym>       the symbol
X           returns     the symbol's property list
X
```



```
X
X
X       10.3  PROPERTY LIST FUNCTIONS
X
X       (get <sym> <prop>)  GET THE VALUE OF A PROPERTY
X           <sym>       the symbol
X           <prop>      the property symbol
X           returns     the property value or nil
X
X       (putprop <sym> <val> <prop>)  PUT A PROPERTY ONTO THE PROPERTY LIST
X           <sym>       the symbol
X           <val>       the property value
X           <prop>      the property symbol
X           returns     nil
X
```

```
X       (remprop <sym> <prop>)  REMOVE A PROPERTY
X           <sym>       the symbol
X           <prop>      the property symbol
X
```



```
X
X
X       10.4  LIST FUNCTIONS
X
X       (car <expr>)  RETURN THE CAR OF A LIST NODE
X           <expr>      the list node
X           returns     the car of the list node
X
X       (cdr <expr>)  RETURN THE CDR OF A LIST NODE
X           <expr>      the list node
X           returns     the cdr of the list node
X
X       (caar <expr>) == (car (car <expr>))
X       (cadr <expr>) == (car (cdr <expr>))
X       (cdar <expr>) == (cdr (car <expr>))
X       (cddr <expr>) == (cdr (cdr <expr>))
X
X       (cons <expr1> <expr2>)  CONSTRUCT A NEW LIST NODE
X           <expr1>     the car of the new list node
X           <expr2>     the cdr of the new list node
X           returns     the new list node
X
X       (list [<expr>]...)  CREATE A LIST OF VALUES
X           <expr>      expressions to be combined into a list
X           returns     the new list
X
X       (append [<expr>]...)  APPEND LISTS
X           <expr>      lists whose elements are to be appended
X           returns     the new list
X
X       (reverse <expr>)  REVERSE A LIST
X           <expr>      the list to reverse
X           returns     a new list in the reverse order
X
X       (last <list>)  RETURN THE LAST LIST NODE OF A LIST
X           <list>      the list
X           returns     the last list node in the list
X
X       (member <expr> <list> [<key> <test>])  FIND AN EXPRESSION IN A LIST
X           <expr>      the expression to find
X           <list>      the list to search
X           <key>       the keyword :test or :test-not
X           <test>      the test function (defaults to eql)
X           returns     the remainder of the list starting with the expression
X
```

```
X       (assoc <expr> <alist> [<key> <test>])  FIND AN EXPRESSION IN AN A-LIST
X           <expr>      the expression to find
X           <alist>     the association list
X           <key>       the keyword :test or :test-not
X           <test>      the test function (defaults to eql)
X           returns     the alist entry or nil
X

X
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X       LIST FUNCTIONS
X
X
X       (remove <expr> <list> [<key> <test>])  REMOVE AN EXPRESSION FROM A LIST
X           <expr>      the expression to delete
X           <list>      the list
X           <key>       the keyword :test or :test-not
X           <test>      the test function (defaults to eql)
X           returns     the list with the matching expressions deleted
X
X       (length <expr>)  FIND THE LENGTH OF A LIST OR STRING
X           <expr>      the list or string
X           returns     the length of the list or string
X
X       (nth <n> <list>)  RETURN THE NTH ELEMENT OF A LIST
X           <n>         the number of the element to return (zero origin)
X           <list>      the list
X           returns     the nth element or nil if the list isn't that long
X
X       (nthcdr <n> <list>)  RETURN THE NTH CDR OF A LIST
X           <n>         the number of the element to return (zero origin)
X           <list>      the list
X           returns     the nth cdr or nil if the list isn't that long
X
X       (mapc <fcn> <list1> [<list>]...)  APPLY FUNCTION TO SUCCESSIVE CARS
X           <fcn>       the function or function name
X           <listn>     a list for each argument of the function
X           returns     the first list of arguments
X
X       (mapcar <fcn> <list1> [<list>]...)  APPLY FUNCTION TO SUCCESSIVE CARS
X           <fcn>       the function or function name
X           <listn>     a list for each argument of the function
X           returns     the list of values returned by each function invocation
X
X       (mapl <fcn> <list1> [<list>]...)  APPLY FUNCTION TO SUCCESSIVE CDRS
X           <fcn>       the function or function name
X           <listn>     a list for each argument of the function
X           returns     the first list of arguments
X
X       (maplist <fcn> <list1> [<list>]...)  APPLY FUNCTION TO SUCCESSIVE CDRS
X           <fcn>       the function or function name
X           <listn>     a list for each argument of the function
X           returns     the list of values returned by each function invocation
```

X

X
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X	LIST FUNCTIONS
X
X
X	(subst <to> <from> <expr> [<key> <test>]) SUBSTITUTE EXPRESSIONS
X	 <to>	the new expression
X	 <from>	the old expression
X	 <expr>	the expression in which to do the substitutions
X	 <key>	the keyword :test or :test-not
X	 <test>	the test function (defaults to eql)
X	 returns	the expression with substitutions
X
X	(sublis <alist> <expr> [<key> <test>]) SUBSTITUTE USING AN A-LIST
X	 <alist>	the association list
X	 <expr>	the expression in which to do the substitutions
X	 <key>	the keyword :test or :test-not
X	 <test>	the test function (defaults to eql)
X	 returns	the expression with substitutions
X

X
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X	DESTRUCTIVE LIST FUNCTIONS
X
X
X	10.5 DESTRUCTIVE LIST FUNCTIONS
X
X	(rplaca <list> <expr>) REPLACE THE CAR OF A LIST NODE
X	 <list>	the list node
X	 <expr>	the new value for the car of the list node
X	 returns	the list node after updating the car
X
X	(rplacd <list> <expr>) REPLACE THE CDR OF A LIST NODE
X	 <list>	the list node
X	 <expr>	the new value for the cdr of the list node
X	 returns	the list node after updating the cdr
X
X	(nconc [<list>]...) DESTRUCTIVELY CONCATENATE LISTS
X	 <list>	lists to concatenate
X	 returns	the result of concatenating the lists
X
X	(delete <expr> <list> [<key> <test>]) DELETE AN EXPRESSION FROM A LIST
X	 <expr>	the expression to delete
X	 <list>	the list
X	 <key>	the keyword :test or :test-not
X	 <test>	the test function (defaults to eql)
X	 returns	the list with the matching expressions deleted
X

X

10.6 PREDICATE FUNCTIONS

(atom <expr>) IS THIS AN ATOM?
    <expr> the expression to check
    returns t if the value is an atom, nil otherwise

(symbolp <expr>) IS THIS A SYMBOL?
    <expr> the expression to check
    returns t if the expression is a symbol, nil otherwise

(numberp <expr>) IS THIS A NUMBER?
    <expr> the expression to check
    returns t if the expression is a number, nil otherwise

(null <expr>) IS THIS AN EMPTY LIST?
    <expr> the list to check
    returns t if the list is empty, nil otherwise

(not <expr>) IS THIS FALSE?
    <expr> the expression to check
    return t if the expression is nil, nil otherwise

(listp <expr>) IS THIS A LIST?
    <expr> the expression to check
    returns t if the value is a list node or nil, nil otherwise

(consp <expr>) IS THIS A NON-EMPTY LIST?
    <expr> the expression to check
    returns t if the value is a list node, nil otherwise

(boundp <sym>) IS THIS A BOUND SYMBOL?
    <sym> the symbol
    returns t if a value is bound to the symbol, nil otherwise

(minusp <expr>) IS THIS NUMBER NEGATIVE?
    <expr> the number to test
    returns t if the number is negative, nil otherwise

(zerop <expr>) IS THIS NUMBER ZERO?
    <expr> the number to test
    returns t if the number is zero, nil otherwise

(plusp <expr>) IS THIS NUMBER POSITIVE?

```
X          <expr>      the number to test
X          returns     t if the number is positive, nil otherwise
X
X      (evenp <expr>)  IS THIS NUMBER EVEN?
X          <expr>      the number to test
X          returns     t if the number is even, nil otherwise
X
X      (oddp <expr>)  IS THIS NUMBER ODD?
X          <expr>      the number to test
X          returns     t if the number is odd, nil otherwise
X
X      (eq <expr1> <expr2>)  ARE THE EXPRESSIONS IDENTICAL?
X          <expr1>     the first expression
X          <expr2>     the second expression
X          returns     t if they are equal, nil otherwise
X
X      (eql <expr1> <expr2>)  ARE THE EXPRESSIONS IDENTICAL?
X                              (WORKS WITH NUMBERS AND STRINGS)
X          <expr1>     the first expression
X          <expr2>     the second expression
X          returns     t if they are equal, nil otherwise
X
X      (equal <expr1> <expr2>)  ARE THE EXPRESSIONS EQUAL?
X          <expr1>     the first expression
X          <expr2>     the second expression
X          returns     t if they are equal, nil otherwise
X

X
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X      CONTROL FUNCTIONS
X
X
X      10.7  CONTROL FUNCTIONS
X
X      (cond [<pair>]...)  EVALUATE CONDITIONALLY
X          <pair>      pair consisting of:
X                          (<pred> [<expr>]...)
X                        where
X                          <pred>      is a predicate expression
X                          <expr>      evaluated if the predicate
X                                      is not nil
X          returns     the value of the first expression whose predicate
X                      is not nil
X
X      (and [<expr>]...)  THE LOGICAL AND OF A LIST OF EXPRESSIONS
X          <expr>      the expressions to be ANDed
X          returns     nil if any expression evaluates to nil,
X                      otherwise the value of the last expression
X                      (evaluation of expressions stops after the first
X                       expression that evaluates to nil)
X
X      (or [<expr>]...)  THE LOGICAL OR OF A LIST OF EXPRESSIONS
```

```
X          <expr>      the expressions to be ORed
X          returns     nil if all expressions evaluate to nil,
X                      otherwise the value of the first non-nil expression
X                      (evaluation of expressions stops after the first
X                       expression that does not evaluate to nil)
X
X      (if <texpr> <expr1> [<expr2>])  EXECUTE EXPRESSIONS CONDITIONALLY
X          <texpr>     the test expression
X          <expr1>     the expression to be evaluated if texpr is non-nil
X          <expr2>     the expression to be evaluated if texpr is nil
X          returns     the value of the selected expression
X
X      (let ([<binding>]...) [<expr>]...)  BIND SYMBOLS AND EVALUATE EXPRESSIONS
X      (let* ([<binding>]...) [<expr>]...)  LET WITH SEQUENTIAL BINDING
X          <binding>   the variable bindings each of which is either:
X                      1)  a symbol (which is initialized to nil)
X                      2)  a list whose car is a symbol and whose cadr
X                              is an initialization expression
X          <expr>      the expressions to be evaluated
X          returns     the value of the last expression
X
X      (catch <sym> [<expr>]...)  EVALUATE EXPRESSIONS AND CATCH THROWS
X          <sym>       the catch tag
X          <expr>      expressions to evaluate
X          returns     the value of the last expression the throw expression
X
X      (throw <sym> [<expr>])  THROW TO A CATCH
X          <sym>       the catch tag
X          <expr>      the value for the catch to return (defaults to nil)
X          returns     never returns
X

X
X      XLISP: An Experimental Object Oriented Language                Page 25
X      LOOPING FUNCTIONS
X
X
X      10.8  LOOPING FUNCTIONS
X
X      (do ([<binding>]...) (<texpr> [<rexpr>]...) [<expr>]...)
X      (do* ([<binding>]...) (<texpr> [<rexpr>]...) [<expr>]...)
X          <binding>   the variable bindings each of which is either:
X                      1)  a symbol (which is initialized to nil)
X                      2)  a list of the form: (<sym> <init> [<step>])
X                          where:
X                              <sym>  is the symbol to bind
X                              <init> is the initial value of the symbol
X                              <step> is a step expression
X          <texpr>     the termination test expression
X          <rexpr>     result expressions (the default is nil)
X          <expr>      the body of the loop (treated like an implicit prog)
X          returns     the value of the last result expression
X
```

```
X       (dolist (<sym> <expr> [<rexpr>]) [<expr>]...)  LOOP THROUGH A LIST
X           <sym>       the symbol to bind to each list element
X           <expr>      the list expression
X           <rexpr>     the result expression (the default is nil)
X           <expr>      the body of the loop (treated like an implicit prog)
X
X       (dotimes (<sym> <expr> [<rexpr>]) [<expr>]...)  LOOP FROM ZERO TO N-1
X           <sym>       the symbol to bind to each value from 0 to n-1
X           <expr>      the number of times to loop
X           <rexpr>     the result expression (the default is nil)
X           <expr>      the body of the loop (treated like an implicit prog)
X

X
X       XLISP: An Experimental Object Oriented Language                Page 26
X       THE PROGRAM FEATURE
X
X
X       10.9  THE PROGRAM FEATURE
X
X       (prog ([<binding>]...) [<expr>]...)  THE PROGRAM FEATURE
X       (prog* ([<binding>]...) [<expr>]...)  PROG WITH SEQUENTIAL BINDING
X           <binding>   the variable bindings each of which is either:
X                       1)  a symbol (which is initialized to nil)
X                       2)  a list whose car is a symbol and whose cadr
X                               is an initialization expression
X           <expr>      expressions to evaluate or tags (symbols)
X           returns     nil or the argument passed to the return function
X
X       (go <sym>)  GO TO A TAG WITHIN A PROG CONSTRUCT
X           <sym>       the tag (quoted)
X           returns     never returns
X
X       (return [<expr>])  CAUSE A PROG CONSTRUCT TO RETURN A VALUE
X           <expr>      the value (defaults to nil)
X           returns     never returns
X
X       (prog1 <expr1> [<expr>]...)  EXECUTE EXPRESSIONS SEQUENTIALLY
X           <expr1>     the first expression to evaluate
X           <expr>      the remaining expressions to evaluate
X           returns     the value of the first expression
X
X       (prog2 <expr1> <expr2> [<expr>]...)  EXECUTE EXPRESSIONS SEQUENTIALLY
X           <expr1>     the first expression to evaluate
X           <expr2>     the second expression to evaluate
X           <expr>      the remaining expressions to evaluate
X           returns     the value of the second expression
X
X       (progn [<expr>]...)  EXECUTE EXPRESSIONS SEQUENTIALLY
X           <expr>      the expressions to evaluate
X           returns     the value of the last expression (or nil)
X
```

10.10 DEBUGGING AND ERROR HANDLING

(error <emsg> [<arg>]) SIGNAL A NON-CORRECTABLE ERROR
<emsg> the error message string
<arg> the argument expression (printed after the message)
returns never returns

(cerror <cmsg> <emsg> [<arg>]) SIGNAL A CORRECTABLE ERROR
<cmsg> the continue message string
<emsg> the error message string
<arg> the argument expression (printed after the message)
returns nil when continued from the break loop

(break [<bmsg> [<arg>]]) ENTER A BREAK LOOP
<bmsg> the break message string (defaults to "**BREAK**")
<arg> the argument expression (printed after the message)
returns nil when continued from the break loop

(clean-up) CLEAN-UP AFTER AN ERROR
returns never returns

(continue) CONTINUE FROM A CORRECTABLE ERROR
returns never returns

(errset <expr> [<pflag>]) TRAP ERRORS
<expr> the expression to execute
<pflag> flag to control printing of the error message
returns the value of the last expression consed with nil
or nil on error

(baktrace [<n>]) PRINT N LEVELS OF TRACE BACK INFORMATION
<n> the number of levels (defaults to all levels)
returns nil

(evalhook <expr> <ehook> <ahook>) EVALUATE AN EXPRESSION WITH HOOKS
<expr> the expression to evaluate
<ehook> the value for *evalhook*
<ahook> the value for *applyhook*
returns the result of evaluating the expression

10.11 ARITHMETIC FUNCTIONS

```
X       (truncate <expr>)  TRUNCATES A FLOATING POINT NUMBER TO AN INTEGER
X           <expr>      the number
X           returns     the result of truncating the number
X
X       (float <expr>)  CONVERTS AN INTEGER TO A FLOATING POINT NUMBER
X           <expr>      the number
X           returns     the result of floating the integer
X
X       (+ <expr>...)  ADD A LIST OF NUMBERS
X           <expr>      the numbers
X           returns     the result of the addition
X
X       (- <expr>...)  SUBTRACT A LIST OF NUMBERS OR NEGATE A SINGLE NUMBER
X           <expr>      the numbers
X           returns     the result of the subtraction
X
X       (* <expr>...)  MULTIPLY A LIST OF NUMBERS
X           <expr>      the numbers
X           returns     the result of the multiplication
X
X       (/ <expr>...)  DIVIDE A LIST OF NUMBERS
X           <expr>      the numbers
X           returns     the result of the division
X
X       (1+ <expr>)  ADD ONE TO A NUMBER
X           <expr>      the number
X           returns     the number plus one
X
X       (1- <expr>)  SUBTRACT ONE FROM A NUMBER
X           <expr>      the number
X           returns     the number minus one
X
X       (rem <expr>...)  REMAINDER OF A LIST OF NUMBERS
X           <expr>      the numbers
X           returns     the result of the remainder operation
X
X       (min <expr>...)  THE SMALLEST OF A LIST OF NUMBERS
X           <expr>      the expressions to be checked
X           returns     the smallest number in the list
X
X       (max <expr>...)  THE LARGEST OF A LIST OF NUMBERS
X           <expr>      the expressions to be checked
X           returns     the largest number in the list
X
X       (abs <expr>)  THE ABSOLUTE VALUE OF A NUMBER
X           <expr>      the number
X           returns     the absolute value of the number
X

X
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X       ARITHMETIC FUNCTIONS
X
```

X
X   (sin <expr>) COMPUTE THE SINE OF A NUMBER
X   <expr>   the floating point number
X   returns   the sine of the number
X
X   (cos <expr>) COMPUTE THE COSINE OF A NUMBER
X   <expr>   the floating point number
X   returns   the cosine of the number
X
X   (tan <expr>) COMPUTE THE TANGENT OF A NUMBER
X   <expr>   the floating point number
X   returns   the tangent of the number
X
X   (expt <x-expr> <y-expr>) COMPUTE X TO THE Y POWER
X   <x-expr>   the floating point number
X   <y-expr>   the floating point exponent
X   returns   x to the y power
X
X   (exp <x-expr>) COMPUTE E TO THE X POWER
X   <x-expr>   the floating point number
X   returns   e to the x power
X
X   (sqrt <expr>) COMPUTE THE SQUARE ROOT OF A NUMBER
X   <expr>   the floating point number
X   returns   the square root of the number
X

X
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X   BITWISE LOGICAL FUNCTIONS
X
X
X   10.12 BITWISE LOGICAL FUNCTIONS
X
X   (bit-and <expr>...) THE BITWISE AND OF A LIST OF NUMBERS
X   <expr>   the numbers
X   returns   the result of the and operation
X
X   (bit-ior <expr>...) THE BITWISE INCLUSIVE OR OF A LIST OF NUMBERS
X   <expr>   the numbers
X   returns   the result of the inclusive or operation
X
X   (bit-xor <expr>...) THE BITWISE EXCLUSIVE OR OF A LIST OF NUMBERS
X   <expr>   the numbers
X   returns   the result of the exclusive or operation
X
X   (bit-not <expr>) THE BITWISE NOT OF A NUMBER
X   <expr>   the number
X   returns   the bitwise inversion of number
X

X
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X RELATIONAL FUNCTIONS
X
X
X 10.13 RELATIONAL FUNCTIONS
X
X The relational functions can be used to compare integers, floating
X point numbers or strings.
X
X (< <e1> <e2>) TEST FOR LESS THAN
X <e1> the left operand of the comparison
X <e2> the right operand of the comparison
X returns the result of comparing <e1> with <e2>
X
X (<= <e1> <e2>) TEST FOR LESS THAN OR EQUAL TO
X <e1> the left operand of the comparison
X <e2> the right operand of the comparison
X returns the result of comparing <e1> with <e2>
X
X (= <e1> <e2>) TEST FOR EQUAL TO
X <e1> the left operand of the comparison
X <e2> the right operand of the comparison
X returns the result of comparing <e1> with <e2>
X
X (/= <e1> <e2>) TEST FOR NOT EQUAL TO
X <e1> the left operand of the comparison
X <e2> the right operand of the comparison
X returns the result of comparing <e1> with <e2>
X
X (>= <e1> <e2>) TEST FOR GREATER THAN OR EQUAL TO
X <e1> the left operand of the comparison
X <e2> the right operand of the comparison
X returns the result of comparing <e1> with <e2>
X
X (> <e1> <e2>) TEST FOR GREATER THAN
X <e1> the left operand of the comparison
X <e2> the right operand of the comparison
X returns the result of comparing <e1> with <e2>
X

X
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X STRING FUNCTIONS
X
X
X 10.14 STRING FUNCTIONS
X
X (char <string> <index>) EXTRACT A CHARACTER FROM A STRING
X <string> the string
X <index> the string index (zero relative)
X returns the ascii code of the first character
X
X (string <expr>) MAKE A STRING FROM AN INTEGER ASCII VALUE
X <expr> the numeric expression

```
X           returns     a one character string whose first character is <expr>
X
X       (strcat [<expr>]...)  CONCATENATE STRINGS
X           <expr>      the strings to concatenate
X           returns     the result of concatenating the strings
X
X       (substr <expr> <sexpr> [<lexpr>]) EXTRACT A SUBSTRING
X           <expr>      the string
X           <sexpr>     the starting position
X           <lexpr>     the length (default is rest of string)
X           returns     substring starting at <sexpr> for <lexpr>
X

X
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X       INPUT/OUTPUT FUNCTIONS
X
X
X       10.15  INPUT/OUTPUT FUNCTIONS
X
X       (read [<source> [<eof>]])  READ AN XLISP EXPRESSION
X           <source>    the input source (default is standard input)
X           <eof>       the value to return on end of file (default is nil)
X           returns     the expression read
X
X       (print <expr> [<sink>])  PRINT A LIST OF VALUES ON A NEW LINE
X           <expr>      the expressions to be printed
X           <sink>      the output sink (default is standard output)
X           returns     the expression
X
X       (prin1 <expr> [<sink>])  PRINT A LIST OF VALUES
X           <expr>      the expressions to be printed
X           <sink>      the output sink (default is standard output)
X           returns     the expression
X
X       (princ <expr> [<sink>])  PRINT A LIST OF VALUES WITHOUT QUOTING
X           <expr>      the expressions to be printed
X           <sink>      the output sink (default is standard output)
X           returns     the expression
X
X       (terpri [<sink>])  TERMINATE THE CURRENT PRINT LINE
X           <sink>      the output sink (default is standard output)
X           returns     nil
X
X       (flatsize <expr>)  LENGTH OF PRINTED REPRESENTATION USING PRIN1
X           <expr>      the expression
X           returns     the length
X
X       (flatc <expr>)  LENGTH OF PRINTED REPRESENTATION USING PRINC
X           <expr>      the expression
X           returns     the length
X
X
```

10.16 FILE I/O FUNCTIONS

```
(openi <fname>)  OPEN AN INPUT FILE
    <fname>     the file name string
    returns     a file pointer

(openo <fname>)  OPEN AN OUTPUT FILE
    <fname>     the file name string
    returns     a file pointer

(close <fp>)  CLOSE A FILE
    <fp>        the file pointer
    returns     nil

(read-char [<source>])  READ A CHARACTER FROM A FILE OR STREAM
    <source>    the input source (default is standard input)
    returns     the character (integer)

(peek-char [<flag> [<source>]])  PEEK AT THE NEXT CHARACTER
    <flag>      flag for skipping white space (default is nil)
    <source>    the input source (default is standard input)
    returns     the character (integer)

(write-char <ch> [<sink>])  WRITE A CHARACTER TO A FILE OR STREAM
    <ch>        the character to put (integer)
    <sink>      the output sink (default is standard output)
    returns     the character (integer)

(read-line [<source>])  READ A LINE FROM A FILE OR STREAM
    <source>    the input source (default is standard input)
    returns     the input string
```


10.17 SYSTEM FUNCTIONS

```
(load <fname> [<vflag> [<pflag>]])  LOAD AN XLISP SOURCE FILE
    <fname>     the filename string (in double quotes)
    <vflag>     the verbose flag (default is t)
    <pflag>     the print flag (default is nil)
    returns     the filename

(gc)  FORCE GARBAGE COLLECTION
```

```
X          returns     nil
X
X      (expand <num>)  EXPAND MEMORY BY ADDING SEGMENTS
X          <num>       the number of segments to add
X          returns     the number of segments added
X
X      (alloc <num>)  CHANGE NUMBER OF NODES TO ALLOCATE IN EACH SEGMENT
X          <num>       the number of nodes to allocate
X          returns     the old number of nodes to allocate
X
X      (mem)  SHOW MEMORY ALLOCATION STATISTICS
X          returns     nil
X
X      (type-of <expr>)  RETURNS THE TYPE OF THE EXPRESSION
X          <expr>      the expression to return the type of
X          returns     nil if the value is nil otherwise one of the symbols:
X                          :SYMBOL   for symbols
X                          :OBJECT   for objects
X                          :CONS     for list nodes
X                          :SUBR     for subroutines with evaluated arguments
X                          :FSUBR    for subroutines with unevaluated arguments
X                          :STRING   for string nodes
X                          :FIXNUM   for integer nodes
X                          :FLONUM   for floating point nodes
X                          :FILE     for file pointer nodes
X
X      (exit)  EXIT XLISP
X          returns     never returns
SHAR_EOF
if test 53933 -ne "`wc -c 'xlisp.doc'`"
then
     echo shar: error transmitting "'xlisp.doc'" '(should have been 53933
characters)'
fi
echo shar: extracting "'read.me'" '(2236 characters)'
if test -f 'read.me'
then
     echo shar: over-writing existing file "'read.me'"
fi
sed 's/^X//' << \SHAR_EOF > 'read.me'
XThis distribution of xlisp contains the following files:
X
Xread.me      This file
Xxlisp.doc    The documentation
X
Xinit.lsp Required initialization file. Automatically loaded by
X        xlisp on startup. Must be in the same folder
X        (directory) as xlisp.ttp, unless INITPATH is defined
X        in xlisp.h. (INITPATH if the filename for init.lsp
X        not the directory name ie. "mypath\\init.lsp" and NOT
X        just "mypath\\".
X
X        Sample xlisp programs:
```

```
Xart.lsp example.lsp fact.lsp fib.lsp hanoi.lsp hdwr.lsp ifthen.lsp
Xprolog.lsp queens.lsp queens2.lsp
X
XmakefileTo make xlisp on the Vax (unix) (also see xlisp.h)
X
Xctype.h math.h setjmp.h:
X        These .h files are for the St only. When making xlisp
X        on the Vax (unix) hide these files by moving them to
X        another directory.
X
X
Xxlisp.h      Edit first line in the file for system type (ST or Unix)
X
X    Source
Xststuff.c xlbfun.c xlcont.c xldbug.c xldmem.c xleval.c xlfio.c xlftab1.c
Xxlftab2.c xlglob.c xlinit.c xlio.c xlisp.c xljump.c xllist.c xlmath.c
Xxlobj.c xlprin.c xlread.c xlstr.c xlsubr.c xlsym.c xlsys.c
X        The file ststuff.c is St specific and is not used
X        by the Vax (unix) version.
X
X
Xxlisp.bat xlisp.inp:
X    Batch file to link and relmod xlisp on the St
X
XHow to Make xlisp on the ST
X    Compile all the .c files after editing xlisp.h appropriately.
XThen link using xlisp.bat. (You will probably have to edit xlisp.bat
Xto set up the drive designator appropriately for your system). Rename
Xxlisp.prg to xlisp.ttp.
X
XTo invoke xlisp from the desktop on the ST double click xlisp.ttp. In the
Xdialog box enter the name(s) of the file(s) you want loaded (don't enter
Xthe .lsp extention). You may ofcourse choose to supply no filenames in
Xthe dialog box, in which case simply hit <return>. xlisp.ttp will
Xautomatically load init.lsp, and then the file(s).
X
XTo load a file from the interpreter issue:
X(load "filename.lsp")
XNotice the ".lsp" extention is required to be entered here.
X
XHow to Make xlisp on a Vax
X    Edit xlisp.h and makefile appropriately and then issue the
Xcommand:
X    make install
X
XQuestions: Send electronic mail to the address below.
X
X                  enjoy
X
X                       Jwahar R. Bammi
X                    Usenet:  .....!decvax!cwruecmp!bammi
X                     CSnet:  bammi@case
X                    Arpa:  bammi%case@csnet-relay
```

```
X                CompuServe:  71515,155
SHAR_EOF
if test 2236 -ne "`wc -c 'read.me'`"
then
     echo shar: error transmitting "'read.me'" '(should have been 2236
characters)'
fi
#    End of shell archive
exit 0
--
                        Jwahar R. Bammi
                     Usenet:  .....!decvax!cwruecmp!bammi
                      CSnet:  bammi@case
                    Arpa:  bammi%case@csnet-relay
                  CompuServe:  71515,155


From 1448540782033314530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f4068fa6add4b42,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 12:00:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: xlisp (PART 3 of 6)
Message-ID: <1381@cwruecmp.UUCP>
Date: Sat, 18-Jan-86 15:00:13 EST
Article-I.D.: cwruecmp.1381
Posted: Sat Jan 18 15:00:13 1986
Date-Received: Mon, 20-Jan-86 05:18:58 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 501

#!/bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #!/bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create the files:
#    makefile
#    ctype.h
#    math.h
#    setjmp.h
#    xlisp.h
#    xlisp.bat
#    xlisp.inp
# This archive created: Sat Jan 18 14:32:21 1986
# By:    Jwahar R. Bammi ()
export PATH; PATH=/bin:$PATH
echo shar: extracting "'makefile'" '(618 characters)'
if test -f 'makefile'
```

```
then
     echo shar: over-writing existing file "'makefile'"
fi
sed 's/^X//' << \SHAR_EOF > 'makefile'
X# BIN is the directory where you want the executable to go
XBIN = /u/bammi/etc/bin
X
XSRC = xlbfun.c xlcont.c xldbug.c xldmem.c xleval.c xlfio.c xlftab1.c \
Xxlftab2.c xlglob.c xlinit.c xlio.c xlisp.c xljump.c xllist.c xlmath.c \
Xxlobj.c xlprin.c xlread.c xlstr.c xlsubr.c xlsym.c xlsys.c
X
XOBJ = xlbfun.o xlcont.o xldbug.o xldmem.o xleval.o xlfio.o xlftab1.o \
Xxlftab2.o xlglob.o xlinit.o xlio.o xlisp.o xljump.o xllist.o xlmath.o \
Xxlobj.o xlprin.o xlread.o xlstr.o xlsubr.o xlsym.o xlsys.o
X
XCFLAGS= -O
X
Xxlisp: $(OBJ)
X    cc -O -o xlisp $(OBJ) -lm -s
X
Xinstall: xlisp
X    cp xlisp $(BIN)
X    cp init.lsp $(BIN)
X
Xclean:
X    rm -f *.o
X
SHAR_EOF
if test 618 -ne "`wc -c 'makefile'`"
then
     echo shar: error transmitting "'makefile'" '(should have been 618
characters)'
fi
echo shar: extracting "'ctype.h'" '(260 characters)'
if test -f 'ctype.h'
then
     echo shar: over-writing existing file "'ctype.h'"
fi
sed 's/^X//' << \SHAR_EOF > 'ctype.h'
X
X#define isupper(ch)   ((ch) >= 'A' && (ch) <= 'Z')
X#define islower(ch)   ((ch) >= 'a' && (ch) <= 'z')
X#define toupper(ch)   ((ch) - 'a' + 'A')
X#define tolower(ch)   ((ch) - 'A' + 'a')
X#define isdigit(ch)   ((ch) >= '0' && (ch) <= '9')
X#define isspace(ch)   ((ch) <= ' ')
SHAR_EOF
if test 260 -ne "`wc -c 'ctype.h'`"
then
     echo shar: error transmitting "'ctype.h'" '(should have been 260 characters)'
fi
echo shar: extracting "'math.h'" '(45 characters)'
if test -f 'math.h'
```

```
then
     echo shar: over-writing existing file "'math.h'"
fi
sed 's/^X//' << \SHAR_EOF > 'math.h'
Xdouble sin(),cos(),tan(),exp(),pow(),sqrt();
SHAR_EOF
if test 45 -ne "`wc -c 'math.h'`"
then
     echo shar: error transmitting "'math.h'" '(should have been 45 characters)'
fi
echo shar: extracting "'setjmp.h'" '(26 characters)'
if test -f 'setjmp.h'
then
     echo shar: over-writing existing file "'setjmp.h'"
fi
sed 's/^X//' << \SHAR_EOF > 'setjmp.h'
Xtypedef long jmp_buf[16];
SHAR_EOF
if test 26 -ne "`wc -c 'setjmp.h'`"
then
     echo shar: error transmitting "'setjmp.h'" '(should have been 26 characters)'
fi
echo shar: extracting "'xlisp.h'" '(9596 characters)'
if test -f 'xlisp.h'
then
     echo shar: over-writing existing file "'xlisp.h'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlisp.h'
X/* xlisp - a small subset of lisp */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X/* >>>>>>>>>>>>>>>>>>>>> SYSTEM SPECIFIC DEFINITIONS <<<<<<<<<<<<<<<<<<<<< */
X/* >>>>>>>>>>>>>>>>>>>>>            BEGIN            <<<<<<<<<<<<<<<<<<<<< */
X
X/* system specific definitions - Edit and uncomment one of the two */
X#define ATARI
X/* #define unix */
X
X/* Define INITPATH if you want the initialization file in a specific directory
X *   for example
X * #define INITPATH "/u/bammi/etc/lib/init.lsp" on the Vax
X * or
X * #define INITPATH "A:\\mydir\\init.lsp" on the ST and so on.
X */
X
X/* >>>>>>>>>>>>>>>>>>>>>             END             <<<<<<<<<<<<<<<<<<<<< */
X/* >>>>>>>>>>>>>>>>>>>>> SYSTEM SPECIFIC DEFINITIONS <<<<<<<<<<<<<<<<<<<<< */
X
X
X
```

```
X
X
X#include <stdio.h>
X#include <ctype.h>
X#ifndef MEGAMAX
X#include <setjmp.h>
X#endif
X
X/* NNODES    number of nodes to allocate in each request (200) */
X/* TDEPTH    trace stack depth (100) */
X/* FORWARD   type of a forward declaration () */
X/* LOCAL type of a local function (static) */
X/* AFMT      printf format for addresses ("%x") */
X/* FIXNUM    data type for fixed point numbers (long) */
X/* ITYPE return type for fixed point conversion routine (long) */
X/* ICNV      fixed point input conversion routine (atol) */
X/* IFMT      printf format for fixed point numbers ("%ld") */
X/* FLONUM    data type for floating point numbers (float) */
X/* FTYPE return type for floating point conversion routine (double) */
X/* FCNV      floating point input conversion routine (atof) */
X/* FFMT      printf format for floating point numbers ("%f") */
X
X/* for the Computer Innovations compiler */
X#ifdef CI
X#define NNODES        1000
X#define TDEPTH        500
X#define ITYPE         double atoi()
X#define ICNV(n)       atoi(n)
X#define NIL       0
X#endif
X
X/* for the CPM68K compiler */
X#ifdef CPM68K
X#define NNODES        1000
X#define TDEPTH        500
X#define LOCAL
X#define AFMT      "%lx"
X#define FLONUM        double
X#undef NULL
X#define NULL      0L
X#endif
X
X/* for the Atari 520ST (DRI C Compiler) */
X#ifdef ATARI
X#define NNODES        1000
X#define TDEPTH        500
X#define LOCAL
X#define AFMT      "%lx"
X#define FLONUM        double
X#undef NULL
X#define NULL      0L
X#define getc(fp)  stgetc(fp)
X#define putc(ch,fp)   stputc(ch,fp)
```

```
X#endif
X
X/* for the DeSmet compiler */
X#ifdef DESMET
X#define NNODES        1000
X#define TDEPTH        500
X#define LOCAL
X#define getc(fp)  getcx(fp)
X#define putc(ch,fp)   putcx(ch,fp)
X#define EOF       -1
X#endif
X
X/* for the MegaMax compiler */
X#ifdef MEGAMAX
X#define NNODES        1000
X#define TDEPTH        500
X#define TSTKSIZE  (4 * TDEPTH)
X#define LOCAL
X#define AFMT      "%lx"
X#define getc(fp)  macgetc(fp)
X#define putc(ch,fp)   macputc(ch,fp)
X#endif
X
X/* for the VAX-11 C compiler */
X#ifdef vms
X#define NNODES        2000
X#define TDEPTH        1000
X#endif
X
X/* for the DECUS C compiler */
X#ifdef decus
X#define NNODES        200
X#define TDEPTH        100
X#define FORWARD       extern
X#endif
X
X/* for unix compilers */
X#ifdef unix
X#define NNODES        200
X#define TDEPTH        100
X#endif
X
X/* for the AZTEC C compiler (8086) */
X#ifdef AZTEC
X#define NNODES        1000
X#define TDEPTH        500
X#define FLONUM        double
X#define getc(fp)  agetc(fp)
X#define putc(ch,fp)   aputc(ch,fp)
X#define NIL       0
X#endif
X
X/* default important definitions */
```

```
X#ifndef NNODES
X#define NNODES        200
X#endif
X#ifndef TDEPTH
X#define TDEPTH        100
X#endif
X#ifndef FORWARD
X#define FORWARD
X#endif
X#ifndef LOCAL
X#define LOCAL         static
X#endif
X#ifndef AFMT
X#define AFMT      "%x"
X#endif
X#ifndef FIXNUM
X#define FIXNUM        long
X#endif
X#ifndef ITYPE
X#define ITYPE         long atol()
X#endif
X#ifndef ICNV
X#define ICNV(n)       atol(n)
X#endif
X#ifndef IFMT
X#define IFMT      "%ld"
X#endif
X#ifndef FLONUM
X#define FLONUM        float
X#endif
X#ifndef FTYPE
X#define FTYPE         double atof()
X#endif
X#ifndef FCNV
X#define FCNV(n)       atof(n)
X#endif
X#ifndef FFMT
X#define FFMT      "%f"
X#endif
X#ifndef TSTKSIZE
X#define TSTKSIZE  (sizeof(NODE *) * TDEPTH)
X#endif
X
X/* useful definitions */
X#define TRUE 1
X#define FALSE     0
X#ifndef NIL
X#define NIL  (NODE *)0
X#endif
X
X/* absolute value macros */
X#define abs(n)    ((n) < 0 ? -(n) : (n))
X#define fabs(n)   ((n) < 0.0 ? -(n) : (n))
```

```
X
X/* program limits */
X#define STRMAX        100      /* maximum length of a string constant */
X
X/* node types */
X#define FREE 0
X#define SUBR 1
X#define FSUBR    2
X#define LIST 3
X#define SYM  4
X#define INT  5
X#define STR  6
X#define OBJ  7
X#define FPTR 8
X#define FLOAT    9
X
X/* node flags */
X#define MARK 1
X#define LEFT 2
X
X/* string types */
X#define DYNAMIC   0
X#define STATIC    1
X
X/* new node access macros */
X#define ntype(x)  ((x)->n_type)
X#define atom(x)       ((x) == NIL || (x)->n_type != LIST)
X#define null(x)       ((x) == NIL)
X#define listp(x)  ((x) == NIL || (x)->n_type == LIST)
X#define consp(x)  ((x) && (x)->n_type == LIST)
X#define subrp(x)  ((x) && (x)->n_type == SUBR)
X#define fsubrp(x) ((x) && (x)->n_type == FSUBR)
X#define stringp(x)    ((x) && (x)->n_type == STR)
X#define symbolp(x)    ((x) && (x)->n_type == SYM)
X#define filep(x)  ((x) && (x)->n_type == FPTR)
X#define objectp(x)    ((x) && (x)->n_type == OBJ)
X#define fixp(x)       ((x) && (x)->n_type == INT)
X#define floatp(x) ((x) && (x)->n_type == FLOAT)
X#define car(x)        ((x)->n_car)
X#define cdr(x)        ((x)->n_cdr)
X#define rplaca(x,y)   ((x)->n_car = (y))
X#define rplacd(x,y)   ((x)->n_cdr = (y))
X#define getvalue(x)   ((x)->n_symvalue)
X#define setvalue(x,v) ((x)->n_symvalue = (v))
X
X/* symbol node */
X#define n_symplist    n_info.n_xsym.xsy_plist
X#define n_symvalue    n_info.n_xsym.xsy_value
X
X/* subr/fsubr node */
X#define n_subr        n_info.n_xsubr.xsu_subr
X
X/* list node */
```

```
X#define n_car         n_info.n_xlist.xl_car
X#define n_cdr         n_info.n_xlist.xl_cdr
X#define n_ptr         n_info.n_xlist.xl_car
X
X/* integer node */
X#define n_int         n_info.n_xint.xi_int
X
X/* float node */
X#define n_float       n_info.n_xfloat.xf_float
X
X/* string node */
X#define n_str         n_info.n_xstr.xst_str
X#define n_strtype n_info.n_xstr.xst_type
X
X/* object node */
X#define n_obclass n_info.n_xobj.xo_obclass
X#define n_obdata  n_info.n_xobj.xo_obdata
X
X/* file pointer node */
X#define n_fp      n_info.n_xfptr.xf_fp
X#define n_savech  n_info.n_xfptr.xf_savech
X
X/* node structure */
Xtypedef struct node {
X    char n_type;       /* type of node */
X    char n_flags;      /* flag bits */
X    union {            /* value */
X    struct xsym {      /* symbol node */
X        struct node *xsy_plist; /* symbol plist - (name . plist) */
X        struct node *xsy_value; /* the current value */
X    } n_xsym;
X    struct xsubr {         /* subr/fsubr node */
X        struct node *(*xsu_subr)();  /* pointer to an internal routine */
X    } n_xsubr;
X    struct xlist {         /* list node (cons) */
X        struct node *xl_car;    /* the car pointer */
X        struct node *xl_cdr;    /* the cdr pointer */
X    } n_xlist;
X    struct xint {      /* integer node */
X        FIXNUM xi_int;     /* integer value */
X    } n_xint;
X    struct xfloat {        /* float node */
X        FLONUM xf_float;        /* float value */
X    } n_xfloat;
X    struct xstr {      /* string node */
X        int xst_type;      /* string type */
X        char *xst_str;     /* string pointer */
X    } n_xstr;
X    struct xobj {      /* object node */
X        struct node *xo_obclass;     /* class of object */
X        struct node *xo_obdata; /* instance data */
X    } n_xobj;
X    struct xfptr {         /* file pointer node */
```

```
X        FILE *xf_fp;       /* the file pointer */
X        int xf_savech;     /* lookahead character for input files */
X    } n_xfptr;
X    } n_info;
X} NODE;
X
X/* execution context flags */
X#define CF_GO         1
X#define CF_RETURN 2
X#define CF_THROW  4
X#define CF_ERROR  8
X#define CF_CLEANUP    16
X#define CF_CONTINUE   32
X
X/* execution context */
Xtypedef struct context {
X    int c_flags;           /* context type flags */
X    struct node *c_expr;        /* expression (type dependant) */
X    jmp_buf c_jmpbuf;           /* longjmp context */
X    struct context *c_xlcontext;    /* old value of xlcontext */
X    struct node *c_xlstack;         /* old value of xlstack */
X    struct node *c_xlenv;       /* old value of xlenv */
X    int c_xltrace;              /* old value of xltrace */
X} CONTEXT;
X
X/* function table entry structure */
Xstruct fdef {
X    char *f_name;          /* function name */
X    int f_type;                /* function type SUBR/FSUBR */
X    struct node *(*f_fcn)();        /* function code */
X};
X
X/* memory segment structure definition */
Xstruct segment {
X    int sg_size;
X    struct segment *sg_next;
X    struct node sg_nodes[1];
X};
X
X/* external procedure declarations */
Xextern struct node *xleval();       /* evaluate an expression */
Xextern struct node *xlapply();      /* apply a function to arguments */
Xextern struct node *xlevlist();     /* evaluate a list of arguments */
Xextern struct node *xlarg();        /* fetch an argument */
Xextern struct node *xlevarg();      /* fetch and evaluate an argument */
Xextern struct node *xlmatch();      /* fetch an typed argument */
Xextern struct node *xlevmatch();    /* fetch and evaluate a typed arg */
Xextern struct node *xlgetfile();    /* fetch a file/stream argument */
Xextern struct node *xlsend();       /* send a message to an object */
Xextern struct node *xlenter();      /* enter a symbol */
Xextern struct node *xlsenter();     /* enter a symbol with a static pname */
Xextern struct node *xlmakesym();    /* make an uninterned symbol */
Xextern struct node *xlsave();       /* generate a stack frame */
```

```
Xextern struct node *xlframe();      /* establish a new environment frame */
Xextern struct node *xlgetvalue();   /* get value of a symbol (checked) */
Xextern struct node *xlxgetvalue();  /* get value of a symbol */
Xextern struct node *xlygetvalue();  /* get value of a symbol (no ivars) */
X
Xextern struct node *cvfixnum();     /* convert a fixnum */
Xextern struct node *cvflonum();     /* convert a flonum */
X
Xextern struct node *xlgetprop();    /* get the value of a property */
Xextern char *xlsymname();       /* get the print name of a symbol */
X
Xextern struct node *newnode();      /* allocate a new node */
Xextern char *stralloc();        /* allocate string space */
Xextern char *strsave();             /* make a safe copy of a string */
X
SHAR_EOF
if test 9596 -ne "`wc -c 'xlisp.h'`"
then
     echo shar: error transmitting "'xlisp.h'" '(should have been 9596
characters)'
fi
echo shar: extracting "'xlisp.bat'" '(99 characters)'
if test -f 'xlisp.bat'
then
     echo shar: over-writing existing file "'xlisp.bat'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlisp.bat'
Xrm B:XLISP.PRG
Xrm B:XLISP.TTP
Xlink68 [tem[b:],com[b:xlisp.inp]]
Xrelmod b:xlisp
Xrm B:XLISP.68K
Xwait
SHAR_EOF
if test 99 -ne "`wc -c 'xlisp.bat'`"
then
     echo shar: error transmitting "'xlisp.bat'" '(should have been 99
characters)'
fi
echo shar: extracting "'xlisp.inp'" '(243 characters)'
if test -f 'xlisp.inp'
then
     echo shar: over-writing existing file "'xlisp.inp'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlisp.inp'
Xb:xlisp.68k=
Xgems,
Xb:xlbfun,b:xlcont,b:xldbug,b:xldmem,b:xleval,b:xlfio,b:xlftab1,b:xlftab2,
Xb:xlglob,b:xlinit,b:xlio,b:xlisp,b:xljump,b:xllist,b:xlmath,b:xlobj,
Xb:xlprin,b:xlread,b:xlstr,b:xlsubr,b:xlsym,b:xlsys,
Xb:ststuff,osbind,gemlib,libf
SHAR_EOF
if test 243 -ne "`wc -c 'xlisp.inp'`"
```

```
then
     echo shar: error transmitting "'xlisp.inp'" '(should have been 243
characters)'
fi
#    End of shell archive
exit 0
--
                        Jwahar R. Bammi
                     Usenet:  .....!decvax!cwruecmp!bammi
                      CSnet:  bammi@case
                    Arpa:  bammi%case@csnet-relay
                  CompuServe:  71515,155


From 1403720506788174945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a9178ec385835219,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 12:01:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: xlisp (PART 4 of 6)
Message-ID: <1382@cwruecmp.UUCP>
Date: Sat, 18-Jan-86 15:01:57 EST
Article-I.D.: cwruecmp.1382
Posted: Sat Jan 18 15:01:57 1986
Date-Received: Mon, 20-Jan-86 05:20:38 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 3009

#!/bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #!/bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create the files:
#    ststuff.c
#    xlbfun.c
#    xlcont.c
#    xldbug.c
#    xldmem.c
#    xleval.c
#    xlfio.c
#    xlftab1.c
# This archive created: Sat Jan 18 14:32:22 1986
# By:    Jwahar R. Bammi ()
export PATH; PATH=/bin:$PATH
echo shar: extracting "'ststuff.c'" '(2963 characters)'
if test -f 'ststuff.c'
then
     echo shar: over-writing existing file "'ststuff.c'"
```

```
fi
sed 's/^X//' << \SHAR_EOF > 'ststuff.c'
X/* ststuff.c - atari 520st specific routines */
X
X#include <stdio.h>
X#include <osbind.h>
X
X#define LBSIZE 200
X
X/* line buffer variables */
Xstatic char lbuf[LBSIZE];
Xstatic int  lpos[LBSIZE];
Xstatic int lindex = 0;
Xstatic int lcount = 0;
Xstatic int lposition = 0;
X
X/* external variables */
Xextern int prompt;
X
X/* external routines */
Xextern double sin(),cos();
X
X/* tan - tangent */
Xdouble tan(x)
X  double x;
X{
X    return (sin(x) / cos(x));
X}
X
X/* stcheck - check for a control key */
Xint stcheck()
X{
X    return (xcheck());
X}
X
X/* stgetc - get a character from the terminal */
Xint stgetc(fp)
X  FILE *fp;
X{
X    int ch;
X
X    /* check for input from a file other than stdin */
X    if (fp != stdin)
X    return (getc(fp));
X
X    /* check for a buffered character */
X    if (lcount--)
X    return (lbuf[lindex++]);
X
X    /* get an input line */
X    for (lcount = 0; ; )
X    switch (ch = xgetc()) {
X    case '\r':
```

```
X        stputc('\n',stdout);
X        lbuf[lcount++] = '\n';
X        lindex = 0; lcount--;
X        return (lbuf[lindex++]);
X    case '\010':
X    case '\177':
X        if (lcount) {
X            lcount--;
X            while (lposition && lposition > lpos[lcount]) {
X             stputc('\010',stdout);
X             stputc(' ',stdout);
X             stputc('\010',stdout);
X            }
X        }
X        break;
X    default:
X
X        /* check for normal printing characters */
X        if (ch == '\t' || (ch >= ' ' && ch < '\177')) {
X            lbuf[lcount] = ch;
X            lpos[lcount] = lposition;
X            stputc(ch,stdout);
X            lcount++;
X        }
X
X        /* check for control codes */
X        else {
X            stflush();
X            if (ch == '\003')       /* control-c (exit) */
X             exit();
X            else if (ch == '\007')  /* control-g (clean-up) */
X             xlcleanup();
X            else if (ch == '\020')  /* control-p (continue) */
X             xlcontinue();
X            else if (ch == '\032')  /* control-z (eof) */
X             return (EOF);
X            return (ch);
X        }
X    }
X}
X
X/* stputc - put a character to the terminal */
Xstputc(ch,fp)
X  int ch; FILE *fp;
X{
X    /* check for output to something other than stdout */
X    if (fp != stdout)
X    return (putc(ch,fp));
X
X    /* check for newline */
X    if (ch == '\n') {
X    lposition = 0;
X    xputc('\r');
```

```
X    xputc('\n');
X    }
X
X    /* otherwise, check for tab */
X    else if (ch == '\t') {
X    do {
X        stputc(' ',stdout);
X    } while (lposition & 7);
X    }
X
X    /* otherwise, check for a backspace */
X    else if (ch == '\010') {
X    lposition--;
X    xputc(ch);
X    }
X
X    /* otherwise, check for a printing character */
X    else if (ch >= ' ' && ch < '\177') {
X    xputc(ch);
X    if (++lposition >= 80)
X        stputc('\n',stdout);
X    }
X
X    /* otherwise, it must be a nonprinting character */
X    else
X    xputc(ch);
X}
X
X/* stflush - flush the input buffer */
Xstflush()
X{
X    lcount = lindex = 0;
X    stputc('\n',stdout);
X    prompt = 1;
X}
X
X/* xgetc - get a character from the terminal without echo */
Xstatic int xgetc()
X{
X    return (Crawcin() & 0xFF);
X}
X
X/* xputc - put a character to the terminal */
Xstatic xputc(ch)
X  int ch;
X{
X    Crawio(ch);
X}
X
X/* xcheck - get a character if one is available */
Xstatic int xcheck()
X{
X    return (Crawio(0xFF) & 0xFF);
```

```
X}
SHAR_EOF
if test 2963 -ne "`wc -c 'ststuff.c'`"
then
     echo shar: error transmitting "'ststuff.c'" '(should have been 2963
characters)'
fi
echo shar: extracting "'xlbfun.c'" '(11528 characters)'
if test -f 'xlbfun.c'
then
     echo shar: over-writing existing file "'xlbfun.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlbfun.c'
X/* xlbfun.c - xlisp basic built-in functions */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* external variables */
Xextern NODE *xlstack,*xlenv;
Xextern NODE *s_car,*s_cdr,*s_get,*s_svalue,*s_splist;
Xextern NODE *s_lambda,*s_macro;
Xextern NODE *s_comma,*s_comat;
Xextern char gsprefix[];
Xextern int gsnumber;
X
X/* forward declarations */
XFORWARD NODE *bquote1();
XFORWARD NODE *defun();
XFORWARD NODE *makesymbol();
X
X/* xeval - the built-in function 'eval' */
XNODE *xeval(args)
X  NODE *args;
X{
X    NODE *oldstk,expr,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&expr,NULL);
X
X    /* get the expression to evaluate */
X    expr.n_ptr = xlarg(&args);
X    xllastarg(args);
X
X    /* evaluate the expression */
X    val = xleval(expr.n_ptr);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
```

```
X    /* return the expression evaluated */
X    return (val);
X}
X
X/* xapply - the built-in function 'apply' */
XNODE *xapply(args)
X  NODE *args;
X{
X    NODE *oldstk,fun,arglist,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&fun,&arglist,NULL);
X
X    /* get the function and argument list */
X    fun.n_ptr = xlarg(&args);
X    arglist.n_ptr = xlmatch(LIST,&args);
X    xllastarg(args);
X
X    /* if the function is a symbol, get its value */
X    if (symbolp(fun.n_ptr))
X    fun.n_ptr = xleval(fun.n_ptr);
X
X    /* apply the function to the arguments */
X    val = xlapply(fun.n_ptr,arglist.n_ptr);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the expression evaluated */
X    return (val);
X}
X
X/* xfuncall - the built-in function 'funcall' */
XNODE *xfuncall(args)
X  NODE *args;
X{
X    NODE *oldstk,fun,arglist,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&fun,&arglist,NULL);
X
X    /* get the function and argument list */
X    fun.n_ptr = xlarg(&args);
X    arglist.n_ptr = args;
X
X    /* if the function is a symbol, get its value */
X    if (symbolp(fun.n_ptr))
X    fun.n_ptr = xleval(fun.n_ptr);
X
X    /* apply the function to the arguments */
X    val = xlapply(fun.n_ptr,arglist.n_ptr);
X
X    /* restore the previous stack frame */
```

```
X    xlstack = oldstk;
X
X    /* return the expression evaluated */
X    return (val);
X}
X
X/* xquote - built-in function to quote an expression */
XNODE *xquote(args)
X  NODE *args;
X{
X    NODE *val;
X
X    /* get the argument */
X    val = xlarg(&args);
X    xllastarg(args);
X
X    /* return the quoted expression */
X    return (val);
X}
X
X/* xfunction - built-in function to quote a function */
XNODE *xfunction(args)
X  NODE *args;
X{
X    NODE *val,*n;
X
X    /* get the argument */
X    val = xlarg(&args);
X    xllastarg(args);
X
X    /* create a closure for lambda expressions */
X    if (consp(val) && car(val) == s_lambda) {
X    n = newnode(LIST);
X    rplaca(n,val);
X    rplacd(n,xlenv);
X    val = n;
X    }
X
X    /* otherwise, get the value of a symbol */
X    else if (symbolp(val))
X    val = xlgetvalue(val);
X
X    /* otherwise, its an error */
X    else
X    xlerror("not a function",val);
X
X    /* return the function */
X    return (val);
X}
X
X/* xbquote - back quote function */
XNODE *xbquote(args)
X  NODE *args;
```

```
X{
X    NODE *oldstk,expr,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&expr,NULL);
X
X    /* get the expression */
X    expr.n_ptr = xlarg(&args);
X    xllastarg(args);
X
X    /* fill in the template */
X    val = bquote1(expr.n_ptr);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result */
X    return (val);
X}
X
X/* bquote1 - back quote helper function */
XLOCAL NODE *bquote1(expr)
X  NODE *expr;
X{
X    NODE *oldstk,val,list,*last,*new;
X
X    /* handle atoms */
X    if (atom(expr))
X    val.n_ptr = expr;
X
X    /* handle (comma <expr>) */
X    else if (car(expr) == s_comma) {
X    if (atom(cdr(expr)))
X        xlfail("bad comma expression");
X    val.n_ptr = xleval(car(cdr(expr)));
X    }
X
X    /* handle ((comma-at <expr>) ... ) */
X    else if (consp(car(expr)) && car(car(expr)) == s_comat) {
X    oldstk = xlsave(&list,&val,NULL);
X    if (atom(cdr(car(expr))))
X        xlfail("bad comma-at expression");
X    list.n_ptr = xleval(car(cdr(car(expr))));
X    for (last = NIL; consp(list.n_ptr); list.n_ptr = cdr(list.n_ptr)) {
X        new = newnode(LIST);
X        rplaca(new,car(list.n_ptr));
X        if (last)
X         rplacd(last,new);
X        else
X         val.n_ptr = new;
X        last = new;
X    }
X    if (last)
```

```
X        rplacd(last,bquote1(cdr(expr)));
X    else
X        val.n_ptr = bquote1(cdr(expr));
X    xlstack = oldstk;
X    }
X
X    /* handle any other list */
X    else {
X    oldstk = xlsave(&val,NULL);
X    val.n_ptr = newnode(LIST);
X    rplaca(val.n_ptr,bquote1(car(expr)));
X    rplacd(val.n_ptr,bquote1(cdr(expr)));
X    xlstack = oldstk;
X    }
X
X    /* return the result */
X    return (val.n_ptr);
X}
X
X/* xset - built-in function set */
XNODE *xset(args)
X  NODE *args;
X{
X    NODE *sym,*val;
X
X    /* get the symbol and new value */
X    sym = xlmatch(SYM,&args);
X    val = xlarg(&args);
X    xllastarg(args);
X
X    /* assign the symbol the value of argument 2 and the return value */
X    xlsetvalue(sym,val);
X
X    /* return the result value */
X    return (val);
X}
X
X/* xsetq - built-in function setq */
XNODE *xsetq(args)
X  NODE *args;
X{
X    NODE *oldstk,arg,sym,val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,&sym,&val,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* handle each pair of arguments */
X    while (arg.n_ptr) {
X    sym.n_ptr = xlmatch(SYM,&arg.n_ptr);
X    val.n_ptr = xlevarg(&arg.n_ptr);
```

```
X    xlsetvalue(sym.n_ptr,val.n_ptr);
X    }
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result value */
X    return (val.n_ptr);
X}
X
X/* xsetf - built-in function 'setf' */
XNODE *xsetf(args)
X  NODE *args;
X{
X    NODE *oldstk,arg,place,value;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,&place,&value,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* handle each pair of arguments */
X    while (arg.n_ptr) {
X
X    /* get place and value */
X    place.n_ptr = xlarg(&arg.n_ptr);
X    value.n_ptr = xlevarg(&arg.n_ptr);
X
X    /* check the place form */
X    if (symbolp(place.n_ptr))
X        xlsetvalue(place.n_ptr,value.n_ptr);
X    else if (consp(place.n_ptr))
X        placeform(place.n_ptr,value.n_ptr);
X    else
X        xlfail("bad place form");
X    }
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the value */
X    return (value.n_ptr);
X}
X
X/* placeform - handle a place form other than a symbol */
XLOCAL placeform(place,value)
X  NODE *place,*value;
X{
X    NODE *fun,*oldstk,arg1,arg2;
X
X    /* check the function name */
X    if ((fun = xlmatch(SYM,&place)) == s_get) {
```

```
X    oldstk = xlsave(&arg1,&arg2,NULL);
X    arg1.n_ptr = xlevmatch(SYM,&place);
X    arg2.n_ptr = xlevmatch(SYM,&place);
X    xllastarg(place);
X    xlputprop(arg1.n_ptr,value,arg2.n_ptr);
X    xlstack = oldstk;
X    }
X    else if (fun == s_svalue || fun == s_splist) {
X    oldstk = xlsave(&arg1,NULL);
X    arg1.n_ptr = xlevmatch(SYM,&place);
X    xllastarg(place);
X    if (fun == s_svalue)
X        setvalue(arg1.n_ptr,value);
X    else
X        rplacd(arg1.n_ptr->n_symplist,value);
X    xlstack = oldstk;
X    }
X    else if (fun == s_car || fun == s_cdr) {
X    oldstk = xlsave(&arg1,NULL);
X    arg1.n_ptr = xlevmatch(LIST,&place);
X    xllastarg(place);
X    if (consp(arg1.n_ptr))
X        if (fun == s_car)
X         rplaca(arg1.n_ptr,value);
X        else
X         rplacd(arg1.n_ptr,value);
X    xlstack = oldstk;
X    }
X    else
X    xlfail("bad place form");
X}
X
X/* xdefun - built-in function 'defun' */
XNODE *xdefun(args)
X  NODE *args;
X{
X    return (defun(args,s_lambda));
X}
X
X/* xdefmacro - built-in function 'defmacro' */
XNODE *xdefmacro(args)
X  NODE *args;
X{
X    return (defun(args,s_macro));
X}
X
X/* defun - internal function definition routine */
XLOCAL NODE *defun(args,type)
X  NODE *args,*type;
X{
X    NODE *oldstk,sym,fargs,closure,*fun;
X
X    /* create a new stack frame */
```

```
X    oldstk = xlsave(&sym,&fargs,&closure,NULL);
X
X    /* get the function symbol and formal argument list */
X    sym.n_ptr = xlmatch(SYM,&args);
X    fargs.n_ptr = xlmatch(LIST,&args);
X
X    /* create a new function definition */
X    closure.n_ptr = newnode(LIST);
X    rplaca(closure.n_ptr,fun = newnode(LIST));
X    rplacd(closure.n_ptr,xlenv);
X    rplaca(fun,type);
X    rplacd(fun,newnode(LIST));
X    rplaca(cdr(fun),fargs.n_ptr);
X    rplacd(cdr(fun),args);
X
X    /* make the symbol point to a new function definition */
X    xlsetvalue(sym.n_ptr,closure.n_ptr);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the function symbol */
X    return (sym.n_ptr);
X}
X
X/* xgensym - generate a symbol */
XNODE *xgensym(args)
X  NODE *args;
X{
X    char sym[STRMAX+1];
X    NODE *x;
X
X    /* get the prefix or number */
X    if (args) {
X    x = xlarg(&args);
X    switch (ntype(x)) {
X    case STR:
X         strcpy(gsprefix,x->n_str);
X         break;
X    case INT:
X         gsnumber = x->n_int;
X         break;
X    default:
X         xlerror("bad argument type",x);
X    }
X    }
X    xllastarg(args);
X
X    /* create the pname of the new symbol */
X    sprintf(sym,"%s%d",gsprefix,gsnumber++);
X
X    /* make a symbol with this print name */
X    return (xlmakesym(sym,DYNAMIC));
```

```
X}
X
X/* xmakesymbol - make a new uninterned symbol */
XNODE *xmakesymbol(args)
X  NODE *args;
X{
X    return (makesymbol(args,FALSE));
X}
X
X/* xintern - make a new interned symbol */
XNODE *xintern(args)
X  NODE *args;
X{
X    return (makesymbol(args,TRUE));
X}
X
X/* makesymbol - make a new symbol */
XLOCAL NODE *makesymbol(args,iflag)
X  NODE *args; int iflag;
X{
X    NODE *oldstk,pname,*val;
X    char *str;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&pname,NULL);
X
X    /* get the print name of the symbol to intern */
X    pname.n_ptr = xlmatch(STR,&args);
X    xllastarg(args);
X
X    /* make the symbol */
X    str = pname.n_ptr->n_str;
X    val = (iflag ? xlenter(str,DYNAMIC) : xlmakesym(str,DYNAMIC));
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the symbol */
X    return (val);
X}
X
X/* xsymname - get the print name of a symbol */
XNODE *xsymname(args)
X  NODE *args;
X{
X    NODE *sym;
X
X    /* get the symbol */
X    sym = xlmatch(SYM,&args);
X    xllastarg(args);
X
X    /* return the print name */
X    return (car(sym->n_symplist));
```

```
X}
X
X/* xsymvalue - get the value of a symbol */
XNODE *xsymvalue(args)
X  NODE *args;
X{
X    NODE *sym;
X
X    /* get the symbol */
X    sym = xlmatch(SYM,&args);
X    xllastarg(args);
X
X    /* return its value */
X    return (xlgetvalue(sym));
X}
X
X/* xsymplist - get the property list of a symbol */
XNODE *xsymplist(args)
X  NODE *args;
X{
X    NODE *sym;
X
X    /* get the symbol */
X    sym = xlmatch(SYM,&args);
X    xllastarg(args);
X
X    /* return the property list */
X    return (cdr(sym->n_symplist));
X}
X
X/* xget - get the value of a property */
XNODE *xget(args)
X  NODE *args;
X{
X    NODE *sym,*prp;
X
X    /* get the symbol and property */
X    sym = xlmatch(SYM,&args);
X    prp = xlmatch(SYM,&args);
X    xllastarg(args);
X
X    /* retrieve the property value */
X    return (xlgetprop(sym,prp));
X}
X
X/* xputprop - set the value of a property */
XNODE *xputprop(args)
X  NODE *args;
X{
X    NODE *sym,*val,*prp;
X
X    /* get the symbol and property */
X    sym = xlmatch(SYM,&args);
```

```
X    val = xlarg(&args);
X    prp = xlmatch(SYM,&args);
X    xllastarg(args);
X
X    /* set the property value */
X    xlputprop(sym,val,prp);
X
X    /* return the value */
X    return (val);
X}
X
X/* xremprop - remove a property value from a property list */
XNODE *xremprop(args)
X  NODE *args;
X{
X    NODE *sym,*prp;
X
X    /* get the symbol and property */
X    sym = xlmatch(SYM,&args);
X    prp = xlmatch(SYM,&args);
X    xllastarg(args);
X
X    /* remove the property */
X    xlremprop(sym,prp);
X
X    /* return nil */
X    return (NIL);
X}
SHAR_EOF
if test 11528 -ne "`wc -c 'xlbfun.c'`"
then
     echo shar: error transmitting "'xlbfun.c'" '(should have been 11528
characters)'
fi
echo shar: extracting "'xlcont.c'" '(17682 characters)'
if test -f 'xlcont.c'
then
     echo shar: over-writing existing file "'xlcont.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlcont.c'
X/* xlcont - xlisp control built-in functions */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* external variables */
Xextern NODE *xlstack,*xlenv,*xlvalue;
Xextern NODE *s_unbound;
Xextern NODE *s_evalhook,*s_applyhook;
Xextern NODE *true;
```

```
X
X/* external routines */
Xextern NODE *xlxeval();
X
X/* forward declarations */
XFORWARD NODE *let();
XFORWARD NODE *prog();
XFORWARD NODE *progx();
XFORWARD NODE *doloop();
X
X/* xcond - built-in function 'cond' */
XNODE *xcond(args)
X  NODE *args;
X{
X    NODE *oldstk,arg,list,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,&list,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* initialize the return value */
X    val = NIL;
X
X    /* find a predicate that is true */
X    while (arg.n_ptr) {
X
X    /* get the next conditional */
X    list.n_ptr = xlmatch(LIST,&arg.n_ptr);
X
X    /* evaluate the predicate part */
X    if (xlevarg(&list.n_ptr)) {
X
X        /* evaluate each expression */
X        while (list.n_ptr)
X         val = xlevarg(&list.n_ptr);
X
X        /* exit the loop */
X        break;
X    }
X    }
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the value */
X    return (val);
X}
X
X/* xand - built-in function 'and' */
XNODE *xand(args)
X  NODE *args;
```

```
X{
X    NODE *oldstk,arg,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X    val = true;
X
X    /* evaluate each argument */
X    while (arg.n_ptr)
X
X    /* get the next argument */
X    if ((val = xlevarg(&arg.n_ptr)) == NIL)
X        break;
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result value */
X    return (val);
X}
X
X/* xor - built-in function 'or' */
XNODE *xor(args)
X  NODE *args;
X{
X    NODE *oldstk,arg,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X    val = NIL;
X
X    /* evaluate each argument */
X    while (arg.n_ptr)
X    if ((val = xlevarg(&arg.n_ptr)))
X        break;
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result value */
X    return (val);
X}
X
X/* xif - built-in function 'if' */
XNODE *xif(args)
X  NODE *args;
X{
```

```
X    NODE *oldstk,testexpr,thenexpr,elseexpr,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&testexpr,&thenexpr,&elseexpr,NULL);
X
X    /* get the test expression, then clause and else clause */
X    testexpr.n_ptr = xlarg(&args);
X    thenexpr.n_ptr = xlarg(&args);
X    elseexpr.n_ptr = (args ? xlarg(&args) : NIL);
X    xllastarg(args);
X
X    /* evaluate the appropriate clause */
X    val = xleval(xleval(testexpr.n_ptr) ? thenexpr.n_ptr : elseexpr.n_ptr);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the last value */
X    return (val);
X}
X
X/* xlet - built-in function 'let' */
XNODE *xlet(args)
X  NODE *args;
X{
X    return (let(args,TRUE));
X}
X
X/* xletstar - built-in function 'let*' */
XNODE *xletstar(args)
X  NODE *args;
X{
X    return (let(args,FALSE));
X}
X
X/* let - common let routine */
XLOCAL NODE *let(args,pflag)
X  NODE *args; int pflag;
X{
X    NODE *oldstk,newenv,arg,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&newenv,&arg,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* create a new environment frame */
X    newenv.n_ptr = xlframe(xlenv);
X
X    /* get the list of bindings and bind the symbols */
X    if (!pflag) xlenv = newenv.n_ptr;
X    dobindings(xlmatch(LIST,&arg.n_ptr),newenv.n_ptr);
```

```
X    if (pflag) xlenv = newenv.n_ptr;
X
X    /* execute the code */
X    for (val = NIL; arg.n_ptr; )
X    val = xlevarg(&arg.n_ptr);
X
X    /* unbind the arguments */
X    xlenv = cdr(xlenv);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result */
X    return (val);
X}
X
X/* xprog - built-in function 'prog' */
XNODE *xprog(args)
X  NODE *args;
X{
X    return (prog(args,TRUE));
X}
X
X/* xprogstar - built-in function 'prog*' */
XNODE *xprogstar(args)
X  NODE *args;
X{
X    return (prog(args,FALSE));
X}
X
X/* prog - common prog routine */
XLOCAL NODE *prog(args,pflag)
X  NODE *args; int pflag;
X{
X    NODE *oldstk,newenv,arg,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&newenv,&arg,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* create a new environment frame */
X    newenv.n_ptr = xlframe(xlenv);
X
X    /* get the list of bindings and bind the symbols */
X    if (!pflag) xlenv = newenv.n_ptr;
X    dobindings(xlmatch(LIST,&arg.n_ptr),newenv.n_ptr);
X    if (pflag) xlenv = newenv.n_ptr;
X
X    /* execute the code */
X    tagblock(arg.n_ptr,&val);
X
```

```
X    /* unbind the arguments */
X    xlenv = cdr(xlenv);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result */
X    return (val);
X}
X
X/* xgo - built-in function 'go' */
XNODE *xgo(args)
X  NODE *args;
X{
X    NODE *label;
X
X    /* get the target label */
X    label = xlarg(&args);
X    xllastarg(args);
X
X    /* transfer to the label */
X    xlgo(label);
X}
X
X/* xreturn - built-in function 'return' */
XNODE *xreturn(args)
X  NODE *args;
X{
X    NODE *val;
X
X    /* get the return value */
X    val = (args ? xlarg(&args) : NIL);
X    xllastarg(args);
X
X    /* return from the inner most block */
X    xlreturn(val);
X}
X
X/* xprog1 - built-in function 'prog1' */
XNODE *xprog1(args)
X  NODE *args;
X{
X    return (progx(args,1));
X}
X
X/* xprog2 - built-in function 'prog2' */
XNODE *xprog2(args)
X  NODE *args;
X{
X    return (progx(args,2));
X}
X
X/* progx - common progx code */
```

```
XLOCAL NODE *progx(args,n)
X  NODE *args; int n;
X{
X    NODE *oldstk,arg,val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,&val,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* evaluate the first n expressions */
X    while (n--)
X    val.n_ptr = xlevarg(&arg.n_ptr);
X
X    /* evaluate each remaining argument */
X    while (arg.n_ptr)
X    xlevarg(&arg.n_ptr);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the last test expression value */
X    return (val.n_ptr);
X}
X
X/* xprogn - built-in function 'progn' */
XNODE *xprogn(args)
X  NODE *args;
X{
X    NODE *oldstk,arg,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* evaluate each remaining argument */
X    for (val = NIL; arg.n_ptr; )
X    val = xlevarg(&arg.n_ptr);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the last test expression value */
X    return (val);
X}
X
X/* xdo - built-in function 'do' */
XNODE *xdo(args)
X  NODE *args;
X{
```

```
X    return (doloop(args,TRUE));
X}
X
X/* xdostar - built-in function 'do*' */
XNODE *xdostar(args)
X  NODE *args;
X{
X    return (doloop(args,FALSE));
X}
X
X/* doloop - common do routine */
XLOCAL NODE *doloop(args,pflag)
X  NODE *args; int pflag;
X{
X    NODE *oldstk,newenv,arg,blist,clist,test,*rval;
X    int rbreak;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&newenv,&arg,&blist,&clist,&test,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* get the list of bindings */
X    blist.n_ptr = xlmatch(LIST,&arg.n_ptr);
X
X    /* create a new environment frame */
X    newenv.n_ptr = xlframe(xlenv);
X
X    /* bind the symbols */
X    if (!pflag) xlenv = newenv.n_ptr;
X    dobindings(blist.n_ptr,newenv.n_ptr);
X    if (pflag) xlenv = newenv.n_ptr;
X
X    /* get the exit test and result forms */
X    clist.n_ptr = xlmatch(LIST,&arg.n_ptr);
X    test.n_ptr = xlarg(&clist.n_ptr);
X
X    /* execute the loop as long as the test is false */
X    rbreak = FALSE;
X    while (xleval(test.n_ptr) == NIL) {
X
X    /* execute the body of the loop */
X    if (tagblock(arg.n_ptr,&rval)) {
X        rbreak = TRUE;
X        break;
X    }
X
X    /* update the looping variables */
X    doupdates(blist.n_ptr,pflag);
X    }
X
X    /* evaluate the result expression */
```

```
X    if (!rbreak)
X    for (rval = NIL; consp(clist.n_ptr); )
X        rval = xlevarg(&clist.n_ptr);
X
X    /* unbind the arguments */
X    xlenv = cdr(xlenv);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result */
X    return (rval);
X}
X
X/* xdolist - built-in function 'dolist' */
XNODE *xdolist(args)
X  NODE *args;
X{
X    NODE *oldstk,arg,clist,sym,list,val,*rval;
X    int rbreak;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,&clist,&sym,&list,&val,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* get the control list (sym list result-expr) */
X    clist.n_ptr = xlmatch(LIST,&arg.n_ptr);
X    sym.n_ptr = xlmatch(SYM,&clist.n_ptr);
X    list.n_ptr = xlevmatch(LIST,&clist.n_ptr);
X    val.n_ptr = (clist.n_ptr ? xlarg(&clist.n_ptr) : NIL);
X
X    /* initialize the local environment */
X    xlenv = xlframe(xlenv);
X    xlbind(sym.n_ptr,NIL,xlenv);
X
X    /* loop through the list */
X    rbreak = FALSE;
X    for (; consp(list.n_ptr); list.n_ptr = cdr(list.n_ptr)) {
X
X    /* bind the symbol to the next list element */
X    xlsetvalue(sym.n_ptr,car(list.n_ptr));
X
X    /* execute the loop body */
X    if (tagblock(arg.n_ptr,&rval)) {
X        rbreak = TRUE;
X        break;
X    }
X    }
X
X    /* evaluate the result expression */
X    if (!rbreak) {
```

```
X    xlsetvalue(sym.n_ptr,NIL);
X    rval = xleval(val.n_ptr);
X    }
X
X    /* unbind the arguments */
X    xlenv = cdr(xlenv);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result */
X    return (rval);
X}
X
X/* xdotimes - built-in function 'dotimes' */
XNODE *xdotimes(args)
X  NODE *args;
X{
X    NODE *oldstk,arg,clist,sym,val,*rval;
X    int rbreak,cnt,i;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,&clist,&sym,&val,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* get the control list (sym list result-expr) */
X    clist.n_ptr = xlmatch(LIST,&arg.n_ptr);
X    sym.n_ptr = xlmatch(SYM,&clist.n_ptr);
X    cnt = xlevmatch(INT,&clist.n_ptr)->n_int;
X    val.n_ptr = (clist.n_ptr ? xlarg(&clist.n_ptr) : NIL);
X
X    /* initialize the local environment */
X    xlenv = xlframe(xlenv);
X    xlbind(sym.n_ptr,NIL,xlenv);
X
X    /* loop through for each value from zero to cnt-1 */
X    rbreak = FALSE;
X    for (i = 0; i < cnt; i++) {
X
X    /* bind the symbol to the next list element */
X    xlsetvalue(sym.n_ptr,cvfixnum((FIXNUM)i));
X
X    /* execute the loop body */
X    if (tagblock(arg.n_ptr,&rval)) {
X        rbreak = TRUE;
X        break;
X    }
X    }
X
X    /* evaluate the result expression */
X    if (!rbreak) {
```

```
X    xlsetvalue(sym.n_ptr,cvfixnum((FIXNUM)cnt));
X    rval = xleval(val.n_ptr);
X    }
X
X    /* unbind the arguments */
X    xlenv = cdr(xlenv);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result */
X    return (rval);
X}
X
X/* xcatch - built-in function 'catch' */
XNODE *xcatch(args)
X  NODE *args;
X{
X    NODE *oldstk,tag,arg,*val;
X    CONTEXT cntxt;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&tag,&arg,NULL);
X
X    /* initialize */
X    tag.n_ptr = xlevarg(&args);
X    arg.n_ptr = args;
X    val = NIL;
X
X    /* establish an execution context */
X    xlbegin(&cntxt,CF_THROW,tag.n_ptr);
X
X    /* check for 'throw' */
X    if (setjmp(cntxt.c_jmpbuf))
X    val = xlvalue;
X
X    /* otherwise, evaluate the remainder of the arguments */
X    else {
X    while (arg.n_ptr)
X        val = xlevarg(&arg.n_ptr);
X    }
X    xlend(&cntxt);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result */
X    return (val);
X}
X
X/* xthrow - built-in function 'throw' */
XNODE *xthrow(args)
X  NODE *args;
```

```
X{
X    NODE *tag,*val;
X
X    /* get the tag and value */
X    tag = xlarg(&args);
X    val = (args ? xlarg(&args) : NIL);
X    xllastarg(args);
X
X    /* throw the tag */
X    xlthrow(tag,val);
X}
X
X/* xerror - built-in function 'error' */
XNODE *xerror(args)
X  NODE *args;
X{
X    char *emsg; NODE *arg;
X
X    /* get the error message and the argument */
X    emsg = xlmatch(STR,&args)->n_str;
X    arg = (args ? xlarg(&args) : s_unbound);
X    xllastarg(args);
X
X    /* signal the error */
X    xlerror(emsg,arg);
X}
X
X/* xcerror - built-in function 'cerror' */
XNODE *xcerror(args)
X  NODE *args;
X{
X    char *cmsg,*emsg; NODE *arg;
X
X    /* get the correction message, the error message, and the argument */
X    cmsg = xlmatch(STR,&args)->n_str;
X    emsg = xlmatch(STR,&args)->n_str;
X    arg = (args ? xlarg(&args) : s_unbound);
X    xllastarg(args);
X
X    /* signal the error */
X    xlcerror(cmsg,emsg,arg);
X
X    /* return nil */
X    return (NIL);
X}
X
X/* xbreak - built-in function 'break' */
XNODE *xbreak(args)
X  NODE *args;
X{
X    char *emsg; NODE *arg;
X
X    /* get the error message */
```

```
X    emsg = (args ? xlmatch(STR,&args)->n_str : "**BREAK**");
X    arg = (args ? xlarg(&args) : s_unbound);
X    xllastarg(args);
X
X    /* enter the break loop */
X    xlbreak(emsg,arg);
X
X    /* return nil */
X    return (NIL);
X}
X
X/* xcleanup - built-in function 'clean-up' */
XNODE *xcleanup(args)
X  NODE *args;
X{
X    xllastarg(args);
X    xlcleanup();
X}
X
X/* xcontinue - built-in function 'continue' */
XNODE *xcontinue(args)
X  NODE *args;
X{
X    xllastarg(args);
X    xlcontinue();
X}
X
X/* xerrset - built-in function 'errset' */
XNODE *xerrset(args)
X  NODE *args;
X{
X    NODE *oldstk,expr,flag,*val;
X    CONTEXT cntxt;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&expr,&flag,NULL);
X
X    /* get the expression and the print flag */
X    expr.n_ptr = xlarg(&args);
X    flag.n_ptr = (args ? xlarg(&args) : true);
X    xllastarg(args);
X
X    /* establish an execution context */
X    xlbegin(&cntxt,CF_ERROR,flag.n_ptr);
X
X    /* check for error */
X    if (setjmp(cntxt.c_jmpbuf))
X    val = NIL;
X
X    /* otherwise, evaluate the expression */
X    else {
X    expr.n_ptr = xleval(expr.n_ptr);
X    val = newnode(LIST);
```

```
X    rplaca(val,expr.n_ptr);
X    }
X    xlend(&cntxt);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result */
X    return (val);
X}
X
X/* xevalhook - eval hook function */
XNODE *xevalhook(args)
X  NODE *args;
X{
X    NODE *oldstk,expr,ehook,ahook,env,newehook,newahook,newenv,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&expr,&ehook,&ahook,&env,&newehook,&newahook,&newenv,NULL);
X
X    /* get the expression, the new hook functions and the environment */
X    expr.n_ptr = xlarg(&args);
X    newehook.n_ptr = xlarg(&args);
X    newahook.n_ptr = xlarg(&args);
X    newenv.n_ptr = (args ? xlarg(&args) : xlenv);
X    xllastarg(args);
X
X    /* bind *evalhook* and *applyhook* to the hook functions */
X    ehook.n_ptr = getvalue(s_evalhook);
X    setvalue(s_evalhook,newehook.n_ptr);
X    ahook.n_ptr = getvalue(s_applyhook);
X    setvalue(s_applyhook,newahook.n_ptr);
X    env.n_ptr = xlenv;
X    xlenv = newenv.n_ptr;
X
X    /* evaluate the expression (bypassing *evalhook*) */
X    val = xlxeval(expr.n_ptr);
X
X    /* unbind the hook variables */
X    setvalue(s_evalhook,ehook.n_ptr);
X    setvalue(s_applyhook,ahook.n_ptr);
X    xlenv = env.n_ptr;
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result */
X    return (val);
X}
X
X/* dobindings - handle bindings for let/let*, prog/prog*, do/do* */
XLOCAL dobindings(blist,env)
X  NODE *blist,*env;
```

```
X{
X    NODE *oldstk,list,bnd,sym,val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&list,&bnd,&sym,&val,NULL);
X
X    /* bind each symbol in the list of bindings */
X    for (list.n_ptr = blist; consp(list.n_ptr); list.n_ptr = cdr(list.n_ptr)) {
X
X    /* get the next binding */
X    bnd.n_ptr = car(list.n_ptr);
X
X    /* handle a symbol */
X    if (symbolp(bnd.n_ptr)) {
X        sym.n_ptr = bnd.n_ptr;
X        val.n_ptr = NIL;
X    }
X
X    /* handle a list of the form (symbol expr) */
X    else if (consp(bnd.n_ptr)) {
X        sym.n_ptr = xlmatch(SYM,&bnd.n_ptr);
X        val.n_ptr = xlevarg(&bnd.n_ptr);
X    }
X    else
X        xlfail("bad binding");
X
X    /* bind the value to the symbol */
X    xlbind(sym.n_ptr,val.n_ptr,env);
X    }
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X}
X
X/* doupdates - handle updates for do/do* */
Xdoupdates(blist,pflag)
X  NODE *blist; int pflag;
X{
X    NODE *oldstk,plist,list,bnd,sym,val,*p;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&plist,&list,&bnd,&sym,&val,NULL);
X
X    /* bind each symbol in the list of bindings */
X    for (list.n_ptr = blist; consp(list.n_ptr); list.n_ptr = cdr(list.n_ptr)) {
X
X    /* get the next binding */
X    bnd.n_ptr = car(list.n_ptr);
X
X    /* handle a list of the form (symbol expr) */
X    if (consp(bnd.n_ptr)) {
X        sym.n_ptr = xlmatch(SYM,&bnd.n_ptr);
X        bnd.n_ptr = cdr(bnd.n_ptr);
```

```
X        if (bnd.n_ptr) {
X         val.n_ptr = xlevarg(&bnd.n_ptr);
X         if (pflag) {
X             p = newnode(LIST);
X             rplacd(p,plist.n_ptr);
X             plist.n_ptr = p;
X             rplaca(p,newnode(LIST));
X             rplaca(car(p),sym.n_ptr);
X             rplacd(car(p),val.n_ptr);
X         }
X         else
X             xlsetvalue(sym.n_ptr,val.n_ptr);
X        }
X    }
X    }
X
X    /* set the values for parallel updates */
X    for (; plist.n_ptr; plist.n_ptr = cdr(plist.n_ptr))
X    xlsetvalue(car(car(plist.n_ptr)),cdr(car(plist.n_ptr)));
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X}
X
X/* tagblock - execute code within a block and tagbody */
Xint tagblock(code,pval)
X  NODE *code,**pval;
X{
X    NODE *oldstk,arg;
X    CONTEXT cntxt;
X    int type,sts;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,NULL);
X
X    /* initialize */
X    arg.n_ptr = code;
X
X    /* establish an execution context */
X    xlbegin(&cntxt,CF_GO|CF_RETURN,arg.n_ptr);
X
X    /* check for a 'return' */
X    if ((type = setjmp(cntxt.c_jmpbuf)) == CF_RETURN) {
X    *pval = xlvalue;
X    sts = TRUE;
X    }
X
X    /* otherwise, enter the body */
X    else {
X
X    /* check for a 'go' */
X    if (type == CF_GO)
X        arg.n_ptr = xlvalue;
```

```
X
X    /* evaluate each expression in the body */
X    while (consp(arg.n_ptr))
X        if (consp(car(arg.n_ptr)))
X         xlevarg(&arg.n_ptr);
X        else
X         arg.n_ptr = cdr(arg.n_ptr);
X
X    /* fell out the bottom of the loop */
X    *pval = NIL;
X    sts = FALSE;
X    }
X    xlend(&cntxt);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return status */
X    return (sts);
X}
SHAR_EOF
if test 17682 -ne "`wc -c 'xlcont.c'`"
then
     echo shar: error transmitting "'xlcont.c'" '(should have been 17682
characters)'
fi
echo shar: extracting "'xldbug.c'" '(4177 characters)'
if test -f 'xldbug.c'
then
     echo shar: over-writing existing file "'xldbug.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xldbug.c'
X/* xldebug - xlisp debugging support */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* external variables */
Xextern long total;
Xextern int xldebug;
Xextern int xltrace;
Xextern NODE *s_unbound;
Xextern NODE *s_stdin,*s_stdout;
Xextern NODE *s_tracenable,*s_tlimit,*s_breakenable;
Xextern NODE *xlstack;
Xextern NODE *true;
Xextern NODE **trace_stack;
Xextern char buf[];
X
X/* external routines */
```

```
Xextern char *malloc();
X
X/* forward declarations */
XFORWARD NODE *stacktop();
X
X/* xlfail - xlisp error handler */
Xxlfail(emsg)
X  char *emsg;
X{
X    xlerror(emsg,stacktop());
X}
X
X/* xlabort - xlisp serious error handler */
Xxlabort(emsg)
X  char *emsg;
X{
X    xlsignal(emsg,s_unbound);
X}
X
X/* xlbreak - enter a break loop */
Xxlbreak(emsg,arg)
X  char *emsg; NODE *arg;
X{
X    breakloop("break",NULL,emsg,arg,TRUE);
X}
X
X/* xlerror - handle a fatal error */
Xxlerror(emsg,arg)
X  char *emsg; NODE *arg;
X{
X    doerror(NULL,emsg,arg,FALSE);
X}
X
X/* xlcerror - handle a recoverable error */
Xxlcerror(cmsg,emsg,arg)
X  char *cmsg,*emsg; NODE *arg;
X{
X    doerror(cmsg,emsg,arg,TRUE);
X}
X
X/* xlerrprint - print an error message */
Xxlerrprint(hdr,cmsg,emsg,arg)
X  char *hdr,*cmsg,*emsg; NODE *arg;
X{
X    sprintf(buf,"%s: %s",hdr,emsg); stdputstr(buf);
X    if (arg != s_unbound) { stdputstr(" - "); stdprint(arg); }
X    else xlterpri(s_stdout->n_symvalue);
X    if (cmsg) { sprintf(buf,"if continued: %s\n",cmsg); stdputstr(buf); }
X}
X
X/* doerror - handle xlisp errors */
XLOCAL doerror(cmsg,emsg,arg,cflag)
X  char *cmsg,*emsg; NODE *arg; int cflag;
```

```
X{
X    /* make sure the break loop is enabled */
X    if (getvalue(s_breakenable) == NIL)
X    xlsignal(emsg,arg);
X
X    /* call the debug read-eval-print loop */
X    breakloop("error",cmsg,emsg,arg,cflag);
X}
X
X/* breakloop - the debug read-eval-print loop */
XLOCAL int breakloop(hdr,cmsg,emsg,arg,cflag)
X  char *hdr,*cmsg,*emsg; NODE *arg; int cflag;
X{
X    NODE *oldstk,expr,*val;
X    CONTEXT cntxt;
X    int type;
X
X    /* print the error message */
X    xlerrprint(hdr,cmsg,emsg,arg);
X
X    /* flush the input buffer */
X    xlflush();
X
X    /* do the back trace */
X    if (getvalue(s_tracenable)) {
X    val = getvalue(s_tlimit);
X    xlbaktrace(fixp(val) ? (int)val->n_int : -1);
X    }
X
X    /* create a new stack frame */
X    oldstk = xlsave(&expr,NULL);
X
X    /* increment the debug level */
X    xldebug++;
X
X    /* debug command processing loop */
X    xlbegin(&cntxt,CF_ERROR|CF_CLEANUP|CF_CONTINUE,true);
X    for (type = 0; type == 0; ) {
X
X    /* setup the continue trap */
X    if (type = setjmp(cntxt.c_jmpbuf))
X        switch (type) {
X        case CF_ERROR:
X             xlflush();
X             type = 0;
X             continue;
X        case CF_CLEANUP:
X             continue;
X        case CF_CONTINUE:
X             if (cflag) continue;
X             else xlabort("this error can't be continued");
X        }
X
```

```
X    /* read an expression and check for eof */
X    if (!xlread(getvalue(s_stdin),&expr.n_ptr)) {
X        type = CF_CLEANUP;
X        break;
X    }
X
X    /* evaluate the expression */
X    expr.n_ptr = xleval(expr.n_ptr);
X
X    /* print it */
X    xlprint(getvalue(s_stdout),expr.n_ptr,TRUE);
X    xlterpri(getvalue(s_stdout));
X    }
X    xlend(&cntxt);
X
X    /* decrement the debug level */
X    xldebug--;
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* continue the next higher break loop on clean-up */
X    if (type == CF_CLEANUP)
X    xlsignal("quit from break loop",s_unbound);
X}
X
X/* tpush - add an entry to the trace stack */
Xxltpush(nptr)
X    NODE *nptr;
X{
X    if (++xltrace < TDEPTH)
X    trace_stack[xltrace] = nptr;
X}
X
X/* tpop - pop an entry from the trace stack */
Xxltpop()
X{
X    xltrace--;
X}
X
X/* stacktop - return the top node on the stack */
XLOCAL NODE *stacktop()
X{
X    return (xltrace >= 0 && xltrace < TDEPTH ? trace_stack[xltrace] : s_unbound);
X}
X
X/* baktrace - do a back trace */
Xxlbaktrace(n)
X  int n;
X{
X    int i;
X
X    for (i = xltrace; (n < 0 || n--) && i >= 0; i--)
```

```
X    if (i < TDEPTH)
X        stdprint(trace_stack[i]);
X}
X
X/* xldinit - debug initialization routine */
Xxldinit()
X{
X    if ((trace_stack = (NODE **) malloc(TSTKSIZE)) == NULL)
X    xlabort("insufficient memory");
X    total += (long) TSTKSIZE;
X    xltrace = -1;
X    xldebug = 0;
X}
SHAR_EOF
if test 4177 -ne "`wc -c 'xldbug.c'`"
then
     echo shar: error transmitting "'xldbug.c'" '(should have been 4177
characters)'
fi
echo shar: extracting "'xldmem.c'" '(7170 characters)'
if test -f 'xldmem.c'
then
     echo shar: over-writing existing file "'xldmem.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xldmem.c'
X/* xldmem - xlisp dynamic memory management routines */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* useful definitions */
X#define ALLOCSIZE (sizeof(struct segment) + (anodes-1) * sizeof(NODE))
X
X/* external variables */
Xextern NODE *oblist,*keylist;
Xextern NODE *xlstack;
Xextern NODE *xlenv;
Xextern long total;
Xextern int anodes,nnodes,nsegs,nfree,gccalls;
Xextern struct segment *segs;
Xextern NODE *fnodes;
Xextern char buf[];
X
X/* external procedures */
Xextern char *malloc();
Xextern char *calloc();
X
X/* newnode - allocate a new node */
XNODE *newnode(type)
X  int type;
```

```
X{
X    NODE *nnode;
X
X    /* get a free node */
X    if ((nnode = fnodes) == NIL) {
X    gc();
X    if ((nnode = fnodes) == NIL)
X        xlabort("insufficient node space");
X    }
X
X    /* unlink the node from the free list */
X    fnodes = cdr(nnode);
X    nfree -= 1;
X
X    /* initialize the new node */
X    nnode->n_type = type;
X    rplacd(nnode,NIL);
X
X    /* return the new node */
X    return (nnode);
X}
X
X/* cvfixnum - convert an integer to a fixnum node */
XNODE *cvfixnum(n)
X  FIXNUM n;
X{
X    NODE *val;
X    val = newnode(INT);
X    val->n_int = n;
X    return (val);
X}
X
X/* cvflonum - convert a floating point number to a flonum node */
XNODE *cvflonum(n)
X  FLONUM n;
X{
X    NODE *val;
X    val = newnode(FLOAT);
X    val->n_float = n;
X    return (val);
X}
X
X/* stralloc - allocate memory for a string adding a byte for the terminator */
Xchar *stralloc(size)
X  int size;
X{
X    char *sptr;
X
X    /* allocate memory for the string copy */
X    if ((sptr = malloc(size+1)) == NULL) {
X    gc();
X    if ((sptr = malloc(size+1)) == NULL)
X        xlfail("insufficient string space");
```

```
X    }
X    total += (long) (size+1);
X
X    /* return the new string memory */
X    return (sptr);
X}
X
X/* strsave - generate a dynamic copy of a string */
Xchar *strsave(str)
X  char *str;
X{
X    char *sptr;
X
X    /* create a new string */
X    sptr = stralloc(strlen(str));
X    strcpy(sptr,str);
X
X    /* return the new string */
X    return (sptr);
X}
X
X/* strfree - free string memory */
Xstrfree(str)
X  char *str;
X{
X    total -= (long) (strlen(str)+1);
X    free(str);
X}
X
X/* gc - garbage collect */
Xgc()
X{
X    NODE *p;
X
X    /* mark all accessible nodes */
X    mark(oblist); mark(keylist);
X    mark(xlenv);
X
X    /* mark the evaluation stack */
X    for (p = xlstack; p; p = cdr(p))
X    mark(car(p));
X
X    /* sweep memory collecting all unmarked nodes */
X    sweep();
X
X    /* if there's still nothing available, allocate more memory */
X    if (fnodes == NIL)
X    addseg();
X
X    /* count the gc call */
X    gccalls++;
X}
X
```

```
X/* mark - mark all accessible nodes */
XLOCAL mark(ptr)
X  NODE *ptr;
X{
X    NODE *this,*prev,*tmp;
X
X    /* just return on nil */
X    if (ptr == NIL)
X    return;
X
X    /* initialize */
X    prev = NIL;
X    this = ptr;
X
X    /* mark this list */
X    while (TRUE) {
X
X    /* descend as far as we can */
X    while (TRUE) {
X
X        /* check for this node being marked */
X        if (this->n_flags & MARK)
X         break;
X
X        /* mark it and its descendants */
X        else {
X
X         /* mark the node */
X         this->n_flags |= MARK;
X
X         /* follow the left sublist if there is one */
X         if (livecar(this)) {
X             this->n_flags |= LEFT;
X             tmp = prev;
X             prev = this;
X             this = car(prev);
X             rplaca(prev,tmp);
X         }
X
X         /* otherwise, follow the right sublist if there is one */
X         else if (livecdr(this)) {
X             this->n_flags &= ~LEFT;
X             tmp = prev;
X             prev = this;
X             this = cdr(prev);
X             rplacd(prev,tmp);
X         }
X         else
X             break;
X        }
X    }
X
X    /* backup to a point where we can continue descending */
```

```
X    while (TRUE) {
X
X        /* check for termination condition */
X        if (prev == NIL)
X         return;
X
X        /* check for coming from the left side */
X        if (prev->n_flags & LEFT)
X         if (livecdr(prev)) {
X             prev->n_flags &= ~LEFT;
X             tmp = car(prev);
X             rplaca(prev,this);
X             this = cdr(prev);
X             rplacd(prev,tmp);
X             break;
X         }
X         else {
X             tmp = prev;
X             prev = car(tmp);
X             rplaca(tmp,this);
X             this = tmp;
X         }
X
X        /* otherwise, came from the right side */
X        else {
X         tmp = prev;
X         prev = cdr(tmp);
X         rplacd(tmp,this);
X         this = tmp;
X        }
X    }
X    }
X}
X
X/* sweep - sweep all unmarked nodes and add them to the free list */
XLOCAL sweep()
X{
X    struct segment *seg;
X    NODE *p;
X    int n;
X
X    /* empty the free list */
X    fnodes = NIL;
X    nfree = 0;
X
X    /* add all unmarked nodes */
X    for (seg = segs; seg != NULL; seg = seg->sg_next) {
X    p = &seg->sg_nodes[0];
X    for (n = seg->sg_size; n--; p++)
X        if (!(p->n_flags & MARK)) {
X         switch (ntype(p)) {
X         case STR:
X              if (p->n_strtype == DYNAMIC && p->n_str != NULL)
```

```
X                strfree(p->n_str);
X            break;
X        case FPTR:
X            if (p->n_fp)
X                fclose(p->n_fp);
X            break;
X        }
X        p->n_type = FREE;
X        p->n_flags = 0;
X        rplaca(p,NIL);
X        rplacd(p,fnodes);
X        fnodes = p;
X        nfree++;
X       }
X       else
X        p->n_flags &= ~(MARK | LEFT);
X    }
X}
X
X/* addseg - add a segment to the available memory */
Xint addseg()
X{
X    struct segment *newseg;
X    NODE *p;
X    int n;
X
X    /* check for zero allocation */
X    if (anodes == 0)
X    return (FALSE);
X
X    /* allocate a new segment */
X    if ((newseg = (struct segment *) calloc(1,ALLOCSIZE)) != NULL) {
X
X    /* initialize the new segment */
X    newseg->sg_size = anodes;
X    newseg->sg_next = segs;
X    segs = newseg;
X
X    /* add each new node to the free list */
X    p = &newseg->sg_nodes[0];
X    for (n = anodes; n--; ) {
X        rplacd(p,fnodes);
X        fnodes = p++;
X    }
X
X    /* update the statistics */
X    total += (long) ALLOCSIZE;
X    nnodes += anodes;
X    nfree += anodes;
X    nsegs++;
X
X    /* return successfully */
X    return (TRUE);
```

```
X    }
X    else
X    return (FALSE);
X}
X
X/* livecar - do we need to follow the car? */
XLOCAL int livecar(n)
X  NODE *n;
X{
X    switch (ntype(n)) {
X    case SUBR:
X    case FSUBR:
X    case INT:
X    case FLOAT:
X    case STR:
X    case FPTR:
X        return (FALSE);
X    case SYM:
X    case LIST:
X    case OBJ:
X        return (car(n) != NIL);
X    default:
X        printf("bad node type (%d) found during left scan\n",ntype(n));
X        exit();
X    }
X}
X
X/* livecdr - do we need to follow the cdr? */
XLOCAL int livecdr(n)
X  NODE *n;
X{
X    switch (ntype(n)) {
X    case SUBR:
X    case FSUBR:
X    case INT:
X    case FLOAT:
X    case STR:
X    case FPTR:
X        return (FALSE);
X    case SYM:
X    case LIST:
X    case OBJ:
X        return (cdr(n) != NIL);
X    default:
X        printf("bad node type (%d) found during right scan\n",ntype(n));
X        exit();
X    }
X}
X
X/* stats - print memory statistics */
Xstats()
X{
X    sprintf(buf,"Nodes:       %d\n",nnodes);  stdputstr(buf);
```

```
X    sprintf(buf,"Free nodes:  %d\n",nfree);   stdputstr(buf);
X    sprintf(buf,"Segments:    %d\n",nsegs);   stdputstr(buf);
X    sprintf(buf,"Allocate:    %d\n",anodes);  stdputstr(buf);
X    sprintf(buf,"Total:       %ld\n",total);  stdputstr(buf);
X    sprintf(buf,"Collections: %d\n",gccalls); stdputstr(buf);
X}
X
X/* xlminit - initialize the dynamic memory module */
Xxlminit()
X{
X    /* initialize our internal variables */
X    anodes = NNODES;
X    total = 0L;
X    nnodes = nsegs = nfree = gccalls = 0;
X    fnodes = NIL;
X    segs = NULL;
X
X    /* initialize structures that are marked by the collector */
X    xlstack = xlenv = oblist = keylist = NIL;
X}
SHAR_EOF
if test 7170 -ne "`wc -c 'xldmem.c'`"
then
     echo shar: error transmitting "'xldmem.c'" '(should have been 7170
characters)'
fi
echo shar: extracting "'xleval.c'" '(7937 characters)'
if test -f 'xleval.c'
then
     echo shar: over-writing existing file "'xleval.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xleval.c'
X/* xleval - xlisp evaluator */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* external variables */
Xextern NODE *xlstack,*xlenv;
Xextern NODE *s_lambda,*s_macro;
Xextern NODE *k_optional,*k_rest,*k_aux;
Xextern NODE *s_evalhook,*s_applyhook;
Xextern NODE *s_unbound;
Xextern NODE *s_stdout;
X
X/* forward declarations */
XFORWARD NODE *xlxeval();
XFORWARD NODE *evalhook();
XFORWARD NODE *evform();
XFORWARD NODE *evfun();
```

```
X
X/* xleval - evaluate an xlisp expression (checking for *evalhook*) */
XNODE *xleval(expr)
X  NODE *expr;
X{
X    return (getvalue(s_evalhook) ? evalhook(expr) : xlxeval(expr));
X}
X
X/* xlxeval - evaluate an xlisp expression (bypassing *evalhook*) */
XNODE *xlxeval(expr)
X  NODE *expr;
X{
X#ifdef MEGAMAX
X    macidle();
X#endif
X
X    /* evaluate nil to itself */
X    if (expr == NIL)
X    return (NIL);
X
X    /* add trace entry */
X    xltpush(expr);
X
X    /* check type of value */
X    if (consp(expr))
X    expr = evform(expr);
X    else if (symbolp(expr))
X    expr = xlgetvalue(expr);
X
X    /* remove trace entry */
X    xltpop();
X
X    /* return the value */
X    return (expr);
X}
X
X/* xlapply - apply a function to a list of arguments */
XNODE *xlapply(fun,args)
X  NODE *fun,*args;
X{
X    NODE *env,*val;
X
X    /* check for a null function */
X    if (fun == NIL)
X    xlfail("bad function");
X
X    /* evaluate the function */
X    if (subrp(fun))
X    val = (*fun->n_subr)(args);
X    else if (consp(fun)) {
X    if (consp(car(fun))) {
X        env = cdr(fun);
X        fun = car(fun);
```

```
X    }
X    else
X        env = xlenv;
X    if (car(fun) != s_lambda)
X        xlfail("bad function type");
X    val = evfun(fun,args,env);
X    }
X    else
X    xlfail("bad function");
X
X    /* return the result value */
X    return (val);
X}
X
X/* evform - evaluate a form */
XLOCAL NODE *evform(expr)
X  NODE *expr;
X{
X    NODE *oldstk,fun,args,*env,*val,*type;
X
X    /* create a stack frame */
X    oldstk = xlsave(&fun,&args,NULL);
X
X    /* get the function and the argument list */
X    fun.n_ptr = car(expr);
X    args.n_ptr = cdr(expr);
X
X    /* evaluate the first expression */
X    if ((fun.n_ptr = xleval(fun.n_ptr)) == NIL)
X    xlfail("bad function");
X
X    /* evaluate the function */
X    if (subrp(fun.n_ptr) || fsubrp(fun.n_ptr)) {
X    if (subrp(fun.n_ptr))
X        args.n_ptr = xlevlist(args.n_ptr);
X    val = (*fun.n_ptr->n_subr)(args.n_ptr);
X    }
X    else if (consp(fun.n_ptr)) {
X    if (consp(car(fun.n_ptr))) {
X        env = cdr(fun.n_ptr);
X        fun.n_ptr = car(fun.n_ptr);
X    }
X    else
X        env = xlenv;
X    if ((type = car(fun.n_ptr)) == s_lambda) {
X        args.n_ptr = xlevlist(args.n_ptr);
X        val = evfun(fun.n_ptr,args.n_ptr,env);
X    }
X    else if (type == s_macro) {
X        args.n_ptr = evfun(fun.n_ptr,args.n_ptr,env);
X        val = xleval(args.n_ptr);
X    }
X    else
```

```
X        xlfail("bad function type");
X    }
X    else if (objectp(fun.n_ptr))
X    val = xlsend(fun.n_ptr,args.n_ptr);
X    else
X    xlfail("bad function");
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result value */
X    return (val);
X}
X
X/* evalhook - call the evalhook function */
XLOCAL NODE *evalhook(expr)
X  NODE *expr;
X{
X    NODE *oldstk,ehook,ahook,args,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&ehook,&ahook,&args,NULL);
X
X    /* make an argument list */
X    args.n_ptr = newnode(LIST);
X    rplaca(args.n_ptr,expr);
X    rplacd(args.n_ptr,newnode(LIST));
X    rplaca(cdr(args.n_ptr),xlenv);
X
X    /* rebind the hook functions to nil */
X    ehook.n_ptr = getvalue(s_evalhook);
X    setvalue(s_evalhook,NIL);
X    ahook.n_ptr = getvalue(s_applyhook);
X    setvalue(s_applyhook,NIL);
X
X    /* call the hook function */
X    val = xlapply(ehook.n_ptr,args.n_ptr);
X
X    /* unbind the symbols */
X    setvalue(s_evalhook,ehook.n_ptr);
X    setvalue(s_applyhook,ahook.n_ptr);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the value */
X    return (val);
X}
X
X/* xlevlist - evaluate a list of arguments */
XNODE *xlevlist(args)
X  NODE *args;
X{
```

```
X    NODE *oldstk,src,dst,*new,*last,*val;
X
X    /* create a stack frame */
X    oldstk = xlsave(&src,&dst,NULL);
X
X    /* initialize */
X    src.n_ptr = args;
X
X    /* evaluate each argument */
X    for (val = NIL; src.n_ptr; src.n_ptr = cdr(src.n_ptr)) {
X
X    /* check this entry */
X    if (!consp(src.n_ptr))
X        xlfail("bad argument list");
X
X    /* allocate a new list entry */
X    new = newnode(LIST);
X    if (val)
X        rplacd(last,new);
X    else
X        val = dst.n_ptr = new;
X    rplaca(new,xleval(car(src.n_ptr)));
X    last = new;
X    }
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the new list */
X    return (val);
X}
X
X/* xlunbound - signal an unbound variable error */
Xxlunbound(sym)
X  NODE *sym;
X{
X    xlcerror("try evaluating symbol again","unbound variable",sym);
X}
X
X/* evfun - evaluate a function */
XLOCAL NODE *evfun(fun,args,env)
X  NODE *fun,*args,*env;
X{
X    NODE *oldstk,oldenv,newenv,cptr,*fargs,*val;
X
X    /* create a stack frame */
X    oldstk = xlsave(&oldenv,&newenv,&cptr,NULL);
X
X    /* skip the function type */
X    if ((fun = cdr(fun)) == NIL || !consp(fun))
X    xlfail("bad function definition");
X
X    /* get the formal argument list */
```

```
X    if ((fargs = car(fun)) && !consp(fargs))
X    xlfail("bad formal argument list");
X
X    /* create a new environment frame */
X    newenv.n_ptr = xlframe(env);
X    oldenv.n_ptr = xlenv;
X
X    /* bind the formal parameters */
X    xlabind(fargs,args,newenv.n_ptr);
X    xlenv = newenv.n_ptr;
X
X    /* execute the code */
X    for (cptr.n_ptr = cdr(fun); cptr.n_ptr != NIL; )
X    val = xlevarg(&cptr.n_ptr);
X
X    /* restore the environment */
X    xlenv = oldenv.n_ptr;
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result value */
X    return (val);
X}
X
X/* xlabind - bind the arguments for a function */
Xxlabind(fargs,aargs,env)
X  NODE *fargs,*aargs,*env;
X{
X    NODE *arg;
X
X    /* evaluate and bind each required argument */
X    while (consp(fargs) && !iskeyword(arg = car(fargs)) && consp(aargs)) {
X
X    /* bind the formal variable to the argument value */
X    xlbind(arg,car(aargs),env);
X
X    /* move the argument list pointers ahead */
X    fargs = cdr(fargs);
X    aargs = cdr(aargs);
X    }
X
X    /* check for the '&optional' keyword */
X    if (consp(fargs) && car(fargs) == k_optional) {
X    fargs = cdr(fargs);
X
X    /* bind the arguments that were supplied */
X    while (consp(fargs) && !iskeyword(arg = car(fargs)) && consp(aargs)) {
X
X        /* bind the formal variable to the argument value */
X        xlbind(arg,car(aargs),env);
X
X        /* move the argument list pointers ahead */
```

```
X        fargs = cdr(fargs);
X        aargs = cdr(aargs);
X    }
X
X    /* bind the rest to nil */
X    while (consp(fargs) && !iskeyword(arg = car(fargs))) {
X
X        /* bind the formal variable to nil */
X        xlbind(arg,NIL,env);
X
X        /* move the argument list pointer ahead */
X        fargs = cdr(fargs);
X    }
X    }
X
X    /* check for the '&rest' keyword */
X    if (consp(fargs) && car(fargs) == k_rest) {
X    fargs = cdr(fargs);
X    if (consp(fargs) && (arg = car(fargs)) && !iskeyword(arg))
X        xlbind(arg,aargs,env);
X    else
X        xlfail("symbol missing after &rest");
X    fargs = cdr(fargs);
X    aargs = NIL;
X    }
X
X    /* check for the '&aux' keyword */
X    if (consp(fargs) && car(fargs) == k_aux)
X    while ((fargs = cdr(fargs)) != NIL && consp(fargs))
X        xlbind(car(fargs),NIL,env);
X
X    /* make sure the correct number of arguments were supplied */
X    if (fargs != aargs)
X    xlfail(fargs ? "too few arguments" : "too many arguments");
X}
X
X/* iskeyword - check to see if a symbol is a keyword */
XLOCAL int iskeyword(sym)
X  NODE *sym;
X{
X    return (sym == k_optional || sym == k_rest || sym == k_aux);
X}
X
X/* xlsave - save nodes on the stack */
XNODE *xlsave(n)
X  NODE *n;
X{
X    NODE **nptr,*oldstk;
X
X    /* save the old stack pointer */
X    oldstk = xlstack;
X
X    /* save each node */
```

```
X    for (nptr = &n; *nptr != NULL; nptr++) {
X    rplaca(*nptr,NIL);
X    rplacd(*nptr,xlstack);
X    xlstack = *nptr;
X    }
X
X    /* return the old stack pointer */
X    return (oldstk);
X}
SHAR_EOF
if test 7937 -ne "`wc -c 'xleval.c'`"
then
     echo shar: error transmitting "'xleval.c'" '(should have been 7937
characters)'
fi
echo shar: extracting "'xlfio.c'" '(6777 characters)'
if test -f 'xlfio.c'
then
     echo shar: over-writing existing file "'xlfio.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlfio.c'
X/* xlfio.c - xlisp file i/o */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* external variables */
Xextern NODE *s_stdin,*s_stdout;
Xextern NODE *xlstack;
Xextern int xlfsize;
Xextern char buf[];
X
X/* external routines */
Xextern FILE *fopen();
X
X/* forward declarations */
XFORWARD NODE *printit();
XFORWARD NODE *flatsize();
XFORWARD NODE *openit();
X
X/* xread - read an expression */
XNODE *xread(args)
X  NODE *args;
X{
X    NODE *oldstk,fptr,eof,*val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&fptr,&eof,NULL);
X
X    /* get file pointer and eof value */
```

```
X    fptr.n_ptr = (args ? xlgetfile(&args) : getvalue(s_stdin));
X    eof.n_ptr = (args ? xlarg(&args) : NIL);
X    xllastarg(args);
X
X    /* read an expression */
X    if (!xlread(fptr.n_ptr,&val))
X    val = eof.n_ptr;
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the expression */
X    return (val);
X}
X
X/* xprint - builtin function 'print' */
XNODE *xprint(args)
X  NODE *args;
X{
X    return (printit(args,TRUE,TRUE));
X}
X
X/* xprin1 - builtin function 'prin1' */
XNODE *xprin1(args)
X  NODE *args;
X{
X    return (printit(args,TRUE,FALSE));
X}
X
X/* xprinc - builtin function princ */
XNODE *xprinc(args)
X  NODE *args;
X{
X    return (printit(args,FALSE,FALSE));
X}
X
X/* xterpri - terminate the current print line */
XNODE *xterpri(args)
X  NODE *args;
X{
X    NODE *fptr;
X
X    /* get file pointer */
X    fptr = (args ? xlgetfile(&args) : getvalue(s_stdout));
X    xllastarg(args);
X
X    /* terminate the print line and return nil */
X    xlterpri(fptr);
X    return (NIL);
X}
X
X/* printit - common print function */
XLOCAL NODE *printit(args,pflag,tflag)
```

```
X  NODE *args; int pflag,tflag;
X{
X    NODE *oldstk,fptr,val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&fptr,&val,NULL);
X
X    /* get expression to print and file pointer */
X    val.n_ptr = xlarg(&args);
X    fptr.n_ptr = (args ? xlgetfile(&args) : getvalue(s_stdout));
X    xllastarg(args);
X
X    /* print the value */
X    xlprint(fptr.n_ptr,val.n_ptr,pflag);
X
X    /* terminate the print line if necessary */
X    if (tflag)
X    xlterpri(fptr.n_ptr);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result */
X    return (val.n_ptr);
X}
X
X/* xflatsize - compute the size of a printed representation using prin1 */
XNODE *xflatsize(args)
X  NODE *args;
X{
X    return (flatsize(args,TRUE));
X}
X
X/* xflatc - compute the size of a printed representation using princ */
XNODE *xflatc(args)
X  NODE *args;
X{
X    return (flatsize(args,FALSE));
X}
X
X/* flatsize - compute the size of a printed expression */
XLOCAL NODE *flatsize(args,pflag)
X  NODE *args; int pflag;
X{
X    NODE *oldstk,val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&val,NULL);
X
X    /* get the expression */
X    val.n_ptr = xlarg(&args);
X    xllastarg(args);
X
```

```
X    /* print the value to compute its size */
X    xlfsize = 0;
X    xlprint(NIL,val.n_ptr,pflag);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the length of the expression */
X    return (cvfixnum((FIXNUM)xlfsize));
X}
X
X/* xopeni - open an input file */
XNODE *xopeni(args)
X  NODE *args;
X{
X    return (openit(args,"r"));
X}
X
X/* xopeno - open an output file */
XNODE *xopeno(args)
X  NODE *args;
X{
X    return (openit(args,"w"));
X}
X
X/* openit - common file open routine */
XLOCAL NODE *openit(args,mode)
X  NODE *args; char *mode;
X{
X    NODE *fname,*val;
X    FILE *fp;
X
X    /* get the file name */
X    fname = xlmatch(STR,&args);
X    xllastarg(args);
X
X    /* try to open the file */
X    if ((fp = fopen(fname->n_str,mode)) != NULL) {
X    val = newnode(FPTR);
X    val->n_fp = fp;
X    val->n_savech = 0;
X    }
X    else
X    val = NIL;
X
X    /* return the file pointer */
X    return (val);
X}
X
X/* xclose - close a file */
XNODE *xclose(args)
X  NODE *args;
X{
```

```
X    NODE *fptr;
X
X    /* get file pointer */
X    fptr = xlmatch(FPTR,&args);
X    xllastarg(args);
X
X    /* make sure the file exists */
X    if (fptr->n_fp == NULL)
X    xlfail("file not open");
X
X    /* close the file */
X    fclose(fptr->n_fp);
X    fptr->n_fp = NULL;
X
X    /* return nil */
X    return (NIL);
X}
X
X/* xrdchar - read a character from a file */
XNODE *xrdchar(args)
X  NODE *args;
X{
X    NODE *fptr;
X    int ch;
X
X    /* get file pointer */
X    fptr = (args ? xlgetfile(&args) : getvalue(s_stdin));
X    xllastarg(args);
X
X    /* get character and check for eof */
X    return ((ch = xlgetc(fptr)) == EOF ? NIL : cvfixnum((FIXNUM)ch));
X}
X
X/* xpkchar - peek at a character from a file */
XNODE *xpkchar(args)
X  NODE *args;
X{
X    NODE *flag,*fptr;
X    int ch;
X
X    /* peek flag and get file pointer */
X    flag = (args ? xlarg(&args) : NIL);
X    fptr = (args ? xlgetfile(&args) : getvalue(s_stdin));
X    xllastarg(args);
X
X    /* skip leading white space and get a character */
X    if (flag)
X    while ((ch = xlpeek(fptr)) != EOF && isspace(ch))
X        xlgetc(fptr);
X    else
X    ch = xlpeek(fptr);
X
X    /* return the character */
```

```
X    return (ch == EOF ? NIL : cvfixnum((FIXNUM)ch));
X}
X
X/* xwrchar - write a character to a file */
XNODE *xwrchar(args)
X  NODE *args;
X{
X    NODE *fptr,*chr;
X
X    /* get the character and file pointer */
X    chr = xlmatch(INT,&args);
X    fptr = (args ? xlgetfile(&args) : getvalue(s_stdout));
X    xllastarg(args);
X
X    /* put character to the file */
X    xlputc(fptr,(int)chr->n_int);
X
X    /* return the character */
X    return (chr);
X}
X
X/* xreadline - read a line from a file */
XNODE *xreadline(args)
X  NODE *args;
X{
X    NODE *oldstk,fptr,str;
X    char *p,*sptr;
X    int len,ch;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&fptr,&str,NULL);
X
X    /* get file pointer */
X    fptr.n_ptr = (args ? xlgetfile(&args) : getvalue(s_stdin));
X    xllastarg(args);
X
X    /* make a string node */
X    str.n_ptr = newnode(STR);
X    str.n_ptr->n_strtype = DYNAMIC;
X
X    /* get character and check for eof */
X    len = 0; p = buf;
X    while ((ch = xlgetc(fptr.n_ptr)) != EOF && ch != '\n') {
X
X    /* check for buffer overflow */
X    if ((int)(p - buf) == STRMAX) {
X        *p = 0;
X        sptr = stralloc(len + STRMAX); *sptr = 0;
X        if (len) {
X         strcpy(sptr,str.n_ptr->n_str);
X         strfree(str.n_ptr->n_str);
X        }
X        str.n_ptr->n_str = sptr;
```

```
X        strcat(sptr,buf);
X        len += STRMAX;
X        p = buf;
X    }
X
X    /* store the character */
X    *p++ = ch;
X    }
X
X    /* check for end of file */
X    if (len == 0 && p == buf && ch == EOF) {
X    xlstack = oldstk;
X    return (NIL);
X    }
X
X    /* append the last substring */
X    *p = 0;
X    sptr = stralloc(len + (int)(p - buf)); *sptr = 0;
X    if (len) {
X    strcpy(sptr,str.n_ptr->n_str);
X    strfree(str.n_ptr->n_str);
X    }
X    str.n_ptr->n_str = sptr;
X    strcat(sptr,buf);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the string */
X    return (str.n_ptr);
X}
SHAR_EOF
if test 6777 -ne "`wc -c 'xlfio.c'`"
then
     echo shar: error transmitting "'xlfio.c'" '(should have been 6777
characters)'
fi
echo shar: extracting "'xlftab1.c'" '(4118 characters)'
if test -f 'xlftab1.c'
then
     echo shar: over-writing existing file "'xlftab1.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlftab1.c'
X/* xlftab1.c - xlisp function table - part 1 */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* external functions */
Xextern NODE
```

```
X    *xeval(),*xapply(),*xfuncall(),*xquote(),*xfunction(),*xbquote(),
X    *xset(),*xsetq(),*xsetf(),*xdefun(),*xdefmacro(),
X    *xgensym(),*xmakesymbol(),*xintern(),
X    *xsymname(),*xsymvalue(),*xsymplist(),*xget(),*xputprop(),*xremprop(),
X    *xcar(),*xcaar(),*xcadr(),*xcdr(),*xcdar(),*xcddr(),
X    *xcons(),*xlist(),*xappend(),*xreverse(),*xlast(),*xnth(),*xnthcdr(),
X    *xmember(),*xassoc(),*xsubst(),*xsublis(),*xremove(),*xlength(),
X    *xmapc(),*xmapcar(),*xmapl(),*xmaplist(),
X    *xrplca(),*xrplcd(),*xnconc(),*xdelete(),
X    *xatom(),*xsymbolp(),*xnumberp(),*xboundp(),*xnull(),*xlistp(),*xconsp(),
X    *xeq(),*xeql(),*xequal(),
X    *xcond(),*xand(),*xor(),*xlet(),*xletstar(),*xif(),
X    *xprog(),*xprogstar(),*xprog1(),*xprog2(),*xprogn(),*xgo(),*xreturn(),
X    *xcatch(),*xthrow(),
X    *xerror(),*xcerror(),*xbreak(),*xcleanup(),*xcontinue(),*xerrset(),
X    *xbaktrace(),*xevalhook(),
X    *xdo(),*xdostar(),*xdolist(),*xdotimes(),
X    *xminusp(),*xzerop(),*xplusp(),*xevenp(),*xoddp();
X
X/* the function table */
Xstruct fdef ftab1[] = {
X
X    /* evaluator functions */
X{   "EVAL",        SUBR,     xeval         },
X{   "APPLY",  SUBR,     xapply        },
X{   "FUNCALL",    SUBR,     xfuncall  },
X{   "QUOTE",  FSUBR,    xquote        },
X{   "FUNCTION",   FSUBR,    xfunction },
X{   "BACKQUOTE",  FSUBR,    xbquote       },
X
X    /* symbol functions */
X{   "SET",         SUBR,     xset      },
X{   "SETQ",        FSUBR,    xsetq         },
X{   "SETF",        FSUBR,    xsetf         },
X{   "DEFUN",  FSUBR,    xdefun        },
X{   "DEFMACRO",   FSUBR,    xdefmacro },
X{   "GENSYM",SUBR,     xgensym       },
X{   "MAKE-SYMBOL",     SUBR,     xmakesymbol   },
X{   "INTERN",SUBR,     xintern       },
X{   "SYMBOL-NAME",     SUBR,     xsymname  },
X{   "SYMBOL-VALUE",    SUBR,     xsymvalue },
X{   "SYMBOL-PLIST",    SUBR,     xsymplist },
X{   "GET",         SUBR,     xget      },
X{   "PUTPROP",     SUBR,     xputprop  },
X{   "REMPROP",     SUBR,     xremprop  },
X
X    /* list functions */
X{   "CAR",         SUBR,     xcar      },
X{   "CAAR",        SUBR,     xcaar         },
X{   "CADR",        SUBR,     xcadr         },
X{   "CDR",         SUBR,     xcdr      },
X{   "CDAR",        SUBR,     xcdar         },
X{   "CDDR",        SUBR,     xcddr         },
```

```
X{   "CONS",       SUBR,    xcons        },
X{   "LIST",       SUBR,    xlist        },
X{   "APPEND",SUBR,    xappend      },
X{   "REVERSE",    SUBR,    xreverse },
X{   "LAST",       SUBR,    xlast        },
X{   "NTH",        SUBR,    xnth     },
X{   "NTHCDR",SUBR,    xnthcdr      },
X{   "MEMBER",SUBR,    xmember      },
X{   "ASSOC", SUBR,    xassoc       },
X{   "SUBST", SUBR,    xsubst       },
X{   "SUBLIS",SUBR,    xsublis      },
X{   "REMOVE",SUBR,    xremove      },
X{   "LENGTH",SUBR,    xlength      },
X{   "MAPC",       SUBR,    xmapc        },
X{   "MAPCAR",SUBR,    xmapcar      },
X{   "MAPL",       SUBR,    xmapl        },
X{   "MAPLIST",    SUBR,    xmaplist },
X
X    /* destructive list functions */
X{   "RPLACA",SUBR,    xrplca       },
X{   "RPLACD",SUBR,    xrplcd       },
X{   "NCONC", SUBR,    xnconc       },
X{   "DELETE",SUBR,    xdelete      },
X
X    /* predicate functions */
X{   "ATOM",       SUBR,    xatom        },
X{   "SYMBOLP",    SUBR,    xsymbolp },
X{   "NUMBERP",    SUBR,    xnumberp },
X{   "BOUNDP",SUBR,    xboundp      },
X{   "NULL",       SUBR,    xnull        },
X{   "NOT",        SUBR,    xnull        },
X{   "LISTP", SUBR,    xlistp       },
X{   "CONSP", SUBR,    xconsp       },
X{   "MINUSP",SUBR,    xminusp      },
X{   "ZEROP", SUBR,    xzerop       },
X{   "PLUSP", SUBR,    xplusp       },
X{   "EVENP", SUBR,    xevenp       },
X{   "ODDP",       SUBR,    xoddp        },
X{   "EQ",         SUBR,    xeq      },
X{   "EQL",        SUBR,    xeql     },
X{   "EQUAL", SUBR,    xequal       },
X
X    /* control functions */
X{   "COND",       FSUBR,   xcond        },
X{   "AND",        FSUBR,   xand     },
X{   "OR",         FSUBR,   xor      },
X{   "LET",        FSUBR,   xlet     },
X{   "LET*",       FSUBR,   xletstar },
X{   "IF",         FSUBR,   xif      },
X{   "PROG",       FSUBR,   xprog       },
X{   "PROG*", FSUBR,   xprogstar},
X{   "PROG1", FSUBR,   xprog1       },
X{   "PROG2", FSUBR,   xprog2       },
```

```
X{   "PROGN", FSUBR,    xprogn        },
X{   "GO",          FSUBR,    xgo       },
X{   "RETURN",SUBR,     xreturn       },
X{   "DO",          FSUBR,    xdo       },
X{   "DO*",         FSUBR,    xdostar       },
X{   "DOLIST",FSUBR,    xdolist       },
X{   "DOTIMES",     FSUBR,    xdotimes },
X{   "CATCH", FSUBR,    xcatch        },
X{   "THROW", SUBR,     xthrow        },
X
X    /* debugging and error handling functions */
X{   "ERROR", SUBR,     xerror        },
X{   "CERROR",SUBR,     xcerror       },
X{   "BREAK", SUBR,     xbreak        },
X{   "CLEAN-UP",    SUBR,     xcleanup },
X{   "CONTINUE",    SUBR,     xcontinue},
X{   "ERRSET",FSUBR,    xerrset       },
X{   "BAKTRACE",    SUBR,     xbaktrace},
X{   "EVALHOOK",    SUBR,     xevalhook},
X
X{   0                      }
X};
SHAR_EOF
if test 4118 -ne "`wc -c 'xlftab1.c'`"
then
     echo shar: error transmitting "'xlftab1.c'" '(should have been 4118
characters)'
fi
#    End of shell archive
exit 0
--
```


                        Jwahar R. Bammi
                    Usenet: .....!decvax!cwruecmp!bammi
                     CSnet: bammi@case
                   Arpa: bammi%case@csnet-relay
                CompuServe: 71515,155


```
From 5706235845437341311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fb35fc2823dc5c72,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 12:03:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: xlisp (PART 5 of 6)
Message-ID: <1383@cwruecmp.UUCP>
Date: Sat, 18-Jan-86 15:03:26 EST
Article-I.D.: cwruecmp.1383
Posted: Sat Jan 18 15:03:26 1986
```

Date-Received: Mon, 20-Jan-86 05:23:26 EST
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```
#!/bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #!/bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create the files:
#    xlftab2.c
#    xlglob.c
#    xlinit.c
#    xlio.c
#    xlisp.c
#    xljump.c
#    xllist.c
#    xlmath.c
# This archive created: Sat Jan 18 14:32:27 1986
# By:    Jwahar R. Bammi ()
export PATH; PATH=/bin:$PATH
echo shar: extracting "'xlftab2.c'" '(2614 characters)'
if test -f 'xlftab2.c'
then
     echo shar: over-writing existing file "'xlftab2.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlftab2.c'
X/* xlftab2.c - xlisp function table - part 2 */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* external functions */
Xextern NODE
X    *xfix(),*xfloat(),
X    *xadd(),*xsub(),*xmul(),*xdiv(),*xrem(),*xmin(),*xmax(),*xabs(),
X    *xadd1(),*xsub1(),*xbitand(),*xbitior(),*xbitxor(),*xbitnot(),
X    *xsin(),*xcos(),*xtan(),*xexpt(),*xexp(),*xsqrt(),
X    *xlss(),*xleq(),*xequ(),*xneq(),*xgeq(),*xgtr(),
X    *xstrcat(),*xsubstr(),*xstring(),*xchar(),
X    *xread(),*xprint(),*xprin1(),*xprinc(),*xterpri(),
X    *xflatsize(),*xflatc(),
X    *xopeni(),*xopeno(),*xclose(),*xrdchar(),*xpkchar(),*xwrchar(),*xreadline(),
X    *xload(),*xgc(),*xexpand(),*xalloc(),*xmem(),*xtype(),*xexit(),
X    *xpeek(),*xpoke(),*xaddressof();
X
X/* the function table */
Xstruct fdef ftab2[] = {
X
X    /* arithmetic functions */
```

```
X{   "TRUNCATE",   SUBR,     xfix      },
X{   "FLOAT", SUBR,     xfloat        },
X{   "+",      SUBR,     xadd      },
X{   "-",      SUBR,     xsub      },
X{   "*",      SUBR,     xmul      },
X{   "/",      SUBR,     xdiv      },
X{   "1+",          SUBR,     xadd1          },
X{   "1-",          SUBR,     xsub1          },
X{   "REM",         SUBR,     xrem      },
X{   "MIN",         SUBR,     xmin      },
X{   "MAX",         SUBR,     xmax      },
X{   "ABS",         SUBR,     xabs      },
X{   "SIN",         SUBR,     xsin      },
X{   "COS",         SUBR,     xcos      },
X{   "TAN",         SUBR,     xtan      },
X{   "EXPT",        SUBR,     xexpt          },
X{   "EXP",         SUBR,     xexp      },
X{   "SQRT",        SUBR,     xsqrt          },
X
X    /* bitwise logical functions */
X{   "BIT-AND",     SUBR,     xbitand        },
X{   "BIT-IOR",     SUBR,     xbitior        },
X{   "BIT-XOR",     SUBR,     xbitxor        },
X{   "BIT-NOT",     SUBR,     xbitnot        },
X
X    /* numeric comparison functions */
X{   "<",      SUBR,     xlss      },
X{   "<=",          SUBR,     xleq      },
X{   "=",      SUBR,     xequ      },
X{   "/=",          SUBR,     xneq      },
X{   ">=",          SUBR,     xgeq      },
X{   ">",      SUBR,     xgtr      },
X
X    /* string functions */
X{   "STRCAT",SUBR,     xstrcat        },
X{   "SUBSTR",SUBR,     xsubstr        },
X{   "STRING",SUBR,     xstring        },
X{   "CHAR",        SUBR,     xchar          },
X
X    /* I/O functions */
X{   "READ",        SUBR,     xread          },
X{   "PRINT", SUBR,     xprint         },
X{   "PRIN1", SUBR,     xprin1         },
X{   "PRINC", SUBR,     xprinc         },
X{   "TERPRI",SUBR,     xterpri        },
X{   "FLATSIZE",    SUBR,     xflatsize},
X{   "FLATC", SUBR,     xflatc         },
X
X    /* file I/O functions */
X{   "OPENI", SUBR,     xopeni         },
X{   "OPENO", SUBR,     xopeno         },
X{   "CLOSE", SUBR,     xclose         },
X{   "READ-CHAR",   SUBR,     xrdchar        },
```

```
X{   "PEEK-CHAR",  SUBR,     xpkchar       },
X{   "WRITE-CHAR", SUBR,     xwrchar       },
X{   "READ-LINE",  SUBR,     xreadline},
X
X    /* system functions */
X{   "LOAD",       SUBR,     xload         },
X{   "GC",         SUBR,     xgc       },
X{   "EXPAND",SUBR,     xexpand       },
X{   "ALLOC",  SUBR,     xalloc        },
X{   "MEM",        SUBR,     xmem      },
X{   "TYPE-OF",    SUBR,     xtype         },
X{   "EXIT",       SUBR,     xexit         },
X{   "PEEK",       SUBR,     xpeek         },
X{   "POKE",       SUBR,     xpoke         },
X{   "ADDRESS-OF", SUBR,     xaddressof    },
X
X{   0                       }
X};
SHAR_EOF
if test 2614 -ne "`wc -c 'xlftab2.c'`"
then
     echo shar: error transmitting "'xlftab2.c'" '(should have been 2614
characters)'
fi
echo shar: extracting "'xlglob.c'" '(2197 characters)'
if test -f 'xlglob.c'
then
     echo shar: over-writing existing file "'xlglob.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlglob.c'
X/* xlglobals - xlisp global variables */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* symbols */
XNODE *true = NIL;
XNODE *s_quote = NIL, *s_function = NIL;
XNODE *s_bquote = NIL, *s_comma = NIL, *s_comat = NIL;
XNODE *s_evalhook = NIL, *s_applyhook = NIL;
XNODE *s_lambda = NIL, *s_macro = NIL;
XNODE *s_stdin = NIL, *s_stdout = NIL;
XNODE *s_tracenable = NIL, *s_tlimit = NIL, *s_breakenable = NIL;
XNODE *s_car = NIL, *s_cdr = NIL;
XNODE *s_get = NIL, *s_svalue = NIL, *s_splist = NIL;
XNODE *s_eql = NIL, *k_test = NIL, *k_tnot = NIL;
XNODE *k_optional = NIL, *k_rest = NIL, *k_aux = NIL;
XNODE *a_subr = NIL, *a_fsubr = NIL;
XNODE *a_list = NIL, *a_sym = NIL, *a_int = NIL, *a_float = NIL;
XNODE *a_str = NIL, *a_obj = NIL, *a_fptr = NIL;
```

```
XNODE *oblist = NIL, *keylist = NIL, *s_unbound = NIL;
X
X/* evaluation variables */
XNODE *xlstack = NIL;
XNODE *xlenv = NIL;
X
X/* exception handling variables */
XCONTEXT *xlcontext = NULL; /* current exception handler */
XNODE *xlvalue = NIL;       /* exception value */
X
X/* debugging variables */
Xint xldebug = 0;       /* debug level */
Xint xltrace = -1;      /* trace stack pointer */
XNODE **trace_stack = NULL; /* trace stack */
X
X/* gensym variables */
Xchar gsprefix[STRMAX+1] = { 'G',0 }; /* gensym prefix string */
Xint gsnumber = 1;      /* gensym number */
X
X/* i/o variables */
Xint xlplevel = 0;      /* prompt nesting level */
Xint xlfsize = 0;       /* flat size of current print call */
Xint prompt = TRUE;         /* input prompt flag */
X
X/* dynamic memory variables */
Xlong total = 0L;       /* total memory in use */
Xint anodes = 0;            /* number of nodes to allocate */
Xint nnodes = 0;            /* number of nodes allocated */
Xint nsegs = 0;             /* number of segments allocated */
Xint nfree = 0;             /* number of nodes free */
Xint gccalls = 0;       /* number of gc calls */
Xstruct segment *segs = NULL;    /* list of allocated segments */
XNODE *fnodes = NIL;        /* list of free nodes */
X
X/* object programming variables */
XNODE *self = NIL, *class = NIL, *object = NIL;
XNODE *new = NIL, *isnew = NIL, *msgcls = NIL, *msgclass = NIL;
Xint varcnt = 0;
X
X/* general purpose string buffer */
Xchar buf[STRMAX+1] = { 0 };
SHAR_EOF
if test 2197 -ne "`wc -c 'xlglob.c'`"
then
     echo shar: error transmitting "'xlglob.c'" '(should have been 2197
characters)'
fi
echo shar: extracting "'xlinit.c'" '(3534 characters)'
if test -f 'xlinit.c'
then
     echo shar: over-writing existing file "'xlinit.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlinit.c'
```

```
X/* xlinit.c - xlisp initialization module */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* external variables */
Xextern NODE *true;
Xextern NODE *s_quote,*s_function,*s_bquote,*s_comma,*s_comat;
Xextern NODE *s_lambda,*s_macro;
Xextern NODE *s_stdin,*s_stdout;
Xextern NODE *s_evalhook,*s_applyhook;
Xextern NODE *s_tracenable,*s_tlimit,*s_breakenable;
Xextern NODE *s_car,*s_cdr,*s_get,*s_svalue,*s_splist,*s_eql;
Xextern NODE *k_test,*k_tnot,*k_optional,*k_rest,*k_aux;
Xextern NODE *a_subr,*a_fsubr;
Xextern NODE *a_list,*a_sym,*a_int,*a_float,*a_str,*a_obj,*a_fptr;
Xextern struct fdef ftab1[],ftab2[];
X
X/* xlinit - xlisp initialization routine */
Xxlinit()
X{
X    struct fdef *fptr;
X    NODE *sym;
X
X    /* initialize xlisp (must be in this order) */
X    xlminit();    /* initialize xldmem.c */
X    xlsinit();    /* initialize xlsym.c */
X    xldinit();    /* initialize xldbug.c */
X    xloinit();    /* initialize xlobj.c */
X
X    /* enter the builtin functions */
X    for (fptr = ftab1; fptr->f_name; fptr++)
X    xlsubr(fptr->f_name,fptr->f_type,fptr->f_fcn);
X    for (fptr = ftab2; fptr->f_name; fptr++)
X    xlsubr(fptr->f_name,fptr->f_type,fptr->f_fcn);
X#ifdef CPM68K
X    xlginit();
X#endif
X#ifdef MEGAMAX
X    macfinit();
X#endif
X
X    /* enter the 't' symbol */
X    true = xlsenter("T");
X    true->n_symvalue = true;
X
X    /* enter some important symbols */
X    s_quote  = xlsenter("QUOTE");
X    s_function    = xlsenter("FUNCTION");
X    s_bquote = xlsenter("BACKQUOTE");
```

```
X    s_comma  = xlsenter("COMMA");
X    s_comat  = xlsenter("COMMA-AT");
X    s_lambda = xlsenter("LAMBDA");
X    s_macro  = xlsenter("MACRO");
X    s_eql    = xlsenter("EQL");
X
X    /* enter setf place specifiers */
X    s_car    = xlsenter("CAR");
X    s_cdr    = xlsenter("CDR");
X    s_get    = xlsenter("GET");
X    s_svalue = xlsenter("SYMBOL-VALUE");
X    s_splist = xlsenter("SYMBOL-PLIST");
X
X    /* enter parameter list keywords */
X    k_test   = xlsenter(":TEST");
X    k_tnot   = xlsenter(":TEST-NOT");
X
X    /* enter lambda list keywords */
X    k_optional    = xlsenter("&OPTIONAL");
X    k_rest   = xlsenter("&REST");
X    k_aux    = xlsenter("&AUX");
X
X    /* enter *standard-input* and *standard-output* */
X    s_stdin = xlsenter("*STANDARD-INPUT*");
X    s_stdin->n_symvalue = newnode(FPTR);
X    s_stdin->n_symvalue->n_fp = stdin;
X    s_stdin->n_symvalue->n_savech = 0;
X    s_stdout = xlsenter("*STANDARD-OUTPUT*");
X    s_stdout->n_symvalue = newnode(FPTR);
X    s_stdout->n_symvalue->n_fp = stdout;
X    s_stdout->n_symvalue->n_savech = 0;
X
X    /* enter the eval and apply hook variables */
X    s_evalhook = xlsenter("*EVALHOOK*");
X    s_evalhook->n_symvalue = NIL;
X    s_applyhook = xlsenter("*APPLYHOOK*");
X    s_applyhook->n_symvalue = NIL;
X
X    /* enter the error traceback and the error break enable flags */
X    s_tracenable = xlsenter("*TRACENABLE*");
X    s_tracenable->n_symvalue = NIL;
X    s_tlimit = xlsenter("*TRACELIMIT*");
X    s_tlimit->n_symvalue = NIL;
X    s_breakenable = xlsenter("*BREAKENABLE*");
X    s_breakenable->n_symvalue = true;
X
X    /* enter a copyright notice into the oblist */
X    sym = xlsenter("**Copyright-1985-by-David-Betz**");
X    sym->n_symvalue = true;
X
X    /* enter type names */
X    a_subr   = xlsenter(":SUBR");
X    a_fsubr  = xlsenter(":FSUBR");
```

```
X    a_list   = xlsenter(":CONS");
X    a_sym    = xlsenter(":SYMBOL");
X    a_int    = xlsenter(":FIXNUM");
X    a_float  = xlsenter(":FLONUM");
X    a_str    = xlsenter(":STRING");
X    a_obj    = xlsenter(":OBJECT");
X    a_fptr   = xlsenter(":FILE");
X}
SHAR_EOF
if test 3534 -ne "`wc -c 'xlinit.c'`"
then
     echo shar: error transmitting "'xlinit.c'" '(should have been 3534
characters)'
fi
echo shar: extracting "'xlio.c'" '(3109 characters)'
if test -f 'xlio.c'
then
     echo shar: over-writing existing file "'xlio.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlio.c'
X/* xlio - xlisp i/o routines */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X#ifdef MEGAMAX
Xoverlay "io"
X#endif
X
X/* external variables */
Xextern int xlplevel;
Xextern int xlfsize;
Xextern NODE *xlstack;
Xextern NODE *s_stdin;
Xextern int xldebug;
Xextern int prompt;
Xextern char buf[];
X
X/* xlgetc - get a character from a file or stream */
Xint xlgetc(fptr)
X  NODE *fptr;
X{
X    NODE *lptr,*cptr;
X    FILE *fp;
X    int ch;
X
X    /* check for input from nil */
X    if (fptr == NIL)
X    ch = EOF;
X
```

```
X    /* otherwise, check for input from a stream */
X    else if (consp(fptr)) {
X    if ((lptr = car(fptr)) == NIL)
X        ch = EOF;
X    else {
X        if (!consp(lptr) ||
X         (cptr = car(lptr)) == NIL || !fixp(cptr))
X         xlfail("bad stream");
X        if (rplaca(fptr,cdr(lptr)) == NIL)
X         rplacd(fptr,NIL);
X        ch = cptr->n_int;
X    }
X    }
X
X    /* otherwise, check for a buffered file character */
X    else if (ch = fptr->n_savech)
X    fptr->n_savech = 0;
X
X    /* otherwise, get a new character */
X    else {
X
X    /* get the file pointer */
X    fp = fptr->n_fp;
X
X    /* prompt if necessary */
X    if (prompt && fp == stdin) {
X
X        /* print the debug level */
X        if (xldebug)
X         { sprintf(buf,"%d:",xldebug); stdputstr(buf); }
X
X        /* print the nesting level */
X        if (xlplevel > 0)
X         { sprintf(buf,"%d",xlplevel); stdputstr(buf); }
X
X        /* print the prompt */
X        stdputstr("> ");
X        prompt = FALSE;
X    }
X
X    /* get the character */
X    if (((ch = getc(fp)) == '\n' || ch == EOF) && fp == stdin)
X        prompt = TRUE;
X
X    /* check for input abort */
X    if (fp == stdin && ch == '\007') {
X        putchar('\n');
X        xlabort("input aborted");
X    }
X    }
X
X    /* return the character */
X    return (ch);
```

```
X}
X
X/* xlpeek - peek at a character from a file or stream */
Xint xlpeek(fptr)
X  NODE *fptr;
X{
X    NODE *lptr,*cptr;
X    int ch;
X
X    /* check for input from nil */
X    if (fptr == NIL)
X    ch = EOF;
X
X    /* otherwise, check for input from a stream */
X    else if (consp(fptr)) {
X    if ((lptr = car(fptr)) == NIL)
X        ch = EOF;
X    else {
X        if (!consp(lptr) ||
X         (cptr = car(lptr)) == NIL || !fixp(cptr))
X         xlfail("bad stream");
X        ch = cptr->n_int;
X    }
X    }
X
X    /* otherwise, get the next file character and save it */
X    else
X    ch = fptr->n_savech = xlgetc(fptr);
X
X    /* return the character */
X    return (ch);
X}
X
X/* xlputc - put a character to a file or stream */
Xxlputc(fptr,ch)
X  NODE *fptr; int ch;
X{
X    NODE *oldstk,lptr;
X
X    /* count the character */
X    xlfsize++;
X
X    /* check for output to nil */
X    if (fptr == NIL)
X    ;
X
X    /* otherwise, check for output to a stream */
X    else if (consp(fptr)) {
X    oldstk = xlsave(&lptr,NULL);
X    lptr.n_ptr = newnode(LIST);
X    rplaca(lptr.n_ptr,cvfixnum((FIXNUM)ch));
X    if (cdr(fptr))
X        rplacd(cdr(fptr),lptr.n_ptr);
```

```
X    else
X        rplaca(fptr,lptr.n_ptr);
X    rplacd(fptr,lptr.n_ptr);
X    xlstack = oldstk;
X    }
X
X    /* otherwise, output the character to a file */
X    else
X    putc(ch,fptr->n_fp);
X}
X
X/* xlflush - flush the input buffer */
Xint xlflush()
X{
X    if (!prompt)
X    while (xlgetc(getvalue(s_stdin)) != '\n')
X        ;
X}
SHAR_EOF
if test 3109 -ne "`wc -c 'xlio.c'`"
then
     echo shar: error transmitting "'xlio.c'" '(should have been 3109 characters)'
fi
echo shar: extracting "'xlisp.c'" '(2176 characters)'
if test -f 'xlisp.c'
then
     echo shar: over-writing existing file "'xlisp.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlisp.c'
X/* xlisp - an small version of lisp that supports object-oriented programming */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* define the banner line string */
X#define BANNER    "XLISP version 1.5b, Copyright (c) 1985, by David Betz"
X
X/* external variables */
Xextern NODE *s_stdin,*s_stdout;
Xextern NODE *s_evalhook,*s_applyhook;
Xextern NODE *true;
X
X/* main - the main routine */
Xmain(argc,argv)
X  int argc; char *argv[];
X{
X    char fname[50];
X    CONTEXT cntxt;
X    NODE expr;
X    int i;
```

```
X
X    /* print the banner line */
X#ifdef MEGAMAX
X    macinit(BANNER);
X#else
X    printf("%s\n",BANNER);
X#endif
X
X    /* setup initialization error handler */
X    xlbegin(&cntxt,CF_ERROR,(NODE *) 1);
X    if (setjmp(cntxt.c_jmpbuf)) {
X    printf("fatal initialization error\n");
X    exit();
X    }
X
X    /* initialize xlisp */
X    xlinit();
X    xlend(&cntxt);
X
X    /* reset the error handler */
X    xlbegin(&cntxt,CF_ERROR,true);
X
X    /* load "init.lsp" */
X    if (setjmp(cntxt.c_jmpbuf) == 0)
X#ifndef INITPATH
X    xlload("init.lsp",FALSE,FALSE);
X#else
X    xlload(INITPATH,FALSE,FALSE);
X#endif
X
X    /* load any files mentioned on the command line */
X#ifndef MEGAMAX
X    if (setjmp(cntxt.c_jmpbuf) == 0)
X    for (i = 1; i < argc; i++) {
X        sprintf(fname,"%s.lsp",argv[i]);
X        if (!xlload(fname,TRUE,FALSE))
X         xlfail("can't load file");
X    }
X#endif
X
X    /* create a new stack frame */
X    xlsave(&expr,NULL);
X
X    /* main command processing loop */
X    while (TRUE) {
X
X    /* setup the error return */
X    if (setjmp(cntxt.c_jmpbuf)) {
X        setvalue(s_evalhook,NIL);
X        setvalue(s_applyhook,NIL);
X        xlflush();
X    }
X
```

```
X    /* read an expression */
X    if (!xlread(getvalue(s_stdin),&expr.n_ptr))
X        break;
X
X    /* evaluate the expression */
X    expr.n_ptr = xleval(expr.n_ptr);
X
X    /* print it */
X    stdprint(expr.n_ptr);
X    }
X    xlend(&cntxt);
X}
X
X/* stdprint - print to standard output */
Xstdprint(expr)
X  NODE *expr;
X{
X    xlprint(getvalue(s_stdout),expr,TRUE);
X    xlterpri(getvalue(s_stdout));
X}
X
X/* stdputstr - print a string to standard output */
Xstdputstr(str)
X  char *str;
X{
X    xlputstr(getvalue(s_stdout),str);
X}
X
SHAR_EOF
if test 2176 -ne "`wc -c 'xlisp.c'`"
then
     echo shar: error transmitting "'xlisp.c'" '(should have been 2176
characters)'
fi
echo shar: extracting "'xljump.c'" '(2937 characters)'
if test -f 'xljump.c'
then
     echo shar: over-writing existing file "'xljump.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xljump.c'
X/* xljump - execution context routines */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* external variables */
Xextern CONTEXT *xlcontext;
Xextern NODE *xlvalue;
Xextern NODE *xlstack,*xlenv;
Xextern int xltrace,xldebug;
```

```
X
X/* xlbegin - beginning of an execution context */
Xxlbegin(cptr,flags,expr)
X  CONTEXT *cptr; int flags; NODE *expr;
X{
X    cptr->c_flags = flags;
X    cptr->c_expr = expr;
X    cptr->c_xlstack = xlstack;
X    cptr->c_xlenv = xlenv;
X    cptr->c_xltrace = xltrace;
X    cptr->c_xlcontext = xlcontext;
X    xlcontext = cptr;
X}
X
X/* xlend - end of an execution context */
Xxlend(cptr)
X  CONTEXT *cptr;
X{
X    xlcontext = cptr->c_xlcontext;
X}
X
X/* xljump - jump to a saved execution context */
Xxljump(cptr,type,val)
X  CONTEXT *cptr; int type; NODE *val;
X{
X    /* restore the state */
X    xlcontext = cptr;
X    xlstack = xlcontext->c_xlstack;
X    xlenv = xlcontext->c_xlenv;
X    xltrace = xlcontext->c_xltrace;
X    xlvalue = val;
X
X    /* call the handler */
X    longjmp(xlcontext->c_jmpbuf,type);
X}
X
X/* xlcleanup - clean-up after an error */
Xxlcleanup()
X{
X    CONTEXT *cptr;
X
X    /* find a block context */
X    for (cptr = xlcontext; cptr; cptr = cptr->c_xlcontext)
X    if (cptr->c_flags & CF_CLEANUP)
X        xljump(cptr,CF_CLEANUP,NIL);
X    xlfail("not in a break loop");
X}
X
X/* xlcontinue - continue from an error */
Xxlcontinue()
X{
X    CONTEXT *cptr;
X
```

```
X    /* find a block context */
X    for (cptr = xlcontext; cptr; cptr = cptr->c_xlcontext)
X    if (cptr->c_flags & CF_CONTINUE)
X        xljump(cptr,CF_CONTINUE,NIL);
X    xlfail("not in a break loop");
X}
X
X/* xlgo - go to a label */
Xxlgo(label)
X  NODE *label;
X{
X    CONTEXT *cptr;
X    NODE *p;
X
X    /* find a tagbody context */
X    for (cptr = xlcontext; cptr; cptr = cptr->c_xlcontext)
X    if (cptr->c_flags & CF_GO)
X        for (p = cptr->c_expr; consp(p); p = cdr(p))
X         if (car(p) == label)
X             xljump(cptr,CF_GO,p);
X    xlfail("no target for GO");
X}
X
X/* xlreturn - return from a block */
Xxlreturn(val)
X  NODE *val;
X{
X    CONTEXT *cptr;
X
X    /* find a block context */
X    for (cptr = xlcontext; cptr; cptr = cptr->c_xlcontext)
X    if (cptr->c_flags & CF_RETURN)
X        xljump(cptr,CF_RETURN,val);
X    xlfail("no target for RETURN");
X}
X
X/* xlthrow - throw to a catch */
Xxlthrow(tag,val)
X  NODE *tag,*val;
X{
X    CONTEXT *cptr;
X
X    /* find a catch context */
X    for (cptr = xlcontext; cptr; cptr = cptr->c_xlcontext)
X    if ((cptr->c_flags & CF_THROW) && cptr->c_expr == tag)
X        xljump(cptr,CF_THROW,val);
X    xlfail("no target for THROW");
X}
X
X/* xlsignal - signal an error */
Xxlsignal(emsg,arg)
X  char *emsg; NODE *arg;
X{
```

```
X    CONTEXT *cptr;
X
X    /* find an error catcher */
X    for (cptr = xlcontext; cptr; cptr = cptr->c_xlcontext)
X    if (cptr->c_flags & CF_ERROR) {
X        if (cptr->c_expr)
X         xlerrprint("error",NULL,emsg,arg);
X        xljump(cptr,CF_ERROR,NIL);
X    }
X    xlfail("no target for error");
X}
SHAR_EOF
if test 2937 -ne "`wc -c 'xljump.c'`"
then
     echo shar: error transmitting "'xljump.c'" '(should have been 2937
characters)'
fi
echo shar: extracting "'xllist.c'" '(18035 characters)'
if test -f 'xllist.c'
then
     echo shar: over-writing existing file "'xllist.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xllist.c'
X/* xllist - xlisp built-in list functions */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X#ifdef MEGAMAX
Xoverlay "overflow"
X#endif
X
X/* external variables */
Xextern NODE *xlstack;
Xextern NODE *s_unbound;
Xextern NODE *true;
X
X/* external routines */
Xextern int eq(),eql(),equal();
X
X/* forward declarations */
XFORWARD NODE *cxr();
XFORWARD NODE *nth(),*assoc();
XFORWARD NODE *subst(),*sublis(),*map();
XFORWARD NODE *cequal();
X
X/* xcar - return the car of a list */
XNODE *xcar(args)
X  NODE *args;
X{
```

```
X    return (cxr(args,"a"));
X}
X
X/* xcdr - return the cdr of a list */
XNODE *xcdr(args)
X  NODE *args;
X{
X    return (cxr(args,"d"));
X}
X
X/* xcaar - return the caar of a list */
XNODE *xcaar(args)
X  NODE *args;
X{
X    return (cxr(args,"aa"));
X}
X
X/* xcadr - return the cadr of a list */
XNODE *xcadr(args)
X  NODE *args;
X{
X    return (cxr(args,"da"));
X}
X
X/* xcdar - return the cdar of a list */
XNODE *xcdar(args)
X  NODE *args;
X{
X    return (cxr(args,"ad"));
X}
X
X/* xcddr - return the cddr of a list */
XNODE *xcddr(args)
X  NODE *args;
X{
X    return (cxr(args,"dd"));
X}
X
X/* cxr - common car/cdr routine */
XLOCAL NODE *cxr(args,adstr)
X  NODE *args; char *adstr;
X{
X    NODE *list;
X
X    /* get the list */
X    list = xlmatch(LIST,&args);
X    xllastarg(args);
X
X    /* perform the car/cdr operations */
X    while (*adstr && consp(list))
X    list = (*adstr++ == 'a' ? car(list) : cdr(list));
X
X    /* make sure the operation succeeded */
```

```
X    if (*adstr && list)
X    xlfail("bad argument");
X
X    /* return the result */
X    return (list);
X}
X
X/* xcons - construct a new list cell */
XNODE *xcons(args)
X  NODE *args;
X{
X    NODE *arg1,*arg2,*val;
X
X    /* get the two arguments */
X    arg1 = xlarg(&args);
X    arg2 = xlarg(&args);
X    xllastarg(args);
X
X    /* construct a new list element */
X    val = newnode(LIST);
X    rplaca(val,arg1);
X    rplacd(val,arg2);
X
X    /* return the list */
X    return (val);
X}
X
X/* xlist - built a list of the arguments */
XNODE *xlist(args)
X  NODE *args;
X{
X    NODE *oldstk,arg,list,val,*last,*lptr;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,&list,&val,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* evaluate and append each argument */
X    for (last = NIL; arg.n_ptr != NIL; last = lptr) {
X
X    /* evaluate the next argument */
X    val.n_ptr = xlarg(&arg.n_ptr);
X
X    /* append this argument to the end of the list */
X    lptr = newnode(LIST);
X    if (last == NIL)
X        list.n_ptr = lptr;
X    else
X        rplacd(last,lptr);
X    rplaca(lptr,val.n_ptr);
X    }
```

```
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the list */
X    return (list.n_ptr);
X}
X
X/* xappend - built-in function append */
XNODE *xappend(args)
X  NODE *args;
X{
X    NODE *oldstk,arg,list,last,val,*lptr;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,&list,&last,&val,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* evaluate and append each argument */
X    while (arg.n_ptr) {
X
X    /* evaluate the next argument */
X    list.n_ptr = xlmatch(LIST,&arg.n_ptr);
X
X    /* append each element of this list to the result list */
X    while (consp(list.n_ptr)) {
X
X        /* append this element */
X        lptr = newnode(LIST);
X        if (last.n_ptr == NIL)
X         val.n_ptr = lptr;
X        else
X         rplacd(last.n_ptr,lptr);
X        rplaca(lptr,car(list.n_ptr));
X
X        /* save the new last element */
X        last.n_ptr = lptr;
X
X        /* move to the next element */
X        list.n_ptr = cdr(list.n_ptr);
X    }
X    }
X
X    /* restore previous stack frame */
X    xlstack = oldstk;
X
X    /* return the list */
X    return (val.n_ptr);
X}
X
X/* xreverse - built-in function reverse */
```

```
XNODE *xreverse(args)
X  NODE *args;
X{
X    NODE *oldstk,list,val,*lptr;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&list,&val,NULL);
X
X    /* get the list to reverse */
X    list.n_ptr = xlmatch(LIST,&args);
X    xllastarg(args);
X
X    /* append each element of this list to the result list */
X    while (consp(list.n_ptr)) {
X
X    /* append this element */
X    lptr = newnode(LIST);
X    rplaca(lptr,car(list.n_ptr));
X    rplacd(lptr,val.n_ptr);
X    val.n_ptr = lptr;
X
X    /* move to the next element */
X    list.n_ptr = cdr(list.n_ptr);
X    }
X
X    /* restore previous stack frame */
X    xlstack = oldstk;
X
X    /* return the list */
X    return (val.n_ptr);
X}
X
X/* xlast - return the last cons of a list */
XNODE *xlast(args)
X  NODE *args;
X{
X    NODE *list;
X
X    /* get the list */
X    list = xlmatch(LIST,&args);
X    xllastarg(args);
X
X    /* find the last cons */
X    while (consp(list) && cdr(list))
X    list = cdr(list);
X
X    /* return the last element */
X    return (list);
X}
X
X/* xmember - built-in function 'member' */
XNODE *xmember(args)
X  NODE *args;
```

```
X{
X    NODE *oldstk,x,list,fcn,*val;
X    int tresult;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&x,&list,&fcn,NULL);
X
X    /* get the expression to look for and the list */
X    x.n_ptr = xlarg(&args);
X    list.n_ptr = xlmatch(LIST,&args);
X    xltest(&fcn.n_ptr,&tresult,&args);
X    xllastarg(args);
X
X    /* look for the expression */
X    for (val = NIL; consp(list.n_ptr); list.n_ptr = cdr(list.n_ptr))
X    if (dotest(x.n_ptr,car(list.n_ptr),fcn.n_ptr) == tresult) {
X        val = list.n_ptr;
X        break;
X    }
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result */
X    return (val);
X}
X
X/* xassoc - built-in function 'assoc' */
XNODE *xassoc(args)
X  NODE *args;
X{
X    NODE *oldstk,x,alist,fcn,*pair,*val;
X    int tresult;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&x,&alist,&fcn,NULL);
X
X    /* get the expression to look for and the association list */
X    x.n_ptr = xlarg(&args);
X    alist.n_ptr = xlmatch(LIST,&args);
X    xltest(&fcn.n_ptr,&tresult,&args);
X    xllastarg(args);
X
X    /* look for the expression */
X    for (val = NIL; consp(alist.n_ptr); alist.n_ptr = cdr(alist.n_ptr))
X    if ((pair = car(alist.n_ptr)) && consp(pair))
X        if (dotest(x.n_ptr,car(pair),fcn.n_ptr) == tresult) {
X         val = pair;
X         break;
X        }
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
```

```
X
X    /* return the result */
X    return (val);
X}
X
X/* xsubst - substitute one expression for another */
XNODE *xsubst(args)
X  NODE *args;
X{
X    NODE *oldstk,to,from,expr,fcn,*val;
X    int tresult;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&to,&from,&expr,&fcn,NULL);
X
X    /* get the to value, the from value and the expression */
X    to.n_ptr = xlarg(&args);
X    from.n_ptr = xlarg(&args);
X    expr.n_ptr = xlarg(&args);
X    xltest(&fcn.n_ptr,&tresult,&args);
X    xllastarg(args);
X
X    /* do the substitution */
X    val = subst(to.n_ptr,from.n_ptr,expr.n_ptr,fcn.n_ptr,tresult);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result */
X    return (val);
X}
X
X/* subst - substitute one expression for another */
XLOCAL NODE *subst(to,from,expr,fcn,tresult)
X  NODE *to,*from,*expr,*fcn; int tresult;
X{
X    NODE *oldstk,carval,cdrval,*val;
X
X    if (dotest(expr,from,fcn) == tresult)
X    val = to;
X    else if (consp(expr)) {
X    oldstk = xlsave(&carval,&cdrval,NULL);
X    carval.n_ptr = subst(to,from,car(expr),fcn,tresult);
X    cdrval.n_ptr = subst(to,from,cdr(expr),fcn,tresult);
X    val = newnode(LIST);
X    rplaca(val,carval.n_ptr);
X    rplacd(val,cdrval.n_ptr);
X    xlstack = oldstk;
X    }
X    else
X    val = expr;
X    return (val);
X}
```

```
X
X/* xsublis - substitute using an association list */
XNODE *xsublis(args)
X  NODE *args;
X{
X    NODE *oldstk,alist,expr,fcn,*val;
X    int tresult;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&alist,&expr,&fcn,NULL);
X
X    /* get the assocation list and the expression */
X    alist.n_ptr = xlmatch(LIST,&args);
X    expr.n_ptr = xlarg(&args);
X    xltest(&fcn.n_ptr,&tresult,&args);
X    xllastarg(args);
X
X    /* do the substitution */
X    val = sublis(alist.n_ptr,expr.n_ptr,fcn.n_ptr,tresult);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result */
X    return (val);
X}
X
X/* sublis - substitute using an association list */
XLOCAL NODE *sublis(alist,expr,fcn,tresult)
X  NODE *alist,*expr,*fcn; int tresult;
X{
X    NODE *oldstk,carval,cdrval,*val;
X
X    if (val = assoc(expr,alist,fcn,tresult))
X    val = cdr(val);
X    else if (consp(expr)) {
X    oldstk = xlsave(&carval,&cdrval,NULL);
X    carval.n_ptr = sublis(alist,car(expr),fcn,tresult);
X    cdrval.n_ptr = sublis(alist,cdr(expr),fcn,tresult);
X    val = newnode(LIST);
X    rplaca(val,carval.n_ptr);
X    rplacd(val,cdrval.n_ptr);
X    xlstack = oldstk;
X    }
X    else
X    val = expr;
X    return (val);
X}
X
X/* assoc - find a pair in an association list */
XLOCAL NODE *assoc(expr,alist,fcn,tresult)
X  NODE *expr,*alist,*fcn; int tresult;
X{
```

```
X    NODE *pair;
X
X    for (; consp(alist); alist = cdr(alist))
X    if ((pair = car(alist)) && consp(pair))
X        if (dotest(expr,car(pair),fcn) == tresult)
X         return (pair);
X    return (NIL);
X}
X
X/* xremove - built-in function 'remove' */
XNODE *xremove(args)
X  NODE *args;
X{
X    NODE *oldstk,x,list,fcn,val,*p,*last;
X    int tresult;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&x,&list,&fcn,&val,NULL);
X
X    /* get the expression to remove and the list */
X    x.n_ptr = xlarg(&args);
X    list.n_ptr = xlmatch(LIST,&args);
X    xltest(&fcn.n_ptr,&tresult,&args);
X    xllastarg(args);
X
X    /* remove matches */
X    while (consp(list.n_ptr)) {
X
X    /* check to see if this element should be deleted */
X    if (dotest(x.n_ptr,car(list.n_ptr),fcn.n_ptr) != tresult) {
X        p = newnode(LIST);
X        rplaca(p,car(list.n_ptr));
X        if (val.n_ptr) rplacd(last,p);
X        else val.n_ptr = p;
X        last = p;
X    }
X
X    /* move to the next element */
X    list.n_ptr = cdr(list.n_ptr);
X    }
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the updated list */
X    return (val.n_ptr);
X}
X
X/* dotest - call a test function */
Xint dotest(arg1,arg2,fcn)
X  NODE *arg1,*arg2,*fcn;
X{
X    NODE *oldstk,args,*val;
```

```
X
X    /* create a new stack frame */
X    oldstk = xlsave(&args,NULL);
X
X    /* build an argument list */
X    args.n_ptr = newnode(LIST);
X    rplaca(args.n_ptr,arg1);
X    rplacd(args.n_ptr,newnode(LIST));
X    rplaca(cdr(args.n_ptr),arg2);
X
X    /* apply the test function */
X    val = xlapply(fcn,args.n_ptr);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result of the test */
X    return (val != NIL);
X}
X
X/* xnth - return the nth element of a list */
XNODE *xnth(args)
X  NODE *args;
X{
X    return (nth(args,TRUE));
X}
X
X/* xnthcdr - return the nth cdr of a list */
XNODE *xnthcdr(args)
X  NODE *args;
X{
X    return (nth(args,FALSE));
X}
X
X/* nth - internal nth function */
XLOCAL NODE *nth(args,carflag)
X  NODE *args; int carflag;
X{
X    NODE *list;
X    int n;
X
X    /* get n and the list */
X    if ((n = xlmatch(INT,&args)->n_int) < 0)
X    xlfail("bad argument");
X    if ((list = xlmatch(LIST,&args)) == NIL)
X    xlfail("bad argument");
X    xllastarg(args);
X
X    /* find the nth element */
X    while (consp(list) && n--)
X    list = cdr(list);
X
X    /* return the list beginning at the nth element */
```

```
X    return (carflag && consp(list) ? car(list) : list);
X}
X
X/* xlength - return the length of a list or string */
XNODE *xlength(args)
X  NODE *args;
X{
X    NODE *arg;
X    int n;
X
X    /* get the list or string */
X    arg = xlarg(&args);
X    xllastarg(args);
X
X    /* find the length of a list */
X    if (listp(arg))
X    for (n = 0; consp(arg); n++)
X        arg = cdr(arg);
X
X    /* find the length of a string */
X    else if (stringp(arg))
X    n = strlen(arg->n_str);
X
X    /* otherwise, bad argument type */
X    else
X    xlerror("bad argument type",arg);
X
X    /* return the length */
X    return (cvfixnum((FIXNUM)n));
X}
X
X/* xmapc - built-in function 'mapc' */
XNODE *xmapc(args)
X  NODE *args;
X{
X    return (map(args,TRUE,FALSE));
X}
X
X/* xmapcar - built-in function 'mapcar' */
XNODE *xmapcar(args)
X  NODE *args;
X{
X    return (map(args,TRUE,TRUE));
X}
X
X/* xmapl - built-in function 'mapl' */
XNODE *xmapl(args)
X  NODE *args;
X{
X    return (map(args,FALSE,FALSE));
X}
X
X/* xmaplist - built-in function 'maplist' */
```

```
XNODE *xmaplist(args)
X  NODE *args;
X{
X    return (map(args,FALSE,TRUE));
X}
X
X/* map - internal mapping function */
XLOCAL NODE *map(args,carflag,valflag)
X  NODE *args; int carflag,valflag;
X{
X    NODE *oldstk,fcn,lists,arglist,val,*last,*p,*x,*y;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&fcn,&lists,&arglist,&val,NULL);
X
X    /* get the function to apply and the first list */
X    fcn.n_ptr = xlarg(&args);
X    lists.n_ptr = xlmatch(LIST,&args);
X
X    /* save the first list if not saving function values */
X    if (!valflag)
X    val.n_ptr = lists.n_ptr;
X
X    /* set up the list of argument lists */
X    p = newnode(LIST);
X    rplaca(p,lists.n_ptr);
X    lists.n_ptr = p;
X
X    /* get the remaining argument lists */
X    while (args) {
X    p = newnode(LIST);
X    rplacd(p,lists.n_ptr);
X    lists.n_ptr = p;
X    rplaca(p,xlmatch(LIST,&args));
X    }
X
X    /* if the function is a symbol, get its value */
X    if (symbolp(fcn.n_ptr))
X    fcn.n_ptr = xleval(fcn.n_ptr);
X
X    /* loop through each of the argument lists */
X    for (;;) {
X
X    /* build an argument list from the sublists */
X    arglist.n_ptr = NIL;
X    for (x = lists.n_ptr; x && (y = car(x)) && consp(y); x = cdr(x)) {
X        p = newnode(LIST);
X        rplacd(p,arglist.n_ptr);
X        arglist.n_ptr = p;
X        rplaca(p,carflag ? car(y) : y);
X        rplaca(x,cdr(y));
X    }
X
```

```
X    /* quit if any of the lists were empty */
X    if (x) break;
X
X    /* apply the function to the arguments */
X    if (valflag) {
X        p = newnode(LIST);
X        if (val.n_ptr) rplacd(last,p);
X        else val.n_ptr = p;
X        rplaca(p,xlapply(fcn.n_ptr,arglist.n_ptr));
X        last = p;
X    }
X    else
X        xlapply(fcn.n_ptr,arglist.n_ptr);
X    }
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the last test expression value */
X    return (val.n_ptr);
X}
X
X/* xrplca - replace the car of a list node */
XNODE *xrplca(args)
X  NODE *args;
X{
X    NODE *list,*newcar;
X
X    /* get the list and the new car */
X    if ((list = xlmatch(LIST,&args)) == NIL)
X    xlfail("bad argument");
X    newcar = xlarg(&args);
X    xllastarg(args);
X
X    /* replace the car */
X    rplaca(list,newcar);
X
X    /* return the list node that was modified */
X    return (list);
X}
X
X/* xrplcd - replace the cdr of a list node */
XNODE *xrplcd(args)
X  NODE *args;
X{
X    NODE *list,*newcdr;
X
X    /* get the list and the new cdr */
X    if ((list = xlmatch(LIST,&args)) == NIL)
X    xlfail("bad argument");
X    newcdr = xlarg(&args);
X    xllastarg(args);
X
```

```
X    /* replace the cdr */
X    rplacd(list,newcdr);
X
X    /* return the list node that was modified */
X    return (list);
X}
X
X/* xnconc - destructively append lists */
XNODE *xnconc(args)
X  NODE *args;
X{
X    NODE *list,*last,*val;
X
X    /* concatenate each argument */
X    for (val = NIL; args; ) {
X
X    /* concatenate this list */
X    if (list = xlmatch(LIST,&args)) {
X
X        /* check for this being the first non-empty list */
X        if (val)
X         rplacd(last,list);
X        else
X         val = list;
X
X        /* find the end of the list */
X        while (consp(cdr(list)))
X         list = cdr(list);
X
X        /* save the new last element */
X        last = list;
X    }
X    }
X
X    /* return the list */
X    return (val);
X}
X
X/* xdelete - built-in function 'delete' */
XNODE *xdelete(args)
X  NODE *args;
X{
X    NODE *oldstk,x,list,fcn,*last,*val;
X    int tresult;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&x,&list,&fcn,NULL);
X
X    /* get the expression to delete and the list */
X    x.n_ptr = xlarg(&args);
X    list.n_ptr = xlmatch(LIST,&args);
X    xltest(&fcn.n_ptr,&tresult,&args);
X    xllastarg(args);
```

```
X
X    /* delete leading matches */
X    while (consp(list.n_ptr)) {
X    if (dotest(x.n_ptr,car(list.n_ptr),fcn.n_ptr) != tresult)
X        break;
X    list.n_ptr = cdr(list.n_ptr);
X    }
X    val = last = list.n_ptr;
X
X    /* delete embedded matches */
X    if (consp(list.n_ptr)) {
X
X    /* skip the first non-matching element */
X    list.n_ptr = cdr(list.n_ptr);
X
X    /* look for embedded matches */
X    while (consp(list.n_ptr)) {
X
X        /* check to see if this element should be deleted */
X        if (dotest(x.n_ptr,car(list.n_ptr),fcn.n_ptr) == tresult)
X         rplacd(last,cdr(list.n_ptr));
X        else
X         last = list.n_ptr;
X
X        /* move to the next element */
X        list.n_ptr = cdr(list.n_ptr);
X    }
X    }
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the updated list */
X    return (val);
X}
X
X/* xatom - is this an atom? */
XNODE *xatom(args)
X  NODE *args;
X{
X    NODE *arg;
X    arg = xlarg(&args);
X    xllastarg(args);
X    return (atom(arg) ? true : NIL);
X}
X
X/* xsymbolp - is this an symbol? */
XNODE *xsymbolp(args)
X  NODE *args;
X{
X    NODE *arg;
X    arg = xlarg(&args);
X    xllastarg(args);
```

```
X    return (arg == NIL || symbolp(arg) ? true : NIL);
X}
X
X/* xnumberp - is this a number? */
XNODE *xnumberp(args)
X  NODE *args;
X{
X    NODE *arg;
X    arg = xlarg(&args);
X    xllastarg(args);
X    return (fixp(arg) || floatp(arg) ? true : NIL);
X}
X
X/* xboundp - is this a value bound to this symbol? */
XNODE *xboundp(args)
X  NODE *args;
X{
X    NODE *sym;
X    sym = xlmatch(SYM,&args);
X    xllastarg(args);
X    return (xlxgetvalue(sym) == s_unbound ? NIL : true);
X}
X
X/* xnull - is this null? */
XNODE *xnull(args)
X  NODE *args;
X{
X    NODE *arg;
X    arg = xlarg(&args);
X    xllastarg(args);
X    return (null(arg) ? true : NIL);
X}
X
X/* xlistp - is this a list? */
XNODE *xlistp(args)
X  NODE *args;
X{
X    NODE *arg;
X    arg = xlarg(&args);
X    xllastarg(args);
X    return (listp(arg) ? true : NIL);
X}
X
X/* xconsp - is this a cons? */
XNODE *xconsp(args)
X  NODE *args;
X{
X    NODE *arg;
X    arg = xlarg(&args);
X    xllastarg(args);
X    return (consp(arg) ? true : NIL);
X}
X
```

```
X/* xeq - are these equal? */
XNODE *xeq(args)
X  NODE *args;
X{
X    return (cequal(args,eq));
X}
X
X/* xeql - are these equal? */
XNODE *xeql(args)
X  NODE *args;
X{
X    return (cequal(args,eql));
X}
X
X/* xequal - are these equal? */
XNODE *xequal(args)
X  NODE *args;
X{
X    return (cequal(args,equal));
X}
X
X/* cequal - common eq/eql/equal function */
XLOCAL NODE *cequal(args,fcn)
X  NODE *args; int (*fcn)();
X{
X    NODE *arg1,*arg2;
X
X    /* get the two arguments */
X    arg1 = xlarg(&args);
X    arg2 = xlarg(&args);
X    xllastarg(args);
X
X    /* compare the arguments */
X    return ((*fcn)(arg1,arg2) ? true : NIL);
X}
SHAR_EOF
if test 18035 -ne "`wc -c 'xllist.c'`"
then
     echo shar: error transmitting "'xllist.c'" '(should have been 18035
characters)'
fi
echo shar: extracting "'xlmath.c'" '(10134 characters)'
if test -f 'xlmath.c'
then
     echo shar: over-writing existing file "'xlmath.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlmath.c'
X/* xlmath - xlisp builtin arithmetic functions */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
```

```
X#include <math.h>
X#include "xlisp.h"
X
X#ifdef MEGAMAX
Xoverlay "math"
X#endif
X
X/* external variables */
Xextern NODE *xlstack;
Xextern NODE *true;
X
X/* forward declarations */
XFORWARD NODE *unary();
XFORWARD NODE *binary();
XFORWARD NODE *predicate();
XFORWARD NODE *compare();
X
X/* xadd - builtin function for addition */
XNODE *xadd(args)
X  NODE *args;
X{
X    return (binary(args,'+'));
X}
X
X/* xsub - builtin function for subtraction */
XNODE *xsub(args)
X  NODE *args;
X{
X    return (binary(args,'-'));
X}
X
X/* xmul - builtin function for multiplication */
XNODE *xmul(args)
X  NODE *args;
X{
X    return (binary(args,'*'));
X}
X
X/* xdiv - builtin function for division */
XNODE *xdiv(args)
X  NODE *args;
X{
X    return (binary(args,'/'));
X}
X
X/* xrem - builtin function for remainder */
XNODE *xrem(args)
X  NODE *args;
X{
X    return (binary(args,'%'));
X}
X
X/* xmin - builtin function for minimum */
```

```
XNODE *xmin(args)
X  NODE *args;
X{
X    return (binary(args,'m'));
X}
X
X/* xmax - builtin function for maximum */
XNODE *xmax(args)
X  NODE *args;
X{
X    return (binary(args,'M'));
X}
X
X/* xexpt - built-in function 'expt' */
XNODE *xexpt(args)
X  NODE *args;
X{
X    return (binary(args,'E'));
X}
X
X/* xbitand - builtin function for bitwise and */
XNODE *xbitand(args)
X  NODE *args;
X{
X    return (binary(args,'&'));
X}
X
X/* xbitior - builtin function for bitwise inclusive or */
XNODE *xbitior(args)
X  NODE *args;
X{
X    return (binary(args,'|'));
X}
X
X/* xbitxor - builtin function for bitwise exclusive or */
XNODE *xbitxor(args)
X  NODE *args;
X{
X    return (binary(args,'^'));
X}
X
X/* binary - handle binary operations */
XLOCAL NODE *binary(args,fcn)
X  NODE *args; int fcn;
X{
X    FIXNUM ival,iarg;
X    FLONUM fval,farg;
X    NODE *arg;
X    int imode;
X
X    /* get the first argument */
X    arg = xlarg(&args);
X
```

```
X    /* set the type of the first argument */
X    if (fixp(arg)) {
X    ival = arg->n_int;
X    imode = TRUE;
X    }
X    else if (floatp(arg)) {
X    fval = arg->n_float;
X    imode = FALSE;
X    }
X    else
X    xlerror("bad argument type",arg);
X
X    /* treat '-' with a single argument as a special case */
X    if (fcn == '-' && args == NIL)
X    if (imode)
X        ival = -ival;
X    else
X        fval = -fval;
X
X    /* handle each remaining argument */
X    while (args) {
X
X    /* get the next argument */
X    arg = xlarg(&args);
X
X    /* check its type */
X    if (fixp(arg))
X        if (imode) iarg = arg->n_int;
X        else farg = (FLONUM)arg->n_int;
X    else if (floatp(arg))
X        if (imode) { fval = (FLONUM)ival; farg = arg->n_float; imode = FALSE; }
X        else farg = arg->n_float;
X    else
X        xlerror("bad argument type",arg);
X
X    /* accumulate the result value */
X    if (imode)
X        switch (fcn) {
X        case '+': ival += iarg; break;
X        case '-': ival -= iarg; break;
X        case '*': ival *= iarg; break;
X        case '/': checkizero(iarg); ival /= iarg; break;
X        case '%': checkizero(iarg); ival %= iarg; break;
X        case 'M': if (iarg > ival) ival = iarg; break;
X        case 'm': if (iarg < ival) ival = iarg; break;
X        case '&': ival &= iarg; break;
X        case '|': ival |= iarg; break;
X        case '^': ival ^= iarg; break;
X        default:  badiop();
X        }
X    else
X        switch (fcn) {
X        case '+': fval += farg; break;
```

```
X        case '-': fval -= farg; break;
X        case '*': fval *= farg; break;
X        case '/': checkfzero(farg); fval /= farg; break;
X        case 'M': if (farg > fval) fval = farg; break;
X        case 'm': if (farg < fval) fval = farg; break;
X        case 'E': fval = pow(fval,farg); break;
X        default:  badfop();
X        }
X    }
X
X    /* return the result */
X    return (imode ? cvfixnum(ival) : cvflonum(fval));
X}
X
X/* checkizero - check for integer division by zero */
Xcheckizero(iarg)
X  FIXNUM iarg;
X{
X    if (iarg == 0)
X    xlfail("division by zero");
X}
X
X/* checkfzero - check for floating point division by zero */
Xcheckfzero(farg)
X  FLONUM farg;
X{
X    if (farg == 0.0)
X    xlfail("division by zero");
X}
X
X/* checkfneg - check for square root of a negative number */
Xcheckfneg(farg)
X  FLONUM farg;
X{
X    if (farg < 0.0)
X    xlfail("square root of a negative number");
X}
X
X/* xbitnot - bitwise not */
XNODE *xbitnot(args)
X  NODE *args;
X{
X    return (unary(args,'~'));
X}
X
X/* xabs - builtin function for absolute value */
XNODE *xabs(args)
X  NODE *args;
X{
X    return (unary(args,'A'));
X}
X
X/* xadd1 - builtin function for adding one */
```

```
XNODE *xadd1(args)
X  NODE *args;
X{
X    return (unary(args,'+'));
X}
X
X/* xsub1 - builtin function for subtracting one */
XNODE *xsub1(args)
X  NODE *args;
X{
X    return (unary(args,'-'));
X}
X
X/* xsin - built-in function 'sin' */
XNODE *xsin(args)
X  NODE *args;
X{
X    return (unary(args,'S'));
X}
X
X/* xcos - built-in function 'cos' */
XNODE *xcos(args)
X  NODE *args;
X{
X    return (unary(args,'C'));
X}
X
X/* xtan - built-in function 'tan' */
XNODE *xtan(args)
X  NODE *args;
X{
X    return (unary(args,'T'));
X}
X
X/* xexp - built-in function 'exp' */
XNODE *xexp(args)
X  NODE *args;
X{
X    return (unary(args,'E'));
X}
X
X/* xsqrt - built-in function 'sqrt' */
XNODE *xsqrt(args)
X  NODE *args;
X{
X    return (unary(args,'R'));
X}
X
X/* xfix - built-in function 'fix' */
XNODE *xfix(args)
X  NODE *args;
X{
X    return (unary(args,'I'));
```

```
X}
X
X/* xfloat - built-in function 'float' */
XNODE *xfloat(args)
X  NODE *args;
X{
X    return (unary(args,'F'));
X}
X
X/* unary - handle unary operations */
XLOCAL NODE *unary(args,fcn)
X  NODE *args; int fcn;
X{
X    FLONUM fval;
X    FIXNUM ival;
X    NODE *arg;
X
X    /* get the argument */
X    arg = xlarg(&args);
X    xllastarg(args);
X
X    /* check its type */
X    if (fixp(arg)) {
X    ival = arg->n_int;
X    switch (fcn) {
X    case '~': ival = ~ival; break;
X    case 'A': ival = abs(ival); break;
X    case '+': ival++; break;
X    case '-': ival--; break;
X    case 'I': break;
X    case 'F': return (cvflonum((FLONUM)ival));
X    default: badiop();
X    }
X    return (cvfixnum(ival));
X    }
X    else if (floatp(arg)) {
X    fval = arg->n_float;
X    switch (fcn) {
X    case 'A': fval = fabs(fval); break;
X    case '+': fval += 1.0; break;
X    case '-': fval -= 1.0; break;
X    case 'S': fval = sin(fval); break;
X    case 'C': fval = cos(fval); break;
X    case 'T': fval = tan(fval); break;
X    case 'E': fval = exp(fval); break;
X    case 'R': checkfneg(fval); fval = sqrt(fval); break;
X    case 'I': return (cvfixnum((FIXNUM)fval));
X    case 'F': break;
X    default: badfop();
X    }
X    return (cvflonum(fval));
X    }
X    else
```

```
X    xlerror("bad argument type",arg);
X}
X
X/* xminusp - is this number negative? */
XNODE *xminusp(args)
X  NODE *args;
X{
X    return (predicate(args,'-'));
X}
X
X/* xzerop - is this number zero? */
XNODE *xzerop(args)
X  NODE *args;
X{
X    return (predicate(args,'Z'));
X}
X
X/* xplusp - is this number positive? */
XNODE *xplusp(args)
X  NODE *args;
X{
X    return (predicate(args,'+'));
X}
X
X/* xevenp - is this number even? */
XNODE *xevenp(args)
X  NODE *args;
X{
X    return (predicate(args,'E'));
X}
X
X/* xoddp - is this number odd? */
XNODE *xoddp(args)
X  NODE *args;
X{
X    return (predicate(args,'O'));
X}
X
X/* predicate - handle a predicate function */
XLOCAL NODE *predicate(args,fcn)
X  NODE *args; int fcn;
X{
X    FLONUM fval;
X    FIXNUM ival;
X    NODE *arg;
X
X    /* get the argument */
X    arg = xlarg(&args);
X    xllastarg(args);
X
X    /* check the argument type */
X    if (fixp(arg)) {
X    ival = arg->n_int;
```

```
X    switch (fcn) {
X    case '-': ival = (ival < 0); break;
X    case 'Z': ival = (ival == 0); break;
X    case '+': ival = (ival > 0); break;
X    case 'E': ival = ((ival & 1) == 0); break;
X    case 'O': ival = ((ival & 1) != 0); break;
X    default: badiop();
X    }
X    }
X    else if (floatp(arg)) {
X    fval = arg->n_float;
X    switch (fcn) {
X    case '-': ival = (fval < 0); break;
X    case 'Z': ival = (fval == 0); break;
X    case '+': ival = (fval > 0); break;
X    default: badfop();
X    }
X    }
X    else
X    xlerror("bad argument type",arg);
X
X    /* return the result value */
X    return (ival ? true : NIL);
X}
X
X/* xlss - builtin function for < */
XNODE *xlss(args)
X  NODE *args;
X{
X    return (compare(args,'<'));
X}
X
X/* xleq - builtin function for <= */
XNODE *xleq(args)
X  NODE *args;
X{
X    return (compare(args,'L'));
X}
X
X/* equ - builtin function for = */
XNODE *xequ(args)
X  NODE *args;
X{
X    return (compare(args,'='));
X}
X
X/* xneq - builtin function for /= */
XNODE *xneq(args)
X  NODE *args;
X{
X    return (compare(args,'#'));
X}
X
```

```
X/* xgeq - builtin function for >= */
XNODE *xgeq(args)
X  NODE *args;
X{
X    return (compare(args,'G'));
X}
X
X/* xgtr - builtin function for > */
XNODE *xgtr(args)
X  NODE *args;
X{
X    return (compare(args,'>'));
X}
X
X/* compare - common compare function */
XLOCAL NODE *compare(args,fcn)
X  NODE *args; int fcn;
X{
X    NODE *arg1,*arg2;
X    FIXNUM icmp;
X    FLONUM fcmp;
X    int imode;
X
X    /* get the two arguments */
X    arg1 = xlarg(&args);
X    arg2 = xlarg(&args);
X    xllastarg(args);
X
X    /* do the compare */
X    if (stringp(arg1) && stringp(arg2)) {
X    icmp = strcmp(arg1->n_str,arg2->n_str);
X    imode = TRUE;
X    }
X    else if (fixp(arg1) && fixp(arg2)) {
X    icmp = arg1->n_int - arg2->n_int;
X    imode = TRUE;
X    }
X    else if (floatp(arg1) && floatp(arg2)) {
X    fcmp = arg1->n_float - arg2->n_float;
X    imode = FALSE;
X    }
X    else if (fixp(arg1) && floatp(arg2)) {
X    fcmp = (FLONUM)arg1->n_int - arg2->n_float;
X    imode = FALSE;
X    }
X    else if (floatp(arg1) && fixp(arg2)) {
X    fcmp = arg1->n_float - (FLONUM)arg2->n_int;
X    imode = FALSE;
X    }
X    else
X    xlfail("expecting strings, integers or floats");
X
X    /* compute result of the compare */
```

```
X    if (imode)
X    switch (fcn) {
X    case '<': icmp = (icmp < 0); break;
X    case 'L': icmp = (icmp <= 0); break;
X    case '=': icmp = (icmp == 0); break;
X    case '#': icmp = (icmp != 0); break;
X    case 'G': icmp = (icmp >= 0); break;
X    case '>': icmp = (icmp > 0); break;
X    }
X    else
X    switch (fcn) {
X    case '<': icmp = (fcmp < 0.0); break;
X    case 'L': icmp = (fcmp <= 0.0); break;
X    case '=': icmp = (fcmp == 0.0); break;
X    case '#': icmp = (fcmp != 0.0); break;
X    case 'G': icmp = (fcmp >= 0.0); break;
X    case '>': icmp = (fcmp > 0.0); break;
X    }
X
X    /* return the result */
X    return (icmp ? true : NIL);
X}
X
X/* badiop - bad integer operation */
XLOCAL badiop()
X{
X    xlfail("bad integer operation");
X}
X
X/* badfop - bad floating point operation */
XLOCAL badfop()
X{
X    xlfail("bad floating point operation");
X}
SHAR_EOF
if test 10134 -ne "`wc -c 'xlmath.c'`"
then
     echo shar: error transmitting "'xlmath.c'" '(should have been 10134
characters)'
fi
#    End of shell archive
exit 0

--
```


                      Jwahar R. Bammi
                   Usenet: .....!decvax!cwruecmp!bammi
                    CSnet: bammi@case
                  Arpa: bammi%case@csnet-relay
               CompuServe: 71515,155

From 8127912281507855721
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,d2dfcdbcbc0249ff,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 12:05:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!pesnta!pyramid!decwrl!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: xlisp (PART 6 of 6)
Message-ID: <1384@cwruecmp.UUCP>
Date: Sat, 18-Jan-86 15:05:47 EST
Article-I.D.: cwruecmp.1384
Posted: Sat Jan 18 15:05:47 1986
Date-Received: Wed, 22-Jan-86 04:27:12 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 2102

```
#!/bin/sh
# This is a shell archive, meaning:
# 1. Remove everything above the #!/bin/sh line.
# 2. Save the resulting text in a file.
# 3. Execute the file with /bin/sh (not csh) to create the files:
#    xlobj.c
#    xlprin.c
#    xlread.c
#    xlstr.c
#    xlsubr.c
#    xlsym.c
#    xlsys.c
# This archive created: Sat Jan 18 14:32:30 1986
# By:    Jwahar R. Bammi ()
export PATH; PATH=/bin:$PATH
echo shar: extracting "'xlobj.c'" '(14267 characters)'
if test -f 'xlobj.c'
then
     echo shar: over-writing existing file "'xlobj.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlobj.c'
X/* xlobj - xlisp object functions */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X#ifdef MEGAMAX
Xoverlay "overflow"
X#endif
X
X/* external variables */
Xextern NODE *xlstack,*xlenv;
```

```
Xextern NODE *s_stdout;
Xextern NODE *self,*msgclass,*msgcls,*class,*object;
Xextern NODE *new,*isnew;
X
X/* instance variable numbers for the class 'Class' */
X#define MESSAGES  0    /* list of messages */
X#define IVARS     1    /* list of instance variable names */
X#define CVARS     2    /* list of class variable names */
X#define CVALS     3    /* list of class variable values */
X#define SUPERCLASS    4    /* pointer to the superclass */
X#define IVARCNT       5    /* number of class instance variables */
X#define IVARTOTAL 6    /* total number of instance variables */
X
X/* number of instance variables for the class 'Class' */
X#define CLASSSIZE 7
X
X/* forward declarations */
XFORWARD NODE *entermsg();
XFORWARD NODE *findmsg();
XFORWARD NODE *sendmsg();
XFORWARD NODE *findvar();
XFORWARD NODE *getivar();
XFORWARD NODE *getcvar();
XFORWARD NODE *makelist();
X
X/* xlgetivar - get the value of an instance variable */
XNODE *xlgetivar(obj,num)
X  NODE *obj; int num;
X{
X    return (car(getivar(obj,num)));
X}
X
X/* xlsetivar - set the value of an instance variable */
Xxlsetivar(obj,num,val)
X  NODE *obj; int num; NODE *val;
X{
X    rplaca(getivar(obj,num),val);
X}
X
X/* xlclass - define a class */
XNODE *xlclass(name,vcnt)
X  char *name; int vcnt;
X{
X    NODE *sym,*cls;
X
X    /* create the class */
X    sym = xlsenter(name);
X    setvalue(sym,cls = newnode(OBJ));
X    cls->n_obclass = class;
X    cls->n_obdata = makelist(CLASSSIZE);
X
X    /* set the instance variable counts */
X    xlsetivar(cls,IVARCNT,cvfixnum((FIXNUM)vcnt));
```

```
X    xlsetivar(cls,IVARTOTAL,cvfixnum((FIXNUM)vcnt));
X
X    /* set the superclass to 'Object' */
X    xlsetivar(cls,SUPERCLASS,object);
X
X    /* return the new class */
X    return (cls);
X}
X
X/* xladdivar - enter an instance variable */
Xxladdivar(cls,var)
X  NODE *cls; char *var;
X{
X    NODE *ivar,*lptr;
X
X    /* find the 'ivars' instance variable */
X    ivar = getivar(cls,IVARS);
X
X    /* add the instance variable */
X    lptr = newnode(LIST);
X    rplacd(lptr,car(ivar));
X    rplaca(ivar,lptr);
X    rplaca(lptr,xlsenter(var));
X}
X
X/* xladdmsg - add a message to a class */
Xxladdmsg(cls,msg,code)
X  NODE *cls; char *msg; NODE *(*code)();
X{
X    NODE *mptr;
X
X    /* enter the message selector */
X    mptr = entermsg(cls,xlsenter(msg));
X
X    /* store the method for this message */
X    rplacd(mptr,newnode(SUBR));
X    cdr(mptr)->n_subr = code;
X}
X
X/* xlsend - send a message to an object (message in arg list) */
XNODE *xlsend(obj,args)
X  NODE *obj,*args;
X{
X    NODE *oldstk,arglist,*msg,*val;
X
X    /* find the message binding for this message */
X    if ((msg = findmsg(obj->n_obclass,xlevmatch(SYM,&args))) == NIL)
X    xlfail("no method for this message");
X
X    /* evaluate the arguments and send the message */
X    oldstk = xlsave(&arglist,NULL);
X    arglist.n_ptr = xlevlist(args);
X    val = sendmsg(obj,msg,arglist.n_ptr);
```

```
X    xlstack = oldstk;
X
X    /* return the result */
X    return (val);
X}
X
X/* xlobgetvalue - get the value of an instance variable */
Xint xlobgetvalue(sym,pval)
X  NODE *sym,**pval;
X{
X    NODE *bnd;
X    if ((bnd = findvar(sym)) == NIL)
X    return (FALSE);
X    *pval = car(bnd);
X    return (TRUE);
X}
X
X/* xlobsetvalue - set the value of an instance variable */
Xint xlobsetvalue(sym,val)
X  NODE *sym,*val;
X{
X    NODE *bnd;
X    if ((bnd = findvar(sym)) == NIL)
X    return (FALSE);
X    rplaca(bnd,val);
X    return (TRUE);
X}
X
X/* obisnew - default 'isnew' method */
XLOCAL NODE *obisnew(args)
X  NODE *args;
X{
X    xllastarg(args);
X    return (xlygetvalue(self));
X}
X
X/* obclass - get the class of an object */
XLOCAL NODE *obclass(args)
X  NODE *args;
X{
X    /* make sure there aren't any arguments */
X    xllastarg(args);
X
X    /* return the object's class */
X    return (xlygetvalue(self)->n_obclass);
X}
X
X/* obshow - show the instance variables of an object */
XLOCAL NODE *obshow(args)
X  NODE *args;
X{
X    NODE *oldstk,fptr,*obj,*cls,*names;
X    int ivtotal,n;
```

```
X
X    /* create a new stack frame */
X    oldstk = xlsave(&fptr,NULL);
X
X    /* get the file pointer */
X    fptr.n_ptr = (args ? xlgetfile(&args) : getvalue(s_stdout));
X    xllastarg(args);
X
X    /* get the object and its class */
X    obj = xlygetvalue(self);
X    cls = obj->n_obclass;
X
X    /* print the object and class */
X    xlputstr(fptr.n_ptr,"Object is ");
X    xlprint(fptr.n_ptr,obj,TRUE);
X    xlputstr(fptr.n_ptr,", Class is ");
X    xlprint(fptr.n_ptr,cls,TRUE);
X    xlterpri(fptr.n_ptr);
X
X    /* print the object's instance variables */
X    for (cls = obj->n_obclass; cls; cls = xlgetivar(cls,SUPERCLASS)) {
X    names = xlgetivar(cls,IVARS);
X    ivtotal = getivcnt(cls,IVARTOTAL);
X    for (n = ivtotal - getivcnt(cls,IVARCNT); n < ivtotal; ++n) {
X        xlputstr(fptr.n_ptr,"  ");
X        xlprint(fptr.n_ptr,car(names),TRUE);
X        xlputstr(fptr.n_ptr," = ");
X        xlprint(fptr.n_ptr,xlgetivar(obj,n),TRUE);
X        xlterpri(fptr.n_ptr);
X        names = cdr(names);
X    }
X    }
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the object */
X    return (obj);
X}
X
X/* obsendsuper - send a message to an object's superclass */
XLOCAL NODE *obsendsuper(args)
X  NODE *args;
X{
X    NODE *obj,*super,*msg;
X
X    /* get the object */
X    obj = xlygetvalue(self);
X
X    /* get the object's superclass */
X    super = xlgetivar(obj->n_obclass,SUPERCLASS);
X
X    /* find the message binding for this message */
```

```
X    if ((msg = findmsg(super,xlmatch(SYM,&args))) == NIL)
X    xlfail("no method for this message");
X
X    /* send the message */
X    return (sendmsg(obj,msg,args));
X}
X
X/* clnew - create a new object instance */
XLOCAL NODE *clnew()
X{
X    NODE *oldstk,obj,*cls;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&obj,NULL);
X
X    /* get the class */
X    cls = xlygetvalue(self);
X
X    /* generate a new object */
X    obj.n_ptr = newnode(OBJ);
X    obj.n_ptr->n_obclass = cls;
X    obj.n_ptr->n_obdata = makelist(getivcnt(cls,IVARTOTAL));
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the new object */
X    return (obj.n_ptr);
X}
X
X/* clisnew - initialize a new class */
XLOCAL NODE *clisnew(args)
X  NODE *args;
X{
X    NODE *ivars,*cvars,*super,*cls;
X    int n;
X
X    /* get the ivars, cvars and superclass */
X    ivars = xlmatch(LIST,&args);
X    cvars = (args ? xlmatch(LIST,&args) : NIL);
X    super = (args ? xlmatch(OBJ,&args) : object);
X    xllastarg(args);
X
X    /* get the new class object */
X    cls = xlygetvalue(self);
X
X    /* store the instance and class variable lists and the superclass */
X    xlsetivar(cls,IVARS,ivars);
X    xlsetivar(cls,CVARS,cvars);
X    xlsetivar(cls,CVALS,makelist(listlength(cvars)));
X    xlsetivar(cls,SUPERCLASS,super);
X
X    /* compute the instance variable count */
```

```
X    n = listlength(ivars);
X    xlsetivar(cls,IVARCNT,cvfixnum((FIXNUM)n));
X    n += getivcnt(super,IVARTOTAL);
X    xlsetivar(cls,IVARTOTAL,cvfixnum((FIXNUM)n));
X
X    /* return the new class object */
X    return (cls);
X}
X
X/* clanswer - define a method for answering a message */
XLOCAL NODE *clanswer(args)
X  NODE *args;
X{
X    NODE *oldstk,arg,msg,fargs,code;
X    NODE *obj,*mptr,*fptr;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,&msg,&fargs,&code,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* message symbol, formal argument list and code */
X    msg.n_ptr = xlmatch(SYM,&arg.n_ptr);
X    fargs.n_ptr = xlmatch(LIST,&arg.n_ptr);
X    code.n_ptr = xlmatch(LIST,&arg.n_ptr);
X    xllastarg(arg.n_ptr);
X
X    /* get the object node */
X    obj = xlygetvalue(self);
X
X    /* make a new message list entry */
X    mptr = entermsg(obj,msg.n_ptr);
X
X    /* setup the message node */
X    rplacd(mptr,fptr = newnode(LIST));
X    rplaca(fptr,fargs.n_ptr);
X    rplacd(fptr,code.n_ptr);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the object */
X    return (obj);
X}
X
X/* entermsg - add a message to a class */
XLOCAL NODE *entermsg(cls,msg)
X  NODE *cls,*msg;
X{
X    NODE *ivar,*lptr,*mptr;
X
X    /* find the 'messages' instance variable */
```

```
X    ivar = getivar(cls,MESSAGES);
X
X    /* lookup the message */
X    for (lptr = car(ivar); lptr != NIL; lptr = cdr(lptr))
X    if (car(mptr = car(lptr)) == msg)
X        return (mptr);
X
X    /* allocate a new message entry if one wasn't found */
X    lptr = newnode(LIST);
X    rplacd(lptr,car(ivar));
X    rplaca(ivar,lptr);
X    rplaca(lptr,mptr = newnode(LIST));
X    rplaca(mptr,msg);
X
X    /* return the symbol node */
X    return (mptr);
X}
X
X/* findmsg - find the message binding given an object and a class */
XLOCAL NODE *findmsg(cls,sym)
X  NODE *cls,*sym;
X{
X    NODE *lptr,*msg;
X
X    /* look for the message in the class or superclasses */
X    for (msgcls = cls; msgcls != NIL; ) {
X
X    /* lookup the message in this class */
X    for (lptr = xlgetivar(msgcls,MESSAGES); lptr != NIL; lptr = cdr(lptr))
X        if ((msg = car(lptr)) != NIL && car(msg) == sym)
X         return (msg);
X
X    /* look in class's superclass */
X    msgcls = xlgetivar(msgcls,SUPERCLASS);
X    }
X
X    /* message not found */
X    return (NIL);
X}
X
X/* sendmsg - send a message to an object */
XLOCAL NODE *sendmsg(obj,msg,args)
X  NODE *obj,*msg,*args;
X{
X    NODE *oldstk,oldenv,newenv,method,cptr,val,*isnewmsg;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&oldenv,&newenv,&method,&cptr,&val,NULL);
X
X    /* get the method for this message */
X    method.n_ptr = cdr(msg);
X
X    /* make sure its a function or a subr */
```

```
X    if (!subrp(method.n_ptr) && !consp(method.n_ptr))
X    xlfail("bad method");
X
X    /* create a new environment frame */
X    newenv.n_ptr = xlframe(NIL);
X    oldenv.n_ptr = xlenv;
X
X    /* bind the symbols 'self' and 'msgclass' */
X    xlbind(self,obj,newenv.n_ptr);
X    xlbind(msgclass,msgcls,newenv.n_ptr);
X
X    /* evaluate the function call */
X    if (subrp(method.n_ptr)) {
X    xlenv = newenv.n_ptr;
X    val.n_ptr = (*method.n_ptr->n_subr)(args);
X    }
X    else {
X
X    /* bind the formal arguments */
X    xlabind(car(method.n_ptr),args,newenv.n_ptr);
X    xlenv = newenv.n_ptr;
X
X    /* execute the code */
X    cptr.n_ptr = cdr(method.n_ptr);
X    while (cptr.n_ptr != NIL)
X        val.n_ptr = xlevarg(&cptr.n_ptr);
X    }
X
X    /* restore the environment */
X    xlenv = oldenv.n_ptr;
X
X    /* after creating an object, send it the "isnew" message */
X    if (car(msg) == new && val.n_ptr != NIL) {
X    if ((isnewmsg = findmsg(val.n_ptr->n_obclass,isnew)) == NIL)
X        xlfail("no method for the isnew message");
X    sendmsg(val.n_ptr,isnewmsg,args);
X    }
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the result value */
X    return (val.n_ptr);
X}
X
X/* getivcnt - get the number of instance variables for a class */
XLOCAL int getivcnt(cls,ivar)
X  NODE *cls; int ivar;
X{
X    NODE *cnt;
X    if ((cnt = xlgetivar(cls,ivar)) == NIL || !fixp(cnt))
X    xlfail("bad value for instance variable count");
X    return ((int)cnt->n_int);
```

```
X}
X
X/* findvar - find a class or instance variable */
XLOCAL NODE *findvar(sym)
X  NODE *sym;
X{
X    NODE *obj,*cls,*names;
X    int ivtotal,n;
X
X    /* get the current object and the message class */
X    obj = xlygetvalue(self);
X    cls = xlygetvalue(msgclass);
X    if (!(objectp(obj) && objectp(cls)))
X    return (NIL);
X
X    /* find the instance or class variable */
X    for (; objectp(cls); cls = xlgetivar(cls,SUPERCLASS)) {
X
X    /* check the instance variables */
X    names = xlgetivar(cls,IVARS);
X    ivtotal = getivcnt(cls,IVARTOTAL);
X    for (n = ivtotal - getivcnt(cls,IVARCNT); n < ivtotal; ++n) {
X        if (car(names) == sym)
X         return (getivar(obj,n));
X        names = cdr(names);
X    }
X
X    /* check the class variables */
X    names = xlgetivar(cls,CVARS);
X    for (n = 0; consp(names); ++n) {
X        if (car(names) == sym)
X         return (getcvar(cls,n));
X        names = cdr(names);
X    }
X    }
X
X    /* variable not found */
X    return (NIL);
X}
X
X/* getivar - get an instance variable */
XLOCAL NODE *getivar(obj,num)
X  NODE *obj; int num;
X{
X    NODE *ivar;
X
X    /* get the instance variable */
X    for (ivar = obj->n_obdata; num > 0; num--)
X    if (ivar != NIL)
X        ivar = cdr(ivar);
X    else
X        xlfail("bad instance variable list");
X
```

```
X    /* return the instance variable */
X    return (ivar);
X}
X
X/* getcvar - get a class variable */
XLOCAL NODE *getcvar(cls,num)
X  NODE *cls; int num;
X{
X    NODE *cvar;
X
X    /* get the class variable */
X    for (cvar = xlgetivar(cls,CVALS); num > 0; num--)
X    if (cvar != NIL)
X        cvar = cdr(cvar);
X    else
X        xlfail("bad class variable list");
X
X    /* return the class variable */
X    return (cvar);
X}
X
X/* listlength - find the length of a list */
XLOCAL int listlength(list)
X  NODE *list;
X{
X    int len;
X    for (len = 0; consp(list); len++)
X    list = cdr(list);
X    return (len);
X}
X
X/* makelist - make a list of nodes */
XLOCAL NODE *makelist(cnt)
X  int cnt;
X{
X    NODE *oldstk,list,*lnew;
X
X    /* make the list */
X    oldstk = xlsave(&list,NULL);
X    for (; cnt > 0; cnt--) {
X    lnew = newnode(LIST);
X    rplacd(lnew,list.n_ptr);
X    list.n_ptr = lnew;
X    }
X    xlstack = oldstk;
X
X    /* return the list */
X    return (list.n_ptr);
X}
X
X/* xloinit - object function initialization routine */
Xxloinit()
X{
```

```
X    /* don't confuse the garbage collector */
X    class = object = NIL;
X
X    /* enter the object related symbols */
X    self= xlsenter("SELF");
X    msgclass = xlsenter("MSGCLASS");
X    new      = xlsenter(":NEW");
X    isnew    = xlsenter(":ISNEW");
X
X    /* create the 'Class' object */
X    class = xlclass("CLASS",CLASSSIZE);
X    class->n_obclass = class;
X
X    /* create the 'Object' object */
X    object = xlclass("OBJECT",0);
X
X    /* finish initializing 'class' */
X    xlsetivar(class,SUPERCLASS,object);
X    xladdivar(class,"IVARTOTAL");   /* ivar number 6 */
X    xladdivar(class,"IVARCNT");     /* ivar number 5 */
X    xladdivar(class,"SUPERCLASS");  /* ivar number 4 */
X    xladdivar(class,"CVALS");       /* ivar number 3 */
X    xladdivar(class,"CVARS");       /* ivar number 2 */
X    xladdivar(class,"IVARS");       /* ivar number 1 */
X    xladdivar(class,"MESSAGES");    /* ivar number 0 */
X    xladdmsg(class,":NEW",clnew);
X    xladdmsg(class,":ISNEW",clisnew);
X    xladdmsg(class,":ANSWER",clanswer);
X
X    /* finish initializing 'object' */
X    xladdmsg(object,":ISNEW",obisnew);
X    xladdmsg(object,":CLASS",obclass);
X    xladdmsg(object,":SHOW",obshow);
X    xladdmsg(object,":SENDSUPER",obsendsuper);
X}
SHAR_EOF
if test 14267 -ne "`wc -c 'xlobj.c'`"
then
     echo shar: error transmitting "'xlobj.c'" '(should have been 14267
characters)'
fi
echo shar: extracting "'xlprin.c'" '(3182 characters)'
if test -f 'xlprin.c'
then
     echo shar: over-writing existing file "'xlprin.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlprin.c'
X/* xlprint - xlisp print routine */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
```

```
X#include "xlisp.h"
X
X#ifdef MEGAMAX
Xoverlay "io"
X#endif
X
X/* external variables */
Xextern NODE *xlstack;
Xextern char buf[];
X
X/* xlprint - print an xlisp value */
Xxlprint(fptr,vptr,flag)
X  NODE *fptr,*vptr; int flag;
X{
X    NODE *nptr,*next;
X
X    /* print nil */
X    if (vptr == NIL) {
X    xlputstr(fptr,"NIL");
X    return;
X    }
X
X    /* check value type */
X    switch (ntype(vptr)) {
X    case SUBR:
X        putatm(fptr,"Subr",vptr);
X        break;
X    case FSUBR:
X        putatm(fptr,"FSubr",vptr);
X        break;
X    case LIST:
X        xlputc(fptr,'(');
X        for (nptr = vptr; nptr != NIL; nptr = next) {
X            xlprint(fptr,car(nptr),flag);
X         if (next = cdr(nptr))
X             if (consp(next))
X              xlputc(fptr,' ');
X             else {
X              xlputstr(fptr," . ");
X              xlprint(fptr,next,flag);
X              break;
X             }
X        }
X        xlputc(fptr,')');
X        break;
X    case SYM:
X        xlputstr(fptr,xlsymname(vptr));
X        break;
X    case INT:
X        putdec(fptr,vptr->n_int);
X        break;
X    case FLOAT:
X        putfloat(fptr,vptr->n_float);
```

```
X        break;
X    case STR:
X        if (flag)
X         putstring(fptr,vptr->n_str);
X        else
X         xlputstr(fptr,vptr->n_str);
X        break;
X    case FPTR:
X        putatm(fptr,"File",vptr);
X        break;
X    case OBJ:
X        putatm(fptr,"Object",vptr);
X        break;
X    case FREE:
X        putatm(fptr,"Free",vptr);
X        break;
X    default:
X        putatm(fptr,"Foo",vptr);
X        break;
X    }
X}
X
X/* xlterpri - terminate the current print line */
Xxlterpri(fptr)
X  NODE *fptr;
X{
X    xlputc(fptr,'\n');
X}
X
X/* xlputstr - output a string */
Xxlputstr(fptr,str)
X  NODE *fptr; char *str;
X{
X    while (*str)
X    xlputc(fptr,*str++);
X}
X
X/* putstring - output a string */
XLOCAL putstring(fptr,str)
X  NODE *fptr; char *str;
X{
X    int ch;
X
X    /* output the initial quote */
X    xlputc(fptr,'"');
X
X    /* output each character in the string */
X    while (ch = *str++)
X
X    /* check for a control character */
X    if (ch < 040 || ch == '\\') {
X        xlputc(fptr,'\\');
X        switch (ch) {
```

```
X       case '\033':
X            xlputc(fptr,'e');
X            break;
X       case '\n':
X            xlputc(fptr,'n');
X            break;
X       case '\r':
X            xlputc(fptr,'r');
X            break;
X       case '\t':
X            xlputc(fptr,'t');
X            break;
X       case '\\':
X            xlputc(fptr,'\\');
X            break;
X       default:
X            putoct(fptr,ch);
X            break;
X       }
X   }
X
X   /* output a normal character */
X   else
X       xlputc(fptr,ch);
X
X    /* output the terminating quote */
X    xlputc(fptr,'"');
X}
X
X/* putatm - output an atom */
XLOCAL putatm(fptr,tag,val)
X  NODE *fptr; char *tag; NODE *val;
X{
X    sprintf(buf,"#<%s: #",tag); xlputstr(fptr,buf);
X    sprintf(buf,AFMT,val); xlputstr(fptr,buf);
X    xlputc(fptr,'>');
X}
X
X/* putdec - output a decimal number */
XLOCAL putdec(fptr,n)
X  NODE *fptr; FIXNUM n;
X{
X    sprintf(buf,IFMT,n);
X    xlputstr(fptr,buf);
X}
X
X/* putfloat - output a floating point number */
XLOCAL putfloat(fptr,n)
X  NODE *fptr; FLONUM n;
X{
X    sprintf(buf,FFMT,n);
X    xlputstr(fptr,buf);
X}
```

```
X
X/* putoct - output an octal byte value */
XLOCAL putoct(fptr,n)
X  NODE *fptr; int n;
X{
X    sprintf(buf,"%03o",n);
X    xlputstr(fptr,buf);
X}
SHAR_EOF
if test 3182 -ne "`wc -c 'xlprin.c'`"
then
     echo shar: error transmitting "'xlprin.c'" '(should have been 3182
characters)'
fi
echo shar: extracting "'xlread.c'" '(9377 characters)'
if test -f 'xlread.c'
then
     echo shar: over-writing existing file "'xlread.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlread.c'
X/* xlread - xlisp expression input routine */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X#ifdef MEGAMAX
Xoverlay "io"
X#endif
X
X/* external variables */
Xextern NODE *s_stdout,*true;
Xextern NODE *s_quote,*s_function,*s_bquote,*s_comma,*s_comat;
Xextern NODE *xlstack;
Xextern int xlplevel;
Xextern char buf[];
X
X/* external routines */
Xextern FILE *fopen();
Xextern ITYPE;
Xextern FTYPE;
X
X/* forward declarations */
XFORWARD NODE *plist();
XFORWARD NODE *phexnumber();
XFORWARD NODE *pstring();
XFORWARD NODE *pquote();
XFORWARD NODE *pname();
X
X/* xlload - load a file of xlisp expressions */
Xint xlload(fname,vflag,pflag)
```

```
X  char *fname; int vflag,pflag;
X{
X    NODE *oldstk,fptr,expr;
X    CONTEXT cntxt;
X    int sts;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&fptr,&expr,NULL);
X
X    /* allocate a file node */
X    fptr.n_ptr = newnode(FPTR);
X    fptr.n_ptr->n_fp = NULL;
X    fptr.n_ptr->n_savech = 0;
X
X    /* print the information line */
X    if (vflag)
X    { sprintf(buf,"; loading \"%s\"\n",fname); stdputstr(buf); }
X
X    /* open the file */
X    if ((fptr.n_ptr->n_fp = fopen(fname,"r")) == NULL) {
X    xlstack = oldstk;
X    return (FALSE);
X    }
X
X    /* read, evaluate and possibly print each expression in the file */
X    xlbegin(&cntxt,CF_ERROR,true);
X    if (setjmp(cntxt.c_jmpbuf))
X    sts = FALSE;
X    else {
X    while (xlread(fptr.n_ptr,&expr.n_ptr)) {
X        expr.n_ptr = xleval(expr.n_ptr);
X        if (pflag)
X         stdprint(expr.n_ptr);
X    }
X    sts = TRUE;
X    }
X    xlend(&cntxt);
X
X    /* close the file */
X    fclose(fptr.n_ptr->n_fp);
X    fptr.n_ptr->n_fp = NULL;
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return status */
X    return (sts);
X}
X
X/* xlread - read an xlisp expression */
Xint xlread(fptr,pval)
X  NODE *fptr,**pval;
X{
```

```
X    /* initialize */
X    xlplevel = 0;
X
X    /* parse an expression */
X    return (parse(fptr,pval));
X}
X
X/* parse - parse an xlisp expression */
XLOCAL int parse(fptr,pval)
X  NODE *fptr,**pval;
X{
X    int ch;
X
X    /* keep looking for a node skipping comments */
X    while (TRUE)
X
X    /* check next character for type of node */
X    switch (ch = nextch(fptr)) {
X    case EOF:
X         xlgetc(fptr);
X         return (FALSE);
X    case '\'':              /* a quoted expression */
X         xlgetc(fptr);
X         *pval = pquote(fptr,s_quote);
X         return (TRUE);
X    case '#':          /* a quoted function */
X         xlgetc(fptr);
X         switch (ch = xlgetc(fptr)) {
X         case '<':
X             xlfail("unreadable atom");
X         case '\'':
X             *pval = pquote(fptr,s_function);
X             break;
X         case 'x':
X         case 'X':
X             *pval = phexnumber(fptr);
X             break;
X         case '\\':
X             *pval = cvfixnum((FIXNUM)xlgetc(fptr));
X             break;
X         default:
X             xlfail("unknown character after #");
X         }
X         return (TRUE);
X    case '`':          /* a back quoted expression */
X         xlgetc(fptr);
X         *pval = pquote(fptr,s_bquote);
X         return (TRUE);
X    case ',':          /* a comma or comma-at expression */
X         xlgetc(fptr);
X         if (xlpeek(fptr) == '@') {
X             xlgetc(fptr);
X             *pval = pquote(fptr,s_comat);
```

```
X        }
X        else
X            *pval = pquote(fptr,s_comma);
X        return (TRUE);
X    case '(':          /* a sublist */
X        *pval = plist(fptr);
X        return (TRUE);
X    case ')':          /* closing paren - shouldn't happen */
X        xlfail("extra right paren");
X    case '.':          /* dot - shouldn't happen */
X        xlfail("misplaced dot");
X    case ';':          /* a comment */
X        pcomment(fptr);
X        break;
X    case '"':          /* a string */
X        *pval = pstring(fptr);
X        return (TRUE);
X    default:
X        if (issym(ch))         /* a name */
X            *pval = pname(fptr);
X        else
X            xlfail("invalid character");
X        return (TRUE);
X    }
X}
X
X/* phexnumber - parse a hexidecimal number */
XLOCAL NODE *phexnumber(fptr)
X  NODE *fptr;
X{
X    long num;
X    int ch;
X
X    num = 0L;
X    while ((ch = xlpeek(fptr)) != EOF) {
X    if (islower(ch)) ch = toupper(ch);
X    if (!isdigit(ch) && !(ch >= 'A' && ch <= 'F'))
X        break;
X    xlgetc(fptr);
X    num = num * 16L + (long)(ch <= '9' ? ch - '0' : ch - 'A' + 10);
X    }
X    return (cvfixnum((FIXNUM)num));
X}
X
X/* pcomment - parse a comment */
XLOCAL pcomment(fptr)
X  NODE *fptr;
X{
X    int ch;
X
X    /* skip to end of line */
X    while ((ch = checkeof(fptr)) != EOF && ch != '\n')
X    ;
```

```
X}
X
X/* plist - parse a list */
XLOCAL NODE *plist(fptr)
X  NODE *fptr;
X{
X    NODE *oldstk,val,*lastnptr,*nptr,*p;
X    int ch;
X
X    /* increment the nesting level */
X    xlplevel += 1;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&val,NULL);
X
X    /* skip the opening paren */
X    xlgetc(fptr);
X
X    /* keep appending nodes until a closing paren is found */
X    lastnptr = NIL;
X    for (lastnptr = NIL; (ch = nextch(fptr)) != ')'; lastnptr = nptr) {
X
X    /* check for end of file */
X    if (ch == EOF)
X        badeof(fptr);
X
X    /* check for a dotted pair */
X    if (ch == '.') {
X
X        /* skip the dot */
X        xlgetc(fptr);
X
X        /* make sure there's a node */
X        if (lastnptr == NIL)
X         xlfail("invalid dotted pair");
X
X        /* parse the expression after the dot */
X        if (!parse(fptr,&p))
X         badeof(fptr);
X        rplacd(lastnptr,p);
X
X        /* make sure its followed by a close paren */
X        if (nextch(fptr) != ')')
X         xlfail("invalid dotted pair");
X
X        /* done with this list */
X        break;
X    }
X
X    /* allocate a new node and link it into the list */
X    nptr = newnode(LIST);
X    if (lastnptr == NIL)
X        val.n_ptr = nptr;
```

```
X    else
X        rplacd(lastnptr,nptr);
X
X    /* initialize the new node */
X    if (!parse(fptr,&p))
X        badeof(fptr);
X    rplaca(nptr,p);
X    }
X
X    /* skip the closing paren */
X    xlgetc(fptr);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* decrement the nesting level */
X    xlplevel -= 1;
X
X    /* return successfully */
X    return (val.n_ptr);
X}
X
X/* pstring - parse a string */
XLOCAL NODE *pstring(fptr)
X  NODE *fptr;
X{
X    NODE *oldstk,val;
X    char sbuf[STRMAX+1];
X    int ch,i,d1,d2,d3;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&val,NULL);
X
X    /* skip the opening quote */
X    xlgetc(fptr);
X
X    /* loop looking for a closing quote */
X    for (i = 0; i < STRMAX && (ch = checkeof(fptr)) != '"'; i++) {
X    switch (ch) {
X    case EOF:
X        badeof(fptr);
X    case '\\':
X        switch (ch = checkeof(fptr)) {
X        case 'e':
X            ch = '\033';
X            break;
X        case 'n':
X            ch = '\n';
X            break;
X        case 'r':
X            ch = '\r';
X            break;
X        case 't':
```

```
X             ch = '\t';
X             break;
X         default:
X             if (ch >= '0' && ch <= '7') {
X                 d1 = ch - '0';
X                 d2 = checkeof(fptr) - '0';
X                 d3 = checkeof(fptr) - '0';
X                 ch = (d1 << 6) + (d2 << 3) + d3;
X             }
X             break;
X         }
X    }
X    sbuf[i] = ch;
X    }
X    sbuf[i] = 0;
X
X    /* initialize the node */
X    val.n_ptr = newnode(STR);
X    val.n_ptr->n_str = strsave(sbuf);
X    val.n_ptr->n_strtype = DYNAMIC;
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the new string */
X    return (val.n_ptr);
X}
X
X/* pquote - parse a quoted expression */
XLOCAL NODE *pquote(fptr,sym)
X  NODE *fptr,*sym;
X{
X    NODE *oldstk,val,*p;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&val,NULL);
X
X    /* allocate two nodes */
X    val.n_ptr = newnode(LIST);
X    rplaca(val.n_ptr,sym);
X    rplacd(val.n_ptr,newnode(LIST));
X
X    /* initialize the second to point to the quoted expression */
X    if (!parse(fptr,&p))
X    badeof(fptr);
X    rplaca(cdr(val.n_ptr),p);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the quoted expression */
X    return (val.n_ptr);
X}
```

```
X
X/* pname - parse a symbol name */
XLOCAL NODE *pname(fptr)
X  NODE *fptr;
X{
X    char sname[STRMAX+1];
X    NODE *val;
X    int ch,i;
X
X    /* get symbol name */
X    for (i = 0; i < STRMAX && (ch = xlpeek(fptr)) != EOF && issym(ch); ) {
X    sname[i++] = (islower(ch) ? toupper(ch) : ch);
X    xlgetc(fptr);
X    }
X    sname[i] = 0;
X
X    /* check for a number or enter the symbol into the oblist */
X    return (isnumber(sname,&val) ? val : xlenter(sname,DYNAMIC));
X}
X
X/* nextch - look at the next non-blank character */
XLOCAL int nextch(fptr)
X  NODE *fptr;
X{
X    int ch;
X
X    /* return and save the next non-blank character */
X    while ((ch = xlpeek(fptr)) != EOF && isspace(ch))
X    xlgetc(fptr);
X    return (ch);
X}
X
X/* checkeof - get a character and check for end of file */
XLOCAL int checkeof(fptr)
X  NODE *fptr;
X{
X    int ch;
X
X    if ((ch = xlgetc(fptr)) == EOF)
X    badeof(fptr);
X    return (ch);
X}
X
X/* badeof - unexpected eof */
XLOCAL badeof(fptr)
X  NODE *fptr;
X{
X    xlgetc(fptr);
X    xlfail("unexpected EOF");
X}
X
X/* isnumber - check if this string is a number */
Xint isnumber(str,pval)
```

```
X  char *str; NODE **pval;
X{
X    int dl,dr;
X    char *p;
X
X    /* initialize */
X    p = str; dl = dr = 0;
X
X    /* check for a sign */
X    if (*p == '+' || *p == '-')
X    p++;
X
X    /* check for a string of digits */
X    while (isdigit(*p))
X    p++, dl++;
X
X    /* check for a decimal point */
X    if (*p == '.') {
X    p++;
X    while (isdigit(*p))
X        p++, dr++;
X    }
X
X    /* make sure there was at least one digit and this is the end */
X    if ((dl == 0 && dr == 0) || *p)
X    return (FALSE);
X
X    /* convert the string to an integer and return successfully */
X    if (*str == '+') ++str;
X    if (str[strlen(str)-1] == '.') str[strlen(str)-1] = 0;
X    *pval = (dr ? cvflonum(FCNV(str)) : cvfixnum(ICNV(str)));
X    return (TRUE);
X}
X
X/* issym - check whether a character if valid in a symbol name */
XLOCAL int issym(ch)
X  int ch;
X{
X    if (ch <= ' ' || ch >= 0177 ||
X        ch == '(' ||
X        ch == ')' ||
X        ch == ';' ||
X    ch == ',' ||
X    ch == '`' ||
X        ch == '"' ||
X        ch == '\'')
X    return (FALSE);
X    else
X    return (TRUE);
X}
SHAR_EOF
if test 9377 -ne "`wc -c 'xlread.c'`"
then
```

```
     echo shar: error transmitting "'xlread.c'" '(should have been 9377
characters)'
fi
echo shar: extracting "'xlstr.c'" '(3152 characters)'
if test -f 'xlstr.c'
then
     echo shar: over-writing existing file "'xlstr.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlstr.c'
X/* xlstr - xlisp string builtin functions */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* external variables */
Xextern NODE *xlstack;
X
X/* external procedures */
Xextern char *strcat();
X
X/* xstrcat - concatenate a bunch of strings */
XNODE *xstrcat(args)
X  NODE *args;
X{
X    NODE *oldstk,val,*p;
X    char *str;
X    int len;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&val,NULL);
X
X    /* find the length of the new string */
X    for (p = args, len = 0; p; )
X    len += strlen(xlmatch(STR,&p)->n_str);
X
X    /* create the result string */
X    val.n_ptr = newnode(STR);
X    val.n_ptr->n_str = str = stralloc(len);
X    *str = 0;
X
X    /* combine the strings */
X    while (args)
X    strcat(str,xlmatch(STR,&args)->n_str);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the new string */
X    return (val.n_ptr);
X}
```

```
X
X/* xsubstr - return a substring */
XNODE *xsubstr(args)
X  NODE *args;
X{
X    NODE *oldstk,arg,src,val;
X    int start,forlen,srclen;
X    char *srcptr,*dstptr;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&arg,&src,&val,NULL);
X
X    /* initialize */
X    arg.n_ptr = args;
X
X    /* get string and its length */
X    src.n_ptr = xlmatch(STR,&arg.n_ptr);
X    srcptr = src.n_ptr->n_str;
X    srclen = strlen(srcptr);
X
X    /* get starting pos -- must be present */
X    start = xlmatch(INT,&arg.n_ptr)->n_int;
X
X    /* get length -- if not present use remainder of string */
X    forlen = (arg.n_ptr ? xlmatch(INT,&arg.n_ptr)->n_int : srclen);
X
X    /* make sure there aren't any more arguments */
X    xllastarg(arg.n_ptr);
X
X    /* don't take more than exists */
X    if (start + forlen > srclen)
X    forlen = srclen - start + 1;
X
X    /* if start beyond string -- return null string */
X    if (start > srclen) {
X    start = 1;
X    forlen = 0; }
X
X    /* create return node */
X    val.n_ptr = newnode(STR);
X    val.n_ptr->n_str = dstptr = stralloc(forlen);
X
X    /* move string */
X    for (srcptr += start-1; forlen--; *dstptr++ = *srcptr++)
X    ;
X    *dstptr = 0;
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the substring */
X    return (val.n_ptr);
X}
```

```
X
X/* xstring - return a string consisting of a single character */
XNODE *xstring(args)
X  NODE *args;
X{
X    NODE *oldstk,val;
X    char *p;
X    int ch;
X
X    /* get the character (integer) */
X    ch = xlmatch(INT,&args)->n_int;
X    xllastarg(args);
X
X    /* make a one character string */
X    oldstk = xlsave(&val,NULL);
X    val.n_ptr = newnode(STR);
X    val.n_ptr->n_str = p = stralloc(1);
X    *p++ = ch; *p = '\0';
X    xlstack = oldstk;
X
X    /* return the new string */
X    return (val.n_ptr);
X}
X
X/* xchar - extract a character from a string */
XNODE *xchar(args)
X  NODE *args;
X{
X    char *str;
X    int n;
X
X    /* get the string and the index */
X    str = xlmatch(STR,&args)->n_str;
X    n = xlmatch(INT,&args)->n_int;
X    xllastarg(args);
X
X    /* range check the index */
X    if (n < 0 || n >= strlen(str))
X    xlerror("index out of range",cvfixnum((FIXNUM)n));
X
X    /* return the character */
X    return (cvfixnum((FIXNUM)str[n]));
X}
SHAR_EOF
if test 3152 -ne "`wc -c 'xlstr.c'`"
then
     echo shar: error transmitting "'xlstr.c'" '(should have been 3152
characters)'
fi
echo shar: extracting "'xlsubr.c'" '(4445 characters)'
if test -f 'xlsubr.c'
then
     echo shar: over-writing existing file "'xlsubr.c'"
```

```
fi
sed 's/^X//' << \SHAR_EOF > 'xlsubr.c'
X/* xlsubr - xlisp builtin function support routines */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* external variables */
Xextern NODE *k_test,*k_tnot,*s_eql;
Xextern NODE *xlstack;
X
X/* xlsubr - define a builtin function */
Xxlsubr(sname,type,subr)
X  char *sname; int type; NODE *(*subr)();
X{
X    NODE *sym;
X
X    /* enter the symbol */
X    sym = xlsenter(sname);
X
X    /* initialize the value */
X    sym->n_symvalue = newnode(type);
X    sym->n_symvalue->n_subr = subr;
X}
X
X/* xlarg - get the next argument */
XNODE *xlarg(pargs)
X  NODE **pargs;
X{
X    NODE *arg;
X
X    /* make sure the argument exists */
X    if (!consp(*pargs))
X    xlfail("too few arguments");
X
X    /* get the argument value */
X    arg = car(*pargs);
X
X    /* move the argument pointer ahead */
X    *pargs = cdr(*pargs);
X
X    /* return the argument */
X    return (arg);
X}
X
X/* xlmatch - get an argument and match its type */
XNODE *xlmatch(type,pargs)
X  int type; NODE **pargs;
X{
X    NODE *arg;
```

```
X
X    /* get the argument */
X    arg = xlarg(pargs);
X
X    /* check its type */
X    if (type == LIST) {
X    if (arg && ntype(arg) != LIST)
X        xlerror("bad argument type",arg);
X    }
X    else {
X    if (arg == NIL || ntype(arg) != type)
X        xlerror("bad argument type",arg);
X    }
X
X    /* return the argument */
X    return (arg);
X}
X
X/* xlevarg - get the next argument and evaluate it */
XNODE *xlevarg(pargs)
X  NODE **pargs;
X{
X    NODE *oldstk,val;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&val,NULL);
X
X    /* get the argument */
X    val.n_ptr = xlarg(pargs);
X
X    /* evaluate the argument */
X    val.n_ptr = xleval(val.n_ptr);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the argument */
X    return (val.n_ptr);
X}
X
X/* xlevmatch - get an evaluated argument and match its type */
XNODE *xlevmatch(type,pargs)
X  int type; NODE **pargs;
X{
X    NODE *arg;
X
X    /* get the argument */
X    arg = xlevarg(pargs);
X
X    /* check its type */
X    if (type == LIST) {
X    if (arg && ntype(arg) != LIST)
X        xlerror("bad argument type",arg);
```

```
X    }
X    else {
X    if (arg == NIL || ntype(arg) != type)
X        xlerror("bad argument type",arg);
X    }
X
X    /* return the argument */
X    return (arg);
X}
X
X/* xltest - get the :test or :test-not keyword argument */
Xxltest(pfcn,ptresult,pargs)
X  NODE **pfcn; int *ptresult; NODE **pargs;
X{
X    NODE *arg;
X
X    /* default the argument to eql */
X    if (!consp(*pargs)) {
X    *pfcn = getvalue(s_eql);
X    *ptresult = TRUE;
X    return;
X    }
X
X    /* get the keyword */
X    arg = car(*pargs);
X
X    /* check the keyword */
X    if (arg == k_test)
X    *ptresult = TRUE;
X    else if (arg == k_tnot)
X    *ptresult = FALSE;
X    else
X    xlfail("expecting :test or :test-not");
X
X    /* move the argument pointer ahead */
X    *pargs = cdr(*pargs);
X
X    /* make sure the argument exists */
X    if (!consp(*pargs))
X    xlfail("no value for keyword argument");
X
X    /* get the argument value */
X    *pfcn = car(*pargs);
X
X    /* if its a symbol, get its value */
X    if (symbolp(*pfcn))
X    *pfcn = xleval(*pfcn);
X
X    /* move the argument pointer ahead */
X    *pargs = cdr(*pargs);
X}
X
X/* xlgetfile - get a file or stream */
```

```
XNODE *xlgetfile(pargs)
X  NODE **pargs;
X{
X    NODE *arg;
X
X    /* get a file or stream (cons) or nil */
X    if (arg = xlarg(pargs)) {
X    if (filep(arg)) {
X        if (arg->n_fp == NULL)
X         xlfail("file not open");
X    }
X    else if (!consp(arg))
X        xlerror("bad argument type",arg);
X    }
X    return (arg);
X}
X
X/* xllastarg - make sure the remainder of the argument list is empty */
Xxllastarg(args)
X  NODE *args;
X{
X    if (args)
X    xlfail("too many arguments");
X}
X
X/* eq - internal eq function */
Xint eq(arg1,arg2)
X  NODE *arg1,*arg2;
X{
X    return (arg1 == arg2);
X}
X
X/* eql - internal eql function */
Xint eql(arg1,arg2)
X  NODE *arg1,*arg2;
X{
X    if (eq(arg1,arg2))
X    return (TRUE);
X    else if (fixp(arg1) && fixp(arg2))
X    return (arg1->n_int == arg2->n_int);
X    else if (floatp(arg1) && floatp(arg2))
X    return (arg1->n_float == arg2->n_float);
X    else if (stringp(arg1) && stringp(arg2))
X    return (strcmp(arg1->n_str,arg2->n_str) == 0);
X    else
X    return (FALSE);
X}
X
X/* equal - internal equal function */
Xint equal(arg1,arg2)
X  NODE *arg1,*arg2;
X{
X    /* compare the arguments */
```

```
X    if (eql(arg1,arg2))
X    return (TRUE);
X    else if (consp(arg1) && consp(arg2))
X    return (equal(car(arg1),car(arg2)) && equal(cdr(arg1),cdr(arg2)));
X    else
X    return (FALSE);
X}
SHAR_EOF
if test 4445 -ne "`wc -c 'xlsubr.c'`"
then
     echo shar: error transmitting "'xlsubr.c'" '(should have been 4445
characters)'
fi
echo shar: extracting "'xlsym.c'" '(5794 characters)'
if test -f 'xlsym.c'
then
     echo shar: over-writing existing file "'xlsym.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlsym.c'
X/* xlsym - symbol handling routines */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* external variables */
Xextern NODE *oblist,*keylist;
Xextern NODE *s_unbound;
Xextern NODE *xlstack;
Xextern NODE *xlenv;
X
X/* forward declarations */
XFORWARD NODE *symenter();
XFORWARD NODE *findprop();
X
X/* xlenter - enter a symbol into the oblist or keylist */
XNODE *xlenter(name,type)
X  char *name;
X{
X    return (symenter(name,type,(*name == ':' ? keylist : oblist)));
X}
X
X/* symenter - enter a symbol into a package */
XLOCAL NODE *symenter(name,type,listsym)
X  char *name; int type; NODE *listsym;
X{
X    NODE *oldstk,*lsym,*nsym,newsym;
X    int cmp;
X
X    /* check for nil */
X    if (strcmp(name,"NIL") == 0)
```

```
X    return (NIL);
X
X    /* check for symbol already in table */
X    lsym = NIL;
X    nsym = getvalue(listsym);
X    while (nsym) {
X    if ((cmp = strcmp(name,xlsymname(car(nsym)))) <= 0)
X        break;
X    lsym = nsym;
X    nsym = cdr(nsym);
X    }
X
X    /* check to see if we found it */
X    if (nsym && cmp == 0)
X    return (car(nsym));
X
X    /* make a new symbol node and link it into the list */
X    oldstk = xlsave(&newsym,NULL);
X    newsym.n_ptr = newnode(LIST);
X    rplaca(newsym.n_ptr,xlmakesym(name,type));
X    rplacd(newsym.n_ptr,nsym);
X    if (lsym)
X    rplacd(lsym,newsym.n_ptr);
X    else
X    setvalue(listsym,newsym.n_ptr);
X    xlstack = oldstk;
X
X    /* return the new symbol */
X    return (car(newsym.n_ptr));
X}
X
X/* xlsenter - enter a symbol with a static print name */
XNODE *xlsenter(name)
X  char *name;
X{
X    return (xlenter(name,STATIC));
X}
X
X/* xlmakesym - make a new symbol node */
XNODE *xlmakesym(name,type)
X  char *name;
X{
X    NODE *oldstk,sym,*str;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&sym,NULL);
X
X    /* make a new symbol node */
X    sym.n_ptr = newnode(SYM);
X    setvalue(sym.n_ptr,*name == ':' ? sym.n_ptr : s_unbound);
X    sym.n_ptr->n_symplist = newnode(LIST);
X    rplaca(sym.n_ptr->n_symplist,str = newnode(STR));
X    str->n_str = (type == DYNAMIC ? strsave(name) : name);
```

```
X    str->n_strtype = type;
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the new symbol node */
X    return (sym.n_ptr);
X}
X
X/* xlsymname - return the print name of a symbol */
Xchar *xlsymname(sym)
X  NODE *sym;
X{
X    return (car(sym->n_symplist)->n_str);
X}
X
X/* xlframe - create a new environment frame */
XNODE *xlframe(env)
X  NODE *env;
X{
X    NODE *ptr;
X    ptr = newnode(LIST);
X    rplacd(ptr,env);
X    return (ptr);
X}
X
X/* xlbind - bind a value to a symbol */
Xxlbind(sym,val,env)
X  NODE *sym,*val,*env;
X{
X    NODE *ptr;
X
X    /* create a new environment list entry */
X    ptr = newnode(LIST);
X    rplacd(ptr,car(env));
X    rplaca(env,ptr);
X
X    /* create a new variable binding */
X    rplaca(ptr,newnode(LIST));
X    rplaca(car(ptr),sym);
X    rplacd(car(ptr),val);
X}
X
X/* xlgetvalue - get the value of a symbol (checked) */
XNODE *xlgetvalue(sym)
X  NODE *sym;
X{
X    NODE *val;
X    while ((val = xlxgetvalue(sym)) == s_unbound)
X    xlunbound(sym);
X    return (val);
X}
X
```

```
X/* xlxgetvalue - get the value of a symbol */
XNODE *xlxgetvalue(sym)
X  NODE *sym;
X{
X    NODE *val;
X
X    /* check for this being an instance variable */
X    if (xlobgetvalue(sym,&val))
X    return (val);
X
X    /* get the value from the environment list or the global value */
X    return (xlygetvalue(sym));
X}
X
X/* xlygetvalue - get the value of a symbol (no instance variables) */
XNODE *xlygetvalue(sym)
X  NODE *sym;
X{
X    NODE *fp,*ep;
X
X    /* check the environment list */
X    for (fp = xlenv; fp; fp = cdr(fp))
X    for (ep = car(fp); ep; ep = cdr(ep))
X        if (sym == car(car(ep)))
X         return (cdr(car(ep)));
X
X    /* return the global value */
X    return (getvalue(sym));
X}
X
X/* xlsetvalue - set the value of a symbol */
Xxlsetvalue(sym,val)
X  NODE *sym,*val;
X{
X    NODE *fp,*ep;
X
X    /* check for this being an instance variable */
X    if (xlobsetvalue(sym,val))
X    return;
X
X    /* look for the symbol in the environment list */
X    for (fp = xlenv; fp; fp = cdr(fp))
X    for (ep = car(fp); ep; ep = cdr(ep))
X        if (sym == car(car(ep))) {
X         rplacd(car(ep),val);
X         return;
X        }
X
X    /* store the global value */
X    setvalue(sym,val);
X}
X
X/* xlgetprop - get the value of a property */
```

```
XNODE *xlgetprop(sym,prp)
X  NODE *sym,*prp;
X{
X    NODE *p;
X    return ((p = findprop(sym,prp)) ? car(p) : NIL);
X}
X
X/* xlputprop - put a property value onto the property list */
Xxlputprop(sym,val,prp)
X  NODE *sym,*val,*prp;
X{
X    NODE *oldstk,p,*pair;
X    if ((pair = findprop(sym,prp)) == NIL) {
X    oldstk = xlsave(&p,NULL);
X    p.n_ptr = newnode(LIST);
X    rplaca(p.n_ptr,prp);
X    rplacd(p.n_ptr,pair = newnode(LIST));
X    rplaca(pair,val);
X    rplacd(pair,cdr(sym->n_symplist));
X    rplacd(sym->n_symplist,p.n_ptr);
X    xlstack = oldstk;
X    }
X    rplaca(pair,val);
X}
X
X/* xlremprop - remove a property from a property list */
Xxlremprop(sym,prp)
X  NODE *sym,*prp;
X{
X    NODE *last,*p;
X    last = NIL;
X    for (p = cdr(sym->n_symplist); consp(p) && consp(cdr(p)); p = cdr(last)) {
X    if (car(p) == prp)
X        if (last)
X         rplacd(last,cdr(cdr(p)));
X        else
X         rplacd(sym->n_symplist,cdr(cdr(p)));
X    last = cdr(p);
X    }
X}
X
X/* findprop - find a property pair */
XLOCAL NODE *findprop(sym,prp)
X  NODE *sym,*prp;
X{
X    NODE *p;
X    for (p = cdr(sym->n_symplist); consp(p) && consp(cdr(p)); p = cdr(cdr(p)))
X    if (car(p) == prp)
X        return (cdr(p));
X    return (NIL);
X}
X
X/* xlsinit - symbol initialization routine */
```

```
Xxlsinit()
X{
X    /* initialize the oblist */
X    oblist = xlmakesym("*OBLIST*",STATIC);
X    setvalue(oblist,newnode(LIST));
X    rplaca(getvalue(oblist),oblist);
X
X    /* initialize the keyword list */
X    keylist = xlsenter("*KEYLIST*");
X
X    /* enter the unbound symbol indicator */
X    s_unbound = xlsenter("*UNBOUND*");
X    setvalue(s_unbound,s_unbound);
X}
SHAR_EOF
if test 5794 -ne "`wc -c 'xlsym.c'`"
then
     echo shar: error transmitting "'xlsym.c'" '(should have been 5794
characters)'
fi
echo shar: extracting "'xlsys.c'" '(3738 characters)'
if test -f 'xlsys.c'
then
     echo shar: over-writing existing file "'xlsys.c'"
fi
sed 's/^X//' << \SHAR_EOF > 'xlsys.c'
X/* xlsys.c - xlisp builtin system functions */
X/*  Copyright (c) 1985, by David Michael Betz
X    All Rights Reserved
X    Permission is granted for unrestricted non-commercial use
     */
X
X#include "xlisp.h"
X
X/* external variables */
Xextern NODE *xlstack,*xlenv;
Xextern int anodes;
X
X/* external symbols */
Xextern NODE *a_subr,*a_fsubr;
Xextern NODE *a_list,*a_sym,*a_int,*a_float,*a_str,*a_obj,*a_fptr;
Xextern NODE *true;
X
X/* xload - direct input from a file */
XNODE *xload(args)
X  NODE *args;
X{
X    NODE *oldstk,fname,*val;
X    int vflag,pflag;
X
X    /* create a new stack frame */
X    oldstk = xlsave(&fname,NULL);
X
```

```
X    /* get the file name, verbose flag and print flag */
X    fname.n_ptr = xlmatch(STR,&args);
X    vflag = (args ? xlarg(&args) != NIL : TRUE);
X    pflag = (args ? xlarg(&args) != NIL : FALSE);
X    xllastarg(args);
X
X    /* load the file */
X    val = (xlload(fname.n_ptr->n_str,vflag,pflag) ? true : NIL);
X
X    /* restore the previous stack frame */
X    xlstack = oldstk;
X
X    /* return the status */
X    return (val);
X}
X
X/* xgc - xlisp function to force garbage collection */
XNODE *xgc(args)
X  NODE *args;
X{
X    /* make sure there aren't any arguments */
X    xllastarg(args);
X
X    /* garbage collect */
X    gc();
X
X    /* return nil */
X    return (NIL);
X}
X
X/* xexpand - xlisp function to force memory expansion */
XNODE *xexpand(args)
X  NODE *args;
X{
X    int n,i;
X
X    /* get the new number to allocate */
X    n = (args ? xlmatch(INT,&args)->n_int : 1);
X    xllastarg(args);
X
X    /* allocate more segments */
X    for (i = 0; i < n; i++)
X    if (!addseg())
X        break;
X
X    /* return the number of segments added */
X    return (cvfixnum((FIXNUM)i));
X}
X
X/* xalloc - xlisp function to set the number of nodes to allocate */
XNODE *xalloc(args)
X  NODE *args;
X{
```

```
X    int n,oldn;
X
X    /* get the new number to allocate */
X    n = xlmatch(INT,&args)->n_int;
X
X    /* make sure there aren't any more arguments */
X    xllastarg(args);
X
X    /* set the new number of nodes to allocate */
X    oldn = anodes;
X    anodes = n;
X
X    /* return the old number */
X    return (cvfixnum((FIXNUM)oldn));
X}
X
X/* xmem - xlisp function to print memory statistics */
XNODE *xmem(args)
X  NODE *args;
X{
X    /* make sure there aren't any arguments */
X    xllastarg(args);
X
X    /* print the statistics */
X    stats();
X
X    /* return nil */
X    return (NIL);
X}
X
X/* xtype - return type of a thing */
XNODE *xtype(args)
X    NODE *args;
X{
X    NODE *arg;
X
X    if (!(arg = xlarg(&args)))
X    return (NIL);
X
X    switch (ntype(arg)) {
X    case SUBR:    return (a_subr);
X    case FSUBR:   return (a_fsubr);
X    case LIST:    return (a_list);
X    case SYM: return (a_sym);
X    case INT: return (a_int);
X    case FLOAT:   return (a_float);
X    case STR: return (a_str);
X    case OBJ: return (a_obj);
X    case FPTR:    return (a_fptr);
X    default: xlfail("bad node type");
X    }
X}
X
```

```
X/* xbaktrace - print the trace back stack */
XNODE *xbaktrace(args)
X  NODE *args;
X{
X    int n;
X
X    n = (args ? xlmatch(INT,&args)->n_int : -1);
X    xllastarg(args);
X    xlbaktrace(n);
X    return (NIL);
X}
X
X/* xexit - get out of xlisp */
XNODE *xexit(args)
X  NODE *args;
X{
X    xllastarg(args);
X    exit();
X}
X
X/* xpeek - peek at a location in 68000 memory */
XNODE *xpeek(args)
X  NODE *args;
X{
X    int *adr;
X    adr = (int *)xlmatch(INT,&args)->n_int;
X    xllastarg(args);
X    return (cvfixnum((FIXNUM)*adr));
X}
X
X/* xpoke - poke a location in 68000 memory */
XNODE *xpoke(args)
X  NODE *args;
X{
X    NODE *val;
X    int *adr;
X    adr = (int *)xlmatch(INT,&args)->n_int;
X    val = xlmatch(INT,&args);
X    xllastarg(args);
X    *adr = val->n_int;
X    return (val);
X}
X
X/* xaddressof - return the address of an XLISP node */
XNODE *xaddressof(args)
X  NODE *args;
X{
X    NODE *node;
X    node = xlarg(&args);
X    xllastarg(args);
X    return (cvfixnum((FIXNUM)node));
X}
SHAR_EOF
```

```
if test 3738 -ne "`wc -c 'xlsys.c'`"
then
     echo shar: error transmitting "'xlsys.c'" '(should have been 3738
characters)'
fi
#    End of shell archive
exit 0

--
                        Jwahar R. Bammi
                     Usenet:  .....!decvax!cwruecmp!bammi
                      CSnet:  bammi@case
                    Arpa:  bammi%case@csnet-relay
                  CompuServe:  71515,155


From 1163916073355880629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74c0467e52903187,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 15:13:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Deep Blue C?
Message-ID: <8601182313.AA22780@lll-lcc.ARPA>
Date: Sat, 18-Jan-86 18:13:40 EST
Article-I.D.: lll-lcc.8601182313.AA22780
Posted: Sat Jan 18 18:13:40 1986
Date-Received: Mon, 20-Jan-86 04:22:59 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 16

------------------------------------------------------

Re: Article 1032, How can you go wrong with Deep Blue C?

Depends on how much your time is worth. For about $50 you can get the
Action! compiler/editor, which gives you a much faster edit/compile/try
it/edit.... cycle. The language is close enough to C that it is easy
to translate to/from.


------------------------------------------------------------------------
     Bruce Langdon  L-472                langdon%lll-lcc@lll-crg.ARPA
     Physics Department                  "langdon#bruce%d"@lll-mfe.ARPA
     Lawrence Livermore National Laboratory
     Livermore, CA 94550                 (415) 422-5444
UUCP: ..{gymble,ihnp4,seismo}!lll-crg!lll-lcc!langdon
```

From -1461347266822609882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c8eba0d502ff4129,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-18 17:44:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: ugjohna@BUFFALO.CSNET (John Arrasjid)
Newsgroups: net.micro.atari
Subject: unsubscribe
Message-ID: <8601190751.AA18885@ucbvax.berkeley.edu>
Date: Sat, 18-Jan-86 20:44:36 EST
Article-I.D.: ucbvax.8601190751.AA18885
Posted: Sat Jan 18 20:44:36 1986
Date-Received: Mon, 20-Jan-86 06:27:52 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

To whom it may concern,
   Please remove me from info-atari and info-atari-request mailing list. It
seems that these mailings are too much and my site says that I am taking up
a lot of time. If anyone needs to get ahold of me, send to me at my bitnet
address: ugjohna@bitnet

thank you very much
John Arrasjid   SUNY/Buffalo Computer Science
UUCP: [decvax,dual,rocksanne,watmath,rocksvax]!sunybcs!ugjohna
CSnet: ugjohna@buffalo
ARPAnet: ugjohna%buffalo@CSNET-RELAY
Bitnet: ugjohna@sunybcs

From 1237413545899732240
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9e187e67f02fcb6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 19:30:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site hoptoad.uucp
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!ut-sally!mordor!lll-crg!hoptoad!gnu
From: gnu@hoptoad.uucp (John Gilmore)
Newsgroups: net.micro.atari
Subject: Re: Megaroids.prg (uuencoded)
Message-ID: <417@hoptoad.uucp>
Date: Thu, 9-Jan-86 22:30:43 EST
Article-I.D.: hoptoad.417
Posted: Thu Jan 9 22:30:43 1986
Date-Received: Sun, 12-Jan-86 00:32:45 EST
References: <345@ihnet.UUCP>

Organization: Nebula Consultants in San Francisco
Lines: 19
Summary: Please post sources in net.sources!

Please do not post sources or binaries to net.micro.atari.
There are several reasons for this.

Sources belong in net.sources because many sites automatically
archive them. If you don't put them there, they will expire out of
net.micro.atari in a few weeks and be gone.

Also, sites that can't afford large phone bills can subscribe to
net.micro.atari but not to net.sources. You are costing them money
they can't afford by ignoring the posting guidelines.

Lastly, [and this part is personal opinion] I object to the posting of
binaries anywhere, including net.sources. If the program is public
domain, where are its sources? You mean the *binary* is public domain
but the source is proprietary??? Why can't I fix a bug in it if I find
one? Why can't I convert this public domain program to run on my Sun?
I'm collecting a lot of PD software for the GNU project, which aims to
reimplement Unix in the public domain. However, binaries for 520ST's
don't do the project (or the world) much good.

From -3966225099143586842
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2c08cad1fb7fcde2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 04:27:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: jrm%computer-science.strathclyde.ac.uk@CS.UCL.AC.UK
Newsgroups: net.micro.atari
Subject: Developers kit C problems
Message-ID: <8601101227.AA09029@stracs>
Date: Fri, 10-Jan-86 07:27:15 EST
Article-I.D.: stracs.8601101227.AA09029
Posted: Fri Jan 10 07:27:15 1986
Date-Received: Sun, 12-Jan-86 00:10:43 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

[]
I ask this question for a friend. Excuse the lack of technical detail.

He is running C as supplied with the developers kit. The code generated
by the compiler when accessing a word field from an array of structure
pointers appears to be bad. [The address calculation is performed in
16 bits, not 32]. Can anyone help ?

```
Along lines of
  struct {int a,b} *tabptr[100];
  tabptr[i]->a = 12; gives wrong code
Jon


From -7405079545557948626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3bcfc7a723b8505
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,a3bcfc7a723b8505
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,a3bcfc7a723b8505
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-10 05:31:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ecsvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!mcnc!ecsvax!hes
From: hes@ecsvax.UUCP
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: The real debate begins: Atari ST vs Commodore 128
Message-ID: <1064@ecsvax.UUCP>
Date: Fri, 10-Jan-86 08:31:43 EST
Article-I.D.: ecsvax.1064
Posted: Fri Jan 10 08:31:43 1986
Date-Received: Mon, 13-Jan-86 08:10:00 EST
References: <330@3comvax.UUCP>
Distribution: net
Organization: NC State Univ.
Lines: 32
Xref: watmath net.micro.amiga:1511 net.micro.atari:2292 net.micro.mac:4050

> Does Jack Tramiel think he can get away with undercutting his competition,
> retailing his products at K-MART type outlets, and forcing the competition
> to drop their prices (and eventually drop out of business) again?  ...
>
> ... (I can't help but think of a $400 computer
> as anything but a TOY - albeit a great toy).
>
> ...  If the Amiga prices don't fall, then
> (MY OPINION) people might just give the machine the respect it deserves.
> There is a saying that goes "you get what you pay for", and to most people,
> the Amiga will still be worth the price.
> ...
> /mykes
> At $400, the ST might make a nice printer buffer for my Amiga....

   Why doesn't Commodore just raise their prices up to the $10,000 range,
and then people will buy Amigas instead of PC-ATs?  One reason may be that
not everyone is convinced that list price == real value.  Furthermore, not
everyone buys the most valuable system - sometimes one can't afford it, and
has to settle for an affordable system.  (As for me I'm buying a Sun 3 with
```

hard disk server instead of a 520ST or Amiga -- at least that's what I'ld like to do, if I had the money to do it.)

Seriously - the major *real* problem is that Atari could disrupt their dealer support network, making the 520ST less attractive to serious buyers. Of course since most developer/serious/hacker-type buyers seem to be already buying via mail - there may be little support present anyway, and then that loss will not make any difference. The added volume of sales of the ST would probably make developers more interested, though.

--henry schaffer
Disclaimer + 1/2 :-)

From -919278820578153462
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74e771afcf6e74c4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 05:43:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro.atari
Subject: Re: Sources on net.micro.atari
Message-ID: <347@ihnet.UUCP>
Date: Fri, 10-Jan-86 08:43:11 EST
Article-I.D.: ihnet.347
Posted: Fri Jan 10 08:43:11 1986
Date-Received: Sat, 11-Jan-86 02:46:16 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 11

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

Until there is a net.micro.atari.source I will post ALL sources
for the 520ST to net.micro.atari and net.sources

Also it is not uncommon for binarys to be placed in the public domain !!!!!!

Bryan DeLaney
ihnet!bryan

From -4962954667859737082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a38a1fbad4b5a7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 06:22:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: godden@GMR.CSNET (Kurt Godden)
Newsgroups: net.micro.atari
Subject: Toy Computers
Message-ID: <8601101528.AA25615@ucbvax.berkeley.edu>
Date: Fri, 10-Jan-86 09:22:00 EST
Article-I.D.: ucbvax.8601101528.AA25615
Posted: Fri Jan 10 09:22:00 1986
Date-Received: Sat, 11-Jan-86 02:58:38 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

For he who can't help but think of a <$400 computer as being a toy:

You must have thought the original Atari 800 was one mean number cruncher
since it was priced over (?) $1000. I'm sure glad I bought mine when the
price was still up to $500, or else I would have just gotten a toy.
By the way, I didn't know the hospital ward you're in had access to
electronic mail...

From -7051987135287863452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b83aaacf6407c9a9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 07:05:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpm!rtb
From: rtb@ihlpm.UUCP (Todd)
Newsgroups: net.micro.atari
Subject: Bad Atari marketing
Message-ID: <653@ihlpm.UUCP>
Date: Fri, 10-Jan-86 10:05:53 EST
Article-I.D.: ihlpm.653
Posted: Fri Jan 10 10:05:53 1986
Date-Received: Sat, 11-Jan-86 02:47:27 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 17

Unfortunately, its worse than ST's being sold in K-MART stores. They
are being sold by JS&A mail order. These are the people that also
sell ionizers and other such nonsense. Price for the CPU with mouse is
299. Color monitor 399 mono monitor 199 disk drive 199. I saw the ad
in the Jan 13 Newsweek. I think that this is an absoulutely stupid
marketing move on Atari's part. I had faith in Mr T., but now I think
the 5 year old down the block has more marketing sense than he does.
I don't know how any future machines (including the 32 bit work stations

announced in the Electronic Engineering times) will get any respect
at all. If I was the head of Commadore I couldn't ask for a better
break at this time. Time will tell what impact this has on us ST owners.
We can always hope for good software from Europe where the ST seems to
get more respect.

R.T Bradstrum

From 8104996354845453846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f14b56de97b3188
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 07:07:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!ut-sally!topaz!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: 850 Interface module needed
Message-ID: <1891@uwmacc.UUCP>
Date: Fri, 10-Jan-86 10:07:23 EST
Article-I.D.: uwmacc.1891
Posted: Fri Jan 10 10:07:23 1986
Date-Received: Sun, 12-Jan-86 00:33:54 EST
References: <860108-064146-4557@Xerox>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 27

In article <860108-064146-4557@Xerox> Hewitt.Wbst@XEROX.ARPA (Bob Hewitt) writes:
>A friend of mine is looking for an 850 interface module. Anyone have an
>extra they will part with??
>

   No, but I've been looking for one for awhile, and am finding it extremely
difficult (and for those of you who have seen them advertised in Atari
mags, I've called them all: no dice). However, it looks like there may be
an alternative sometime (soon?). In the inside back cover of the December '85
Analog Computing, there's an ad from ICD, Inc. for what they call the
P:R:Connection. It reportedly is totally compatible with software for the
850, and can be used with all 8-bit Atari machines. I called them
mid-November, got the retail price ($79.95), confirmed that it would work
with a 1200XL, and was told it would start shipping to retailers Dec. 15.
I also called them December 15, when they stated that it would be out by
mid-January. I plan on calling them once more in a week or so. If it's not
out, I'll let 'em know they lost a potential customer.
  If you want to get the scoop yourself, or want to encourage them to get the
thing out the door (if they haven't already), they are:

   ICD, Inc.

   1220 Rock Street, Suite 310
   Rockford, IL 61101-1437
   815/229-2999

--
 - Joel ({allegra,ihnp4,seismo}!uwvax!uwmacc!oyster)

From 3880758511661253514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,776a89be2cdd00e0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 09:28:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site hsi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!lll-crg!qantel!hplabs!hao!noao!hsi!tankus
From: tankus@hsi.UUCP (Ed Tankus)
Newsgroups: net.micro.atari
Subject: Wall St. Journal B.B., January 10, 1986
Message-ID: <292@hsi.UUCP>
Date: Fri, 10-Jan-86 12:28:45 EST
Article-I.D.: hsi.292
Posted: Fri Jan 10 12:28:45 1986
Date-Received: Fri, 17-Jan-86 06:29:48 EST
References: <2687@sunybcs.UUCP> <418@aum.UUCP>
Organization: Health Systems Int., New Haven, CT.
Lines: 32

> > An article in USA today (12/30/85) talked about Atari announcing that the
> > 512k st would be sold in chain stores, and a 1 meg version of the st would
> > be carried by those stores currently carrying the 520st. Sounds like the 260ST
> > will be dropped!!?!?!!
>
> Some very reliable sources tell me that there is going to be a 1024ST announced
> this month. It will be $999 (monochrome) and have 1meg memory, and a built in
> DSDD floppy. Also the $599 20 meg disk. Don't know about when they are
> shipping...
> --
> --
>   Erik James Freed
>   Aurora Systems
>   San Francisco, CA
>   {dual,ptsfa}!aum!freed

As noted in the subject line, today's WSJ-BB said that Atari will begin shipping
the 1040ST to computer stores today. Atari will also introduce a 20 Meg hard
disk. No prices were quoted for either.

I would assume that the rest of Erik's info is in the ballpark. I have heard no
mention of any ST the other than the 520, 1040 and the rumored "TT".

--

    "   For every word there is a song upon which inspiration lies ..."

    Ed Tankus
    Net : {noao!ihnp4!yale!}!hsi!tankus
    Snail: Health Systems Int'l, 100 Broadway, New Haven, CT 06511
    Bell : (203) 562-2101

From 304025854979151561
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9c97466560533b27
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 09:54:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST to be sold by toy stores
Message-ID: <8601101754.AA24009@felix.UUCP>
Date: Fri, 10-Jan-86 12:54:04 EST
Article-I.D.: felix.8601101754.AA24009
Posted: Fri Jan 10 12:54:04 1986
Date-Received: Sat, 11-Jan-86 06:56:32 EST
References: <8601091514.AA03049@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: FileNet Corp., Costa Mesa, Ca.
Lines: 5

Hurray! A rational comment!

=======================================
Preston L. Bannister
USENET: ucbvax!trwrb!felix!preston

From -2531301836259295377
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3bcfc7a723b8505
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 10:37:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: Bicer.ES@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: The real debate begins: Atari ST vs Commodore 128
Message-ID: <860110-103758-2114@Xerox>
Date: Fri, 10-Jan-86 13:37:51 EST
Article-I.D.: Xerox.860110-103758-2114
Posted: Fri Jan 10 13:37:51 1986

Date-Received: Sat, 11-Jan-86 06:55:06 EST
References: <330@3comvax.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

The humor of it all is that Commodore Amiga
was in a real awkward price position in the market, and now they stand alone
as the mid-priced REAL Computer (I can't help but think of a $400 computer
as anything but a TOY - albeit a great toy).

It is a shame to see intelligent people judging computers only by their price
tags. I would think that the price reduction would increase the value of the
520ST, not decrase it.

Jack Bicer

From 1837536679209461891
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b83aaacf6407c9a9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 11:13:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihwpt.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihwpt!knudsen
From: knudsen@ihwpt.UUCP (mike knudsen)
Newsgroups: net.micro.atari
Subject: Re: Bad Atari marketing
Message-ID: <631@ihwpt.UUCP>
Date: Fri, 10-Jan-86 14:13:30 EST
Article-I.D.: ihwpt.631
Posted: Fri Jan 10 14:13:30 1986
Date-Received: Sat, 11-Jan-86 02:59:01 EST
References: <653@ihlpm.UUCP>
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 39

> Unfortunately, its worse than ST's being sold in K-MART stores. They
> are being sold by JS&A mail order. These are the people that also
> sell ionizers and other such nonsense. Price for the CPU with mouse is
> 299. Color monitor 399 mono monitor 199 disk drive 199. I saw the ad
> in the Jan 13 Newsweek. I think that this is an absoulutely stupid
> marketing move on Atari's part. I had faith in Mr T., but now I think
> the 5 year old down the block has more marketing sense than he does.
> I don't know how any future machines (including the 32 bit work stations
> announced in the Electronic Engineering times) will get any respect
> at all. If I was the head of Commadore I couldn't ask for a better
> break at this time. Time will tell what impact this has on us ST owners.

>
>   R.T Bradstrum

On the contrary, I think that Mr T's "error" is not in undercutting
the computer stores by going to KMart and mailorder,
but in bothering with the computer stores in the first place.
Computer stores are essentially useless institutions whose salespeople
know what we'd learn in an hour of pushing the mouse and reading
the manuals (horrors!).
I'd rather read Netnews, see a demo at a club meeting or a friend's
house, then buy the pieces of the system in sealed boxes from
Toys R Us or thru the mail. Really.

However, Mr Bradstrum does hint at a valid point: the IMAGE,
or "respect" that a machine acquires. This WOULD be helped by
the potted-palm computer stores. We netnews sophisticates
must remember that the unwashed masses respond strongly to
image. The Atari 800 and Radio Shack COlor COmputer were
hurt just by their brand names, while a dull 8088 PC was sold
by 3 little letters. On the other hand, I don't think the C64
got hurt by moving from computer stores to toy stores.
Politicians would rather have votes than respect, and Mr T
will gladly trade respect for lots more sales.
So should software developers (think about it...).
     mike k

PS: JS & A's monitor prices are $50 higher than my
guesstimates in yesterday's posting!

From -6635074154638714564
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f0c74d724df4fc20
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 12:38:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: --- ST competition ---
Message-ID: <8601102038.AA00149@mitre-bedford.ARPA>
Date: Fri, 10-Jan-86 15:38:33 EST
Article-I.D.: mitre-be.8601102038.AA00149
Posted: Fri Jan 10 15:38:33 1986
Date-Received: Sat, 11-Jan-86 06:57:29 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 16

As I understand it (COMPUTE! Oct. 1985 article) CPM-68K is not "emulated" --
it IS the basic operating system, and the GEM "Desktop" user interface runs
on top of it. Why they don't give the owner access to CPM-68K free instead

of charging $300 bucks more for "special software and documentation" I don't quite understand if COMPUTE!'s description of the situation is accurate, but I am sure the hacker community will save us all the $300 by providing the necessary information in the public domain.

By the way, does anybody know if the K-Mart Special will include disk drive? Mouse? RS-232 and Centronics ports? RGB or composite monitor outputs? I heard that it would include a TV modulator, which makes me think maybe not the normal monitor outputs (although the little 800XL has both composite and RF outputs).

-John Sangster
jhs at MITRE-Bedford.ARPA

From 804609380631954403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,48fd69153130795f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 12:57:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: binaries etc
Message-ID: <8601102057.AA01140@mitre-bedford.ARPA>
Date: Fri, 10-Jan-86 15:57:22 EST
Article-I.D.: mitre-be.8601102057.AA01140
Posted: Fri Jan 10 15:57:22 1986
Date-Received: Sat, 11-Jan-86 06:58:28 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 6

Could someone please tell me: whats a megaroid? Do I need the object file that was mailed to me? If so, for what? I would hate to erase it and then find out that a megaroid is something I need!

-John Sangster
jhs at mitre-bedford.arpa

From -4019156800778514699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,826422859f1c486b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 13:03:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari

Subject: Re: program needed
Message-ID: <8601102103.AA13532@watdcsu.UUCP>
Date: Fri, 10-Jan-86 16:03:28 EST
Article-I.D.: watdcsu.8601102103.AA13532
Posted: Fri Jan 10 16:03:28 1986
Date-Received: Sun, 12-Jan-86 00:40:35 EST
References: <8601080302.AA05759@ORNL-MSR.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: U. of Waterloo, Ontario
Lines: 2

I am interested in your Atari--host Graphics and communication package.
What is the host machine that simulates the Atari disk?

From -5958894683229556370
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f14b56de97b3188
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 13:56:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 850 Interface module needed
Message-ID: <8601102156.AA10987@ritcv.UUCP>
Date: Fri, 10-Jan-86 16:56:54 EST
Article-I.D.: ritcv.8601102156.AA10987
Posted: Fri Jan 10 16:56:54 1986
Date-Received: Mon, 13-Jan-86 01:14:36 EST
References: <860108-064146-4557@Xerox>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 7

I don't have an 850 inteface, but if he needs it for just serial communication,
then there is a fairly inexpensive alternative. He can buy RVERTER. It
lets you talk at 300 or 1200 baud, works with most modems and comes with
the communications program on disk. I use it and recommend it highly.
The cost is about $40 from mailorder(look in the back of magazines).
It does not provide a parallel interface though.

From 7313837546976278892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3bcfc7a723b8505
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,a3bcfc7a723b8505
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,a3bcfc7a723b8505
X-Google-Attributes: gid152df8,public

X-Google-ArrivalTime: 1986-01-10 14:13:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ritcv.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!rochester!ritcv!ixl9261
From: ixl9261@ritcv.UUCP (Ilia Levi)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: The real debate begins: Atari ST vs Commodore 128
Message-ID: <9242@ritcv.UUCP>
Date: Fri, 10-Jan-86 17:13:40 EST
Article-I.D.: ritcv.9242
Posted: Fri Jan 10 17:13:40 1986
Date-Received: Wed, 15-Jan-86 03:09:59 EST
References: <330@3comvax.UUCP>
Reply-To: ixl9261@ritcv.UUCP (Ilia Levi)
Distribution: net
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 18
Xref: watmath net.micro.amiga:1539 net.micro.atari:2332 net.micro.mac:4079

In article <330@3comvax.UUCP> mykes@3comvax.UUCP (Mike Schwartz) writes:
>Does Jack Tramiel think he can get away with undercutting his competition,
>retailing his products at K-MART type outlets, and forcing the competition
>to drop their prices (and eventually drop out of business) again? The latest
>I have heard is that Tramiel has (for the second time now) got all of his
>distributors upset by lowering the price of the ST to about $400, and
>diverting his distribution to K-MART. Apparently AT&T will also sell
>the ST as a low end UNIX terminal.
> ...
>as the mid-priced REAL Computer (I can't help but think of a $400 computer
>as anything but a TOY - albeit a great toy).
>

I totally aggree. I think that Jack Tramiel should make the price of the ST
$400 higher than Amiga's, then it's going to sell like pancakes and be a
much more powerful computer. :-)
I bought my Atari 800 for $900 several years ago and it's a lot better computer
than the $400 Atari 800 you could buy several years later. :-)

From -9189515214160635154
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18cd4d51dfa502d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 15:28:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site vaxwaller.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!hplabs!tektronix!zehntel!vaxwaller!
woo
From: woo@vaxwaller.UUCP (Norm Woo)
Newsgroups: net.micro.atari
Subject: computer lingo
Message-ID: <380@vaxwaller.UUCP>

Date: Fri, 10-Jan-86 18:28:30 EST
Article-I.D.: vaxwalle.380
Posted: Fri Jan 10 18:28:30 1986
Date-Received: Tue, 14-Jan-86 05:04:13 EST
Distribution: net
Organization: Varian, Walnut Creek, CA
Lines: 7

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

In January 1986 Byte article on the Atari 520ST, there is a reference
to "bit-blitting". What is bit-blitting?

     Norm Woo (415) 945-2170
     {zehntel,amd}!varian!woo

From 3856523273871374552
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,32e01a3de29bbc3f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 17:03:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- 16/32k Action! cart. ---
Message-ID: <8601110127.AA06457@ucbvax.berkeley.edu>
Date: Fri, 10-Jan-86 20:03:00 EST
Article-I.D.: ucbvax.8601110127.AA06457
Posted: Fri Jan 10 20:03:00 1986
Date-Received: Sat, 11-Jan-86 07:46:51 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 16

Someone filled in the blank on my comment about the bank selection
abilities of Action!. I suggested it might be 32k (there was a
question mark after that estimate) and Ray supplied the proper 8k
figure. He added that only 8k is in memory at once. This might
not be true. According to the documentation, if used in conjunction
with the DOS-XL (the advancement from OS/A+, also by OSS), there is
the possibility that you can access 4 of the 8k that the Action!
cart seems to occupy, reducing the total occupancy to a minimum
of 4k! (NOTE: I havn't TRIED this, just reporting the possibility...)

Does anyone know if DOS-XL is really required to do this trick?

               -Richard Hartman
               max.hartman@ames-vmsb

From -1373920674330130735
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3bcfc7a723b8505
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,a3bcfc7a723b8505
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,a3bcfc7a723b8505
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-10 17:06:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site randvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!randvax!david
From: david@randvax.UUCP (David Shlapak)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: The real debate begins: Atari ST vs Commodore 128
Message-ID: <2864@randvax.UUCP>
Date: Fri, 10-Jan-86 20:06:36 EST
Article-I.D.: randvax.2864
Posted: Fri Jan 10 20:06:36 1986
Date-Received: Tue, 14-Jan-86 04:01:48 EST
References: <330@3comvax.UUCP> <197@aero.ARPA>
Distribution: net
Organization: Rand Corp., Santa Monica
Lines: 5
Xref: watmath net.micro.amiga:1514 net.micro.atari:2295 net.micro.mac:4055

    Please, please, PLEASE, whatever you do, do NOT begin this great
    debate on net.micro.mac..!

                        --- das

From -4729148745476973220
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4311076d2f31052c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 17:26:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: Bittner.ES@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Atari and Quick and Reilly
Message-ID: <860110-172612-1121@Xerox>
Date: Fri, 10-Jan-86 20:26:00 EST
Article-I.D.: Xerox.860110-172612-1121
Posted: Fri Jan 10 20:26:00 1986
Date-Received: Sun, 12-Jan-86 00:04:27 EST

Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 15

I am trying to establish a Quick and Reilly account (through QUICKWAY)
on Compuserve using HomeTerm (part of Home-Pak) and an Atari 800XL.
Customer service at Quick and Reilly tells me the reason I cannot use my
new account is probably that HomeTerm sends a line feed along with every
CR.

Has anyone done this sucessfully with HomeTerm? Does anyone know how to
turn off the line feed if that is what is really happening? Has anyone
used a Quick and Reilly account on Compuserve using HomeTerm? Note:
everything else on Compuserve works fine.

Any information would be appreciated. My frustration level is rising.

                            Thanks,
                            -Brenda

From 2904787133894480405
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1b67ccf2ad97844d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-10 20:48:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: More INFO-ATARI archives
Message-ID: <12174282032.20.G.ABRAMS@SU-SCORE.ARPA>
Date: Fri, 10-Jan-86 23:48:33 EST
Article-I.D.: SU-SCORE.12174282032.20.G.ABRAMS
Posted: Fri Jan 10 23:48:33 1986
Date-Received: Sun, 12-Jan-86 00:07:05 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 54

The messages received from folks happy that they can now get to
the archives are very much appreciated. And there's even more.

Another directory has been created. <info-atari> contains all of
the message archives plus the program library. I can't
describe what's in there because I don't know, but the directory
listing follows.

```
   PS:<INFO-ATARI>
            Bytes(SZ)

 ALBUG.BIN.1      749(36)
```

```
   .CRF.1          25907(36)
   .M65.1          41475(7)
 ATARI.1981.1      62421(7)
   .1982A.1        289669(7)
   .1982B.1        524464(7)
   .1983.1         711452(7)
   .1984.1         598399(7)
   .1985.1         2480108(7)
   .APR-85.1       111435(7)
   .AUG-85.1       20427(7)
   .DEC-85.1       633738(7)
   .FEB-85.1       42303(7)
   .IDX.1          9(0)
   .JAN-85.1       49069(7)
   .JUL-85.1       7481(7)
   .JUN-85.1       37291(7)
   .MAR-85.1       125669(7)
   .MAY-85.1       83566(7)
   .NOV-85.1       467815(7)
   .OCT-85.1       607148(7)
   .SEP-85.1       294156(7)
   .TXT.1          345118(7)
 ATARI-REQUEST.TXT.1 372859(7)
 DOS.ASM.1         20663(7)
   .SRC.1          28393(7)
 KCOM1030.ACT.1    2713(7)
 KCOM850.ACT.1     4750(7)
 KDIAL.ACT.1       5060(7)
 KERMIT.ACT.1      1691(7)
   .DOC.1          2019(7)
   .PNS.1          53(7)
 KFUNC.ACT.1       6260(7)
 KIO.ACT.1         3187(7)
 KMAIN.ACT.1       7481(7)
 KMENU.ACT.1       10143(7)
 KPRO.ACT.1        9826(7)
 KTTY.ACT.1        5180(7)
 NEWDIVI.ACT.1     1022(7)
 SYSMAC.SML.1      20364(7)

 Total of 3210 pages in 40 files
-------


From -3895027926751242714
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a38a1fbad4b5a7
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1161d5,c2c14141e7ecd9a,start
X-Google-Attributes: gid1161d5,public
X-Google-ArrivalTime: 1986-01-11 04:48:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site yetti.UUCP
```

Path: utzoo!utcs!mnetor!yetti!oz
From: oz@yetti.UUCP (Ozan Yigit)
Newsgroups: net.micro.atari
Subject: Re: Toy Computers
Message-ID: <297@yetti.UUCP>
Date: Mon, 13-Jan-86 19:00:39 EST
Article-I.D.: yetti.297
Posted: Mon Jan 13 19:00:39 1986
Date-Received: Mon, 13-Jan-86 21:08:29 EST
References: <godden%gmr.csnet@CSNET-RELAY.ARPA> <12174433790.8.MRC@PANDA>
Reply-To: oz@yetti.UUCP (Ozan Yigit)
Organization: York University Computer Science
Lines: 47
Summary:

In article <12174433790.8.MRC@PANDA> MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin) writes:

> This is very reminiscant of the Atari user's groups of the
>early 80's, which insisted Atari was doing everything splendidly
>and the few people who argued otherwise were lonely voices in the
>wilderness.
>

I do not think so. Time and time again, majority turned out to be RIGHT, and those lonely voices were wrong. This may prove to be such a case.

> A serious concern -- that selling the ST in toy stores at
>toy store prices will lead to the overwhelming preponderance of
>ST software being toy software ..

Who writes the so-called "Toy Software" ?? Highschool hackers ?? Neighborhood cabbies, Aunt Gwendolyn ?? And why is it such a serious concern ??? Is there some sort of a class difference between programs written by those of us lucky enough to have VAXen spread out in our machine room, and those written by a highschool nerd in his basement C64 ?? Remember that highschool nerd who broke into Lawrence-Livermore Labs ?? Did you know the JOVE was originally written in Lincoln-Sudbury highschool ?? But you perhaps know that professional programmers could churn out just as much crap as any other non-professional programmer (such as the cabbie) with the difference that the former is probably more dangerous. If lotsa kids get their hands onto an ST instead of a retarded C64, I am sure we will see more imaginative stuff, not TOY SOFTWARE.

>
> There is a difference between a cheap and an inexpensive
>computer. The ST was promoted as being inexpensive, but it sure
>looks like it really is just another cheap computer.
>

Ah.. this must be the standard "class" oriented thinking. If it does not cost you your left arm, and it is not sold by an obnoxious salesman, it cannot be all that good.

Think about it: your VT220 costs more than an atari ST.
and it is not even programmable. :-)

OZ
--
Usenet: [decvax|allegra|linus|ihnp4]!utzoo!yetti!oz
Bitnet: oz@[yusol|yuyetti]
In the beginning, there was Word all right, except
it wasn't fixed number of bits.

From -4109418290513799949
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,e05bc47dba5c5f05,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-11 08:58:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari-request@SU-SCORE.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8601111658.AA17480@ucbvax.berkeley.edu>
Date: Sat, 11-Jan-86 11:58:54 EST
Article-I.D.: ucbvax.8601111658.AA17480
Posted: Sat Jan 11 11:58:54 1986
Date-Received: Sun, 12-Jan-86 06:00:52 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From -1268778701281196594
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3bcfc7a723b8505
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,a3bcfc7a723b8505
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,a3bcfc7a723b8505
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1986-01-11 09:00:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rochester.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!seismo!rochester!ray
From: ray@rochester.UUCP (Ray Frank)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: The real debate begins: Atari ST vs Commodore 128
Message-ID: <14486@rochester.UUCP>
Date: Sat, 11-Jan-86 12:00:49 EST
Article-I.D.: rocheste.14486
Posted: Sat Jan 11 12:00:49 1986

Date-Received: Wed, 15-Jan-86 00:26:38 EST
References: <330@3comvax.UUCP> <9242@ritcv.UUCP>
Distribution: net
Organization: U. of Rochester, CS Dept.
Lines: 29
Xref: watmath net.micro.amiga:1529 net.micro.atari:2320 net.micro.mac:4072

> In article <330@3comvax.UUCP> mykes@3comvax.UUCP (Mike Schwartz) writes:
> >Does Jack Tramiel think he can get away with undercutting his competition,
> >retailing his products at K-MART type outlets, and forcing the competition
> >to drop their prices (and eventually drop out of business) again? The latest
> >I have heard is that Tramiel has (for the second time now) got all of his
> >distributors upset by lowering the price of the ST to about $400, and
> >diverting his distribution to K-MART. Apparently AT&T will also sell
> >the ST as a low end UNIX terminal.
> > ...
> >as the mid-priced REAL Computer (I can't help but think of a $400 computer
> >as anything but a TOY - albeit a great toy).
> >
Are you sure you don't own a computer store? 8-)

It is better to sell something at a fair price than to bilk the public with
outrageous pricing such as exists with Apple stuff.
But if you really think a computer turns into a toy due to its pricing, I will
buy an ST at K-Mart for $400 and sell it to you for $700 and you will have a
'real computer' again.

And to be perfectly honest, I have absolutely no feelings for computer stores
one way or the other, if they go out of business, tough. I know they had no
feelings of sorrow when they tried to charge me $400.00 to upgrade my 16k pet
to 32k several years back. I did it myself for about $30.00.

If you want to subsidize computer stores, fine, but I don't, and given a choice,
I would rather subsidize a farmer.8-)

this is ray saying bye bye.

From -8143659847616346166
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,aea9d322f4c03203,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-11 09:24:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!pesnta!hplabs!tektronix!uw-beaver!ssc-vax!ssc-bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: OSS Personal Pascal
Message-ID: <455@ssc-bee.UUCP>
Date: Sat, 11-Jan-86 12:24:57 EST
Article-I.D.: ssc-bee.455

Posted: Sat Jan 11 12:24:57 1986
Date-Received: Tue, 14-Jan-86 04:39:08 EST
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 38

After only one evening of examining OSS's pascal I am
impressed.
1) The documentation is much clearer than Atari's own development
   kit and it flows logically.
2)It supports almost all GEM functions with some exceptions (redundant
  functions). Actually it allows access to even those functions if
  you have DRI assembler or C compiler.
3)The programming environment is integrated very nicely into the ST
  GEM. You do your compilation via a pull down menu. The compilation
  and linking process seems pretty fast.
4)Sections covered:
  + Gem Initialization and Exiting
  + Alert Boxes
  + Dialog Boxes
  + Predefined Dialog boxes
  + The menu bar
  + Window management
  + Window Text and Graphics
  + Mouse control
  + Event management routines
  + GEM messages
  + Miscellaneous routines

OSS Pascal allows seperate program module compilation for later linking.
So one is able to build libraries, etc.

The documentation comes in a bound book with ~250 pages of
info. The cost is around $80. I prefer to work in C but the elegance
of OSS programming environment will force me to work in Pascal.
I compiled four of the included programs and found the compilation
speed reasonably fast.

You can reach OSS at:
OSS can be reached at 1221 B Kentwood Avenue, San Jose CA 95129
408-446-3099
---
not affiliated in anyway with OSS

From 3910874384269896853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3bcfc7a723b8505
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,a3bcfc7a723b8505
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,a3bcfc7a723b8505

X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1986-01-11 09:37:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site mordor.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!ut-sally!mordor!jdb
From: jdb@mordor.UUCP (John Bruner)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: The real debate begins: Atari ST vs Commodore 128
Message-ID: <5011@mordor.UUCP>
Date: Sat, 11-Jan-86 12:37:43 EST
Article-I.D.: mordor.5011
Posted: Sat Jan 11 12:37:43 1986
Date-Received: Sun, 12-Jan-86 06:00:37 EST
References: <330@3comvax.UUCP> <197@aero.ARPA>
Reply-To: jdb@mordor.UUCP (John Bruner)
Distribution: net
Organization: S-1 Project, LLNL
Lines: 12
Xref: watmath net.micro.amiga:1484 net.micro.atari:2278 net.micro.mac:4037

>What is it about dropping the price on a machine (which can do more than
>computers selling for many thousands of $ a few years ago) changes it to
>a toy?

Also, why does a high price change a toy machine into a "serious" one?
I have great difficulty considering a machine which can't display
reasonable-quality text without flicker anything but a sophisticated
games machine.
--
  John Bruner (S-1 Project, Lawrence Livermore National Laboratory)
  MILNET: jdb@mordor [jdb@s1-c.ARPA] (415) 422-0758
  UUCP: ...!ucbvax!dual!mordor!jdb   ...!seismo!mordor!jdb

From -7219604284252149533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe358c5fa8b422d3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-11 10:37:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: dan@WISDOM.BITNET (Dan Littauer)
Newsgroups: net.micro.atari
Subject: Atari-1030 Modem Info questions.
Message-ID: <8601111832.AA18730@ucbvax.berkeley.edu>
Date: Sat, 11-Jan-86 13:37:10 EST
Article-I.D.: ucbvax.8601111832.AA18730
Posted: Sat Jan 11 13:37:10 1986
Date-Received: Sun, 12-Jan-86 06:01:04 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 22

Hello all,
Me and my friend,tried connecting the 1030Atari modem to my
Atari800(not the XL)we got everything right,soft loaded ect..
we dialed the main frame and the modem did not respond to the
computer tone...we tried it at my friends house,on the ATARI
800XL...and it worked there fine,any ideas?
Mail to:
dan%wisdom.bitnet@wiscvm.arpa
decvax!humus!wisdom!dan
dan%wisdom.il@wiscvm.arpa
dan%wisdom.huji.israel@csnet.relay

THANKS IN ADVANCE !
Dan Littauer.

Israelmail: Dan Littauer
Meonot shine 10
Weizmann Inst.
Rehovot Israel
76100

From -467891742961901807
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a38a1fbad4b5a7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-11 10:42:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: Re: Toy Computers
Message-ID: <12174433790.8.MRC@PANDA>
Date: Sat, 11-Jan-86 13:42:11 EST
Article-I.D.: PANDA.12174433790.8.MRC
Posted: Sat Jan 11 13:42:11 1986
Date-Received: Sun, 12-Jan-86 13:02:26 EST
References: <godden%gmr.csnet@CSNET-RELAY.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 21

Kurt Godden's comment about hospital wards is the latest of a
series of childish and immature messages which have plagued the
INFO-ATARI list of late.

This is very reminiscant of the Atari user's groups of the
early 80's, which insisted Atari was doing everything splendidly

and the few people who argued otherwise were lonely voices in the wilderness.

A serious concern -- that selling the ST in toy stores at toy store prices will lead to the overwhelming preponderance of ST software being toy software -- is trivialized by suggesting that anybody who dares to have such concerns must be in a mental hospital. If you want to advertise the Amiga I can't think of a better way than the current cat-fighting.

There is a difference between a cheap and an inexpensive computer. The ST was promoted as being inexpensive, but it sure looks like it really is just another cheap computer.

From -5862409065880065627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,79f75c47c6e4f21,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-11 11:00:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!decvax!decwrl!pyramid!pesnta!hplabs!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Erroneous Email Address
Message-ID: <339@tekigm2.UUCP>
Date: Sat, 11-Jan-86 14:00:08 EST
Article-I.D.: tekigm2.339
Posted: Sat Jan 11 14:00:08 1986
Date-Received: Tue, 14-Jan-86 04:36:19 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 6

I noticed after I had posted my previous reply to James Turner, that I had left something off of my email address. IT SHOULD BE:
tektronix!tekigm2!wrd
^

--Bill--

From 532912560360248497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6281fb7bc6e0cd0f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-11 13:21:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site uvicctr.UUCP

Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!ssc-vax!
uvicctr!collinge
From: collinge@uvicctr.UUCP (Doug Collinge)
Newsgroups: net.micro.atari
Subject: Re: Unix without an MMU
Message-ID: <162@uvicctr.UUCP>
Date: Sat, 11-Jan-86 16:21:26 EST
Article-I.D.: uvicctr.162
Posted: Sat Jan 11 16:21:26 1986
Date-Received: Tue, 14-Jan-86 05:21:59 EST
References: <8601071639.AA03270@ucbvax.berkeley.edu>
Reply-To: collinge@uvicctr.UUCP (Doug Collinge)
Organization: University of Victoria, Victoria B.C. Canada
Lines: 22

In article <8601071639.AA03270@ucbvax.berkeley.edu> dan@BBN-PROPHET.ARPA (Dan
Franklin) writes:
>As an aside, the Sage IV 68000 system had no MMU, and did run Unix. Or rather,
>it ran IDRIS, the Unix look-alike (which does have a Unix-style fork()). I
>don't know which of the methods Mark listed they used, but I suspect the first
>one: running only one process at a time in memory, and swapping it out before
>starting another one.

I have IDRIS. It does have fork(). It can run more than one process in memory
at once and usually does but after a fork it runs the parent and child in the
same space by swapping. Of course, as soon as you do an exec (most of the time
right away) it gives you a new space and the swapping stops. This is entirely
practical and works just fine. I see no reason why a similar system couldn't
work on the ST - but it couldn't be SysV or 4.2 because some of the calls
require memory mapping, e.g. realloc().
--

         Doug Collinge
         School of Music, University of Victoria,
         PO Box 1700, Victoria, B.C.,
         Canada, V8W 2Y2
         decvax!nrl-css!uvicctr!collinge
         decvax!uw-beaver!uvicctr!collinge
         ubc-vision!uvicctr!collinge

From 3735316504761473646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5ffaf31e0e7effd3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-11 14:29:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: facts about marketing
Message-ID: <12174475176.8.MRC@PANDA>
Date: Sat, 11-Jan-86 17:29:31 EST

Article-I.D.: PANDA.12174475176.8.MRC
Posted: Sat Jan 11 17:29:31 1986
Date-Received: Sun, 12-Jan-86 13:03:31 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 26

There are several ways you can build and market a computer to replace (or compete with) some other computer:
(1) build a better machine and charge more
(2) build a better machine and charge the same
(3) build a better machine and charge less
(4) build an equivalent machine and charge less
(5) build an inferior machine and charge less

Many people are confusing Atari's actions with strategy (3). The problem is that you fail to consider medium-to-long term market forces. In general, the industry has provided a 30% price/performance increase every 2 years. In the micro industry, it's closer to 30% every year. Another way of looking at it is either an order of magnitude price decrease in 5 years, or an order of magnitude performance increase in the same period of time, or a combination of both.

Atari's marketing strategy leaves them with no way to maintain the curve they have set. The value is almost guaranteed to go down with little or no significant equipment enhancements. This is fine for throwaway computers (a.k.a. toy computers), but not for serious computers. A software developer writing a serious application is going to want the machine to be on the market for some time so his software product would be saleable.

From -7481422718873345913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3f3b98e104e8caf7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-11 17:57:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site muscat.UUCP
Path: utzoo!decvax!decwrl!muscat!striepe
From: striepe@muscat.UUCP (Harald Striepe)
Newsgroups: net.micro.atari
Subject: Re: KERMIT and ACTION
Message-ID: <113@muscat.UUCP>
Date: Sat, 11-Jan-86 20:57:20 EST
Article-I.D.: muscat.113
Posted: Sat Jan 11 20:57:20 1986
Date-Received: Mon, 13-Jan-86 03:11:47 EST
References: <8601021348.AA25062@ucbvax.berkeley.edu> <1877@uwmacc.UUCP>
Distribution: na

Organization: DEC Western Region Operations, Santa Clara, CA
Lines: 28

> >Also, I know that they'd LIKE Me to get the cartridge rather than have
> >action! put onto a diskette, but is it possible to have someone put it
> >on diskette for me? Would I still be able to run the stuff? and compile
> >it?

Another reason (aside from the piracy issue) why you cannot have ACTION!
(or, for that matter, BASIC XL/XE or MAC/65 with DDT) on disk is that these
are the only cartridges making use of a technique called BANKSWITCHING.
They are actually 16K carts taking up only 8K of address space. If you use
OSS's DOS XL, DOS will use the RAM "hidden" by the cart for even more
program memory. The capability to use this feature is another indication of
the fabulous design and forethought that went into these little 8 bitters.
I just got another one of them! The newest incarnation (130XE) carries on
the proud tradition with a nicely thought out approach to bank switching
its 128K RAM and supporting its parallel bus.

By the way, you can obtain a runtime library to make your action programs
independent of the cart, or modifiy the IO library to do program
development for the C64 or Apple (you better know the respective OS's to do
that...).

--
Harald Striepe
DEC APB-WEST
decwrl!muscat!striepe
decwrl!dec-rhea!dec-winery!striepe
WINERY::STRIEPE

From -4304611302222828706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25eef942e4e99d7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-11 19:53:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Re: ST timer tick?
Message-ID: <1368@cwruecmp.UUCP>
Date: Sat, 11-Jan-86 22:53:10 EST
Article-I.D.: cwruecmp.1368
Posted: Sat Jan 11 22:53:10 1986
Date-Received: Tue, 14-Jan-86 04:19:23 EST
References: <1241@gitpyr.UUCP>
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 49

> Can anyone tell me how I can get a simple timer tick on my ST? I need a
> high resolution timer so that I can record keystrokes off of MIDI for a
> simple sequencer I'm writing. However, I've looked through all the
> developer documentation and can't figure out how to do it... Do I have to
> write an interupt handler to count timer interupts? (ugh...) I can't believe
> it's as hard as that...
>
>   Steve Tynor
>   Georgia Instutute of Technology

The simplest way is to read the value of the 200 Hz system timer contained in location 4BA -- The hitch Hikers guide says 4BC but that is a misprint. It has to be done in super mode otherwise you get mushrooms. Here is a example

```
long ticks;
long *_hz200 = 0x000004ba;

read_ticks()
{
     ticks = *_hz200;
}

main()
{
......
     /* Call read_ticks in super mode - this def if missing  in
     osbind.h */
     xbios(38,read_ticks);
     /* ticks now has the value of the 200 Hz timer */
}
```

You could also use the Xbtimer() xbios call with timer a, but I have'nt gotten it to work correctly as yet (I had posted a query a couple of days back, but still have no answer).

Some people over here have been hacking midi code too. One of their experiences was that incresing the size of the midi receive buffer helps a lot too in keeping up with some of the Yahama equipment that send status bytes every 200 ms (I think). this can be done by using the Iorec() xbios call. Hope this helps.

--
Jwahar R. Bammi
Usenet: .....!decvax!cwruecmp!bammi
CSnet: bammi@case
Arpa: bammi%case@csnet-relay
CompuServe: 71515,155

From 42193696132038349

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,375a920e3c8f342d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-11 20:00:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Re: Give me a "break"
Message-ID: <1369@cwruecmp.UUCP>
Date: Sat, 11-Jan-86 23:00:06 EST
Article-I.D.: cwruecmp.1369
Posted: Sat Jan 11 23:00:06 1986
Date-Received: Tue, 14-Jan-86 04:14:44 EST
References: <600@brl-smoke.ARPA>
Distribution: net
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 24

> Does anyone have any ideas for sending a "break" from the 520ST's vt52
> emulator?
>
> Has the ^C^C worked for anyone? - What BAUD rate were you using? I've
> tried all bauds.
> Right now I have to plug the RS-232 cable into a regular terminal, hit
> the break key, unplug the cable from the terminal and plug it into the
> ST, then type a return!!! (WHat a terminal emulator, all you need is
> another terminal to make it work! {:-]}).
>
>   Thanks,
>   Geoff
> geoffs@brl.arpa

Hitting a lot is ^c's does it for me. If you simply hold down ^C it
will not do it. The latest version of sttalk has the capability to
send breaks. Hit CTRL-<clr-home> to send a break.

--
                       Jwahar R. Bammi
                    Usenet: .....!decvax!cwruecmp!bammi
                     CSnet: bammi@case
                    Arpa: bammi%case@csnet-relay
                CompuServe: 71515,155

From -3256771590518140484
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25eef942e4e99d7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-11 22:30:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site aero.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!hplabs!sdcrdcf!trwrb!trwrba!aero!
mendoza
From: mendoza@aero.ARPA (Lee Mendoza)
Newsgroups: net.micro.atari
Subject: Re: ST timer tick?
Message-ID: <207@aero.ARPA>
Date: Sun, 12-Jan-86 01:30:25 EST
Article-I.D.: aero.207
Posted: Sun Jan 12 01:30:25 1986
Date-Received: Tue, 14-Jan-86 05:08:25 EST
References: <1241@gitpyr.UUCP>
Reply-To: mendoza@aero.UUCP (Lee Mendoza)
Organization: The Aerospace Corporation, El Segundo, CA
Lines: 40
Keywords: timer routine

In article <1241@gitpyr.UUCP> tynor@gitpyr.UUCP (Steve Tynor) writes:
>Can anyone tell me how I can get a simple timer tick on my ST?
>

I have written a simple function which accesses the 200 Hz timer tick, unfortunately it is the highest resolution timer that I could find. [If anyone knows of a 1 ms timer I would like to hear about it.]

This function requires that your program include osbind.h (for the Super() function); which requires that you include osbind.o when you link your program. Note that the address pointed to in the "Hitchhiker's Guide to the BIOS" is not correct. I suffered greatly over this until I started poking around using SID. The address is correct in the BIOS listings.

Lee Mendoza

```
/* timer.h -- returns a longword containing the number of milliseconds since
 *            booting, with a resolution of 5 ms.
 *
 * Written by Lee Mendoza
 *
 */

long timer()
{
  long stack, time, *timer;

  timer = 0x4ba;              /* _hz_200:  200 Hz system timer tick */
  stack = 0;                  /* null the stack pointer */

  stack = Super(stack);       /* enter supervisor mode, save the stack */
  time = *timer;              /* get 5 ms timer tick */
  stack = Super(stack);       /* exit supervisor mode, restore the stack */
```

```
  time = 5*time;                /* calculate the time... */
  return(time);                 /* and return it to the caller */
}
```

From 7934444692114015266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f0c74d724df4fc20
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 00:59:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!amdcad!lll-crg!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: --- ST competition ---
Message-ID: <15700034@unido.UUCP>
Date: Sun, 12-Jan-86 03:59:00 EST
Article-I.D.: unido.15700034
Posted: Sun Jan 12 03:59:00 1986
Date-Received: Wed, 15-Jan-86 08:16:17 EST
References: <11165564@ucbvax.UUCP>
Sender: notes@unido.UUCP
Lines: 13
Nf-ID: #R:ucbvax:-1116556400:unido:15700034:000:553
Nf-From: unido!uh   Jan 12 08:59:00 1986

Here in Germany a CP/M-80 Emulator is distributet free (!!!) by
the ATARI dealers. Nice thing. Wordstar and Turbo ran fine (with
some screen output patches). Speed: about 2 MHz,
thats the speed of the standard Microsoft Z80-Card in the Apple.
Atari Germany sent the program to her dealers, mentioning that
it can be given away to every 520ST owner. Availibility: since
November !!!!!

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address UUCP: ...seismo!unido!uh

From -5254715450321327986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,48fd69153130795f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 01:08:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!amdcad!lll-crg!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari

Subject: Re: binaries etc
Message-ID: <15700035@unido.UUCP>
Date: Sun, 12-Jan-86 04:08:00 EST
Article-I.D.: unido.15700035
Posted: Sun Jan 12 04:08:00 1986
Date-Received: Wed, 15-Jan-86 08:16:29 EST
References: <11167465@mitre-be.UUCP>
Sender: notes@unido.UUCP
Lines: 9
Nf-ID: #R:mitre-be:-1116746500:unido:15700035:000:338
Nf-From: unido!uh   Jan 12 09:08:00 1986

Very nice high-res PD-game from Megamax. I suppose it is written
in order to show the possibilities of the Megamax C-Compiler and
kick-start the sales for this compiler.

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address UUCP: ...seismo!unido!uh

From -522747099739492778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b83aaacf6407c9a9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 01:25:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!amdcad!lll-crg!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: Bad Atari marketing
Message-ID: <15700037@unido.UUCP>
Date: Sun, 12-Jan-86 04:25:00 EST
Article-I.D.: unido.15700037
Posted: Sun Jan 12 04:25:00 1986
Date-Received: Wed, 15-Jan-86 08:16:44 EST
References: <653@ihlpm.UUCP>
Sender: notes@unido.UUCP
Lines: 19
Nf-ID: #R:ihlpm:-65300:unido:15700037:000:880
Nf-From: unido!uh   Jan 12 09:25:00 1986

>...
>We can always hope for good software from Europe where the ST seems to
>get more respect.

I think you are right, especially when reading news on the net. Here in
Europe are no diskussions like that in the USA "520ST vs. AMIGA" or
"ATARI ST vs. C128". Silly things. Here in Germany the 520ST sells fine
(no Amiga until Spring/Summer 86) and many professional program

packages (wordprocessors, databases, an specialised commercial software
for the german market) are availible. Go on diskussing, we will have fun
in the meantime (:-)). Here at the University of Dortmund we bought only
in November and December last year about 30 ST's (all with 1 MB) and they
work really fine and they are in great demand.

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address UUCP: ...seismo!unido!uh

From -7210387271808596820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2663f16ec98a7ff8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 03:29:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: dan@WISDOM.BITNET (Dan Littauer)
Newsgroups: net.micro.atari
Subject: Atari's 1030
Message-ID: <8601121129.AA00565@ucbvax.berkeley.edu>
Date: Sun, 12-Jan-86 06:29:16 EST
Article-I.D.: ucbvax.8601121129.AA00565
Posted: Sun Jan 12 06:29:16 1986
Date-Received: Mon, 13-Jan-86 01:14:24 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 22

    Hello all,
    Me and my friend,tried connecting the 1030Atari modem to my
    Atari800(not the XL)we got everything right,soft loaded ect..
    we dialed the main frame and the modem did not respond to the
    computer tone...we tried it at my friends house,on the ATARI
    800XL...and it worked there fine,any ideas?
    Mail to:
    dan%wisdom.bitnet@wiscvm.arpa
    decvax!humus!wisdom!dan
    dan%wisdom.il@wiscvm.arpa
    dan%wisdom.huji.israel@csnet.relay

        THANKS IN ADVANCE !
         Dan Littauer.

Israelmail: Dan Littauer
            Meonot shine 10
            Weizmann Inst.
            Rehovot Israel

From -4864218461320313354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dadcd4f7056b53c9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 03:34:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Comdex First two days
Message-ID: <1370@cwruecmp.UUCP>
Date: Sun, 12-Jan-86 06:34:46 EST
Article-I.D.: cwruecmp.1370
Posted: Sun Jan 12 06:34:46 1986
Date-Received: Tue, 14-Jan-86 04:15:11 EST
Distribution: net
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 294

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January 9, 1986
CES - THE FIRST DAY
By Jack Powell

Las Vegas, NV - The Consumer Electronics Show! Only six weeks have passed since ANTIC attended the massive COMDEX in Las Vegas (just enough time for three holidays, two turkeys and an armload of gifts). And now, here we are - back in "Sin City" for anequally massive CES.

FAMILY OF ATARI PRODUCTS

Atari Corp. displayed their "family of Atari products" in a huge booth with over 81 monitors featuring videotapes of everything from Dig Dug on the 2600 video machine to Star Raiders on the 520 ST. Whereas Atari had displayed primarily ST software support at COMDEX - a show primarily for the high end of the computer industry - their exhibit here at CES is focused on the mass-market; the K-Marts and the Toys-R-Us outlets.

The Atari exhibit is three huge walls of monitors. Looking from left to right, while standing in the middle of the purple corral, one first sees 12 monitors displaying 2600 games, including Pole Position, Stargate, Moon Patrol, and Joust. The 2600 has been

redesigned as a smaller unit and will sell for $39.95. Release date is expected to be February 1st.

To the right of the 2600 screens are twelve 7800 screens. The 7800 video game machine was developed by the previous Atari company and exhibited at the June 1984 CES just weeks before Jack Tramiel bought Atari and temporarily squelched the project. The machine features excellent color graphics (due to the "Maria" graphics coprocessor) that appear tobe slightly better than the 8- bit computer line, but not quite up to coin-op (or ST standards. Maria has exceptional bit-block transfer capabilities.

At CES, the 7800 was displaying crisper and faster versions of the same games as the 2600, plus Pacman, Xevious, Asteroids, Food Fight, Robotron, Galaga, Centipede, and the first two Lucasfilm games: Rescue at Fractalus and Ball Blazer. Although Atari told us the e achine was ready to market immediately, they have not yet settled upon a price. The unit should sell for between $69.95 and $79.95. There were an additional 48 monitors showing videotapes of mostly ST software coming from third party developers. Unlike the COMDEX exhibit, where Atari was surrounded by third party ST developers (using Atari's equipment), at CES, the third party support was represented on cycling video displays with company title credits.

Atari was also displaying the "Boink" comparison of bouncing balls on the three 68000 machines -the Macintosh, Amiga and 520ST. Over in the 8-bit area, however, Atari was delighted to have just received a newBoink demo for the 130XE from XEVIOUS - a software store andST development company fromSeattle, which had beenresponsible for the previous 8 -bit Boink.

The latest Boink features a spectacular, spinning 3-D fuji in place of the familiar ball. Additionally, one side of the fuji displays the well-known scrolling rainbow. Very impressive. You can find it in DL4 of the 8-bit SIG*Atari by or before January 14th.

STAR RAIDERS

Star Raiders, the classic 8-bit arcade game, is being adapted by Atari for the ST by programmer Rob Zdybel. A demonstration of the ST version was lighting up a monitor in the Atari area. The game is about one-third complete, and there's no warp drive yet, so we can't report on that particular effect - sorry. But the ships are displayed with solid modeling rather than wire-frame. And, currently, the most impressive part of the demo is the control panel on the lower half of the screen. It's a very detailed graphics display reminiscent of the control panel in Koronos Rift. Atari has no price yet on this software, which it hopes to get to market by early March.

Meanwhile, on the 130XE, Atari was showing the eong-awaited Star Raiders II. The game looks remarkably similar to a previously un- released arcader called "TheLast Starfighter", which some insiders may have seen about a year ago in a beta version.

But Atari has done a lot of work on the game to improve its playability and it look more like a sequel to Star Raiders. The star field now moves inresponse to your joystick giving the illusion of spacial dogfighting. It's moredifficult to lock in on your destination planet and the orbiting algorithm has been fixed so you

can slow yourself down by pulling on the joystick - but you can nolonger go backwards. This makes bombing runs a lot more of a challenge. Other added goodies include shields, space stations and a tactical display. Star Raiders II should be in the stores very soon at a price of $39.95.

Atari displayed no new hardware at this CES. The 1040 ST is not on display, and the rumored 80-column card and 3 1/2-inch drives for the 8- bit machines were also absent. According to Atari spokesmen, both the 80-column interface and the smaller drives will be announced at the Hanover Fair in Germany.

When the drives are shown, they are expected to be single-sided, holding 325K - formatted. The access time on the 3 1/2-inchers will beabout twice as fast and DOS 2.0S and 2.5 files may be "upwardly" ported to the new drives but you won't be able to port files in the other direction.

Atari will be marketing a packaged 130XEwhich includes 1050 disk drive, 1027 printer, and bundled software. The "starter package" will sell for $399, and the software be Silent Butler, Star Raiders, Music Painter, Paint,and AtariWriter. The package will become available February 1st.

THE 1040 ST

Although Atari was not displaying the 1040, they did officially announce its existence. Photos reveal a machine identical to the 520ST, with the exceptions -as previously reported by ANTIC - that the disk drive slot is where the mouse and joystick ports once were, and the ports have been moved to the right-front under the keyboard. The depth of the back section is about 1 1/2-inches deeper than the width of the current drive slots. Also, it appears as if there is a slightly different eject mechanism in the drive.

The new machine, featuring one megabyte of RAMand built-in double sided disk drive, will sell for $999.95 (monochrome) or $1199.95 (color).

Atari has slated the 1040ST for exclusive distribution to "authorized" computer dealers and said the520ST will be given wider distribution "beyond computer specialty dealers." The 520ST will be aimed toward the consumer who wants to trade up from an 8-bit to a 16-bit.

Atari also announced the availability "next month" of a 20 megabyte, 5 1/4-inch hard disk peripheral - the SHD -204. No other details were provided on the eagerly awaited peripheral.

Once again, Atari is "packing them in." Every time we stopped by their exhibition area the crowds were thick{ ST Software developers are scattered throughout several CES exhibition halls. Over the next four days ANTIC will bring you the latest detailsand keep you up to date on the products and the press releases.

Stay tuned.

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JANUARY 10, 1986

CES - THE SECOND DAY:PRODUCTS

By Jack Powell

Las Vegas, NV - Though most CES insiders agree this year's Vegas show has far fewer software exhibitors, a thorough search reveals a wealth of Atari related goodies at this giant, electronic toy store.

Many developers, having decided the high cost of booth space is not worth the exposure, are displaying their wares in hospitality suites scattered throughout this desert city, while still others simply wander the fair and show off their wares at other's booths.

In one hospitality suite, Datasoft was displaying the recent 8-bit products, Goonies, Zorro, and Alternate Realities. The latter fantasy role-playing epic is currently being adapted for the ST by a team of programmers led by John Butrovich. Philip Price, the game's original author, will act as creative consultant.

The ST version of AR will take advantage of the ST's greater power and RAM capacity to include many concepts Price had always wanted in the game. There will be magic spells, for example, and you will be able to get a job and earn money - as well as meet others and earn their admiration... or their hatred.

The ST AR was started two months ago and Activision hopes to have the first disk - The City - to market by Christmas of 1986. The second disk of AR will be The Dungeon. It is also currently under development for both the ST as well as the 8-bit machines. No release date has yet been set but both versions will debut simultaneously.

A third disk, The Arena, is currently being brainstormed. Arena will allow users to pit two developed characters against each other.

Batteries Included was demonstrating their fine collection of Atari software. The Isgur Portfolio System - a high end financial package - has been released for the IBM.

According to BI, it will be available for the ST sometime int 1986.

BI is also developing a full-scale telecommunications program called I*S talk, and a time management and billing system called I*S Time. These too will become available for the ST in 1986.

Batteries also announced a special purchase policy for educational institutions. For every three or more BI packages purchased, BI will throw in an equal number of the same title for $10. Not bad

Soniture, Inc. showed off the Space Pen, a three- dimensioinal light pen, currently available for the 8- bit computers, and soon available for the ST. Space Pen requires its own software to take advantage of the third axis, but it will take the place of a touch tablet on two -dimensional software products. Space Pen is $150 on the 8-bits, and $175 on the ST.

Compute! Publications has a new book: The ST Programmer's Guide. The 356 page volume retails for $16.95 and includes an introduction to ST BASIC, plus explanations of the BASIC keywords. There is also a section on Logo concepts and a rundown of the Logo primitives.

In back of the Programmer's Guide is an explanation of the GEM VDI calls and how to access them from BASIC. Although GEM theory is explained, there is no listing of AES calls and no explanation of C access to either VDI or AES.

Microprose is showing a new 8-bit strategy simulation called Conflict in Vietnam, written by Sid Meier and Ed Bevers. The game, which is due in early March, is similar to the company's Crusade in

Europe or Decision in the Desert. There are five battle scenarios you can choose among, which are based upon five decisive battles of the 60's "non-war".

Microprose was also demonstrating Silent Service, for the ST. Programmed by Silas Warner - who did Castle Wolfenstein - the game is expected to hit the dealer's shelves in late March.

PrintMaster, a printer utility similar to Print Shop, is being developed for the ST by a company called Unison World. The product, which is currently available on the IBM PC and Commodore 64, was not being shown at CES.

HELP FOR THE UPRINT

Digital Devices makes a printer interface for the 8- bit Atari called Uprint. The initial releases of the product had a few bugs in it and the company originally established a replacement policy which they now feel is unfair.

They have asked ANTIC to pass the word that all owners of the earlier Uprint (you can tell the earlier models by the existence of a copy switch) may receive a free exchange. Simply return your original unit along with $6 for shipping.

Jim Schwaller of Extended Software was showing Disk Library, an ST file cataloging utility currently available for $39.95. Extended Software is also related to Classic Image Software which is planning the release of a marble-rolling game for the ST called Diablo, due out in late March. Classic Image is, somehow, related to Classic Covers which makes plastic dust covers for all Atari peripherals...right down to the mouse.

Accolade announced a February release date of Sundog. The announcement was made from a hospitality suite and, though Accolade was not demonstrating the program on the ST, ANTIC has seen it and can attest to its superior graphics.

ABACUS Publishing displayed their newest ST books. ST Internals is all about the ports and the BIOS and includes a listing of BIOS system calls. ABACAS also has a 68000 machine language book for the ST. Both these books are currently available. Coming January 27th will be their GEM Programmer's Reference book featuring the VDI and AES calls. All three books retail for $19.95.

XETEC, Inc. is developing a CAD package for architectural drawing. The ST program, which was demo-ing, will be available in the second quarter at a price no higher than $99.95.

BACK AT ATARI

Meanwhile, back at the plum-colored Atari corral, Charles Andrews demonstrated his home-brewed 320XE. The machine has been upgraded to contain 192K RAM over the standard 130XE's RAM. It is completely compatible with any XE software and enables such niceties as two RAMdisks plus one floppy - without touching the 130XE's memory.

Atari was interested in the idea, and asked Andrews to display his upgrade machine for awhile to get reaction from the CES crowd. If any of you want to see this product in the Atari lineup, contact John Scruch at Atari.

Bill Wilkinson of O.S.S. premiered their Personal Pascal for the ST. It looks like another winning language from this company.

Version 1.0 boots to a familiar GEM menu bar with drop-down menus for editing, compiling and linking. Default options for the compiler

and linker may also be adjusted from here then optionally saved to disk.

Compiler options, for example, include pause on errors, chain to linker, debugging options, and GEM or TOS structure for final output code.

The editor is a command-based text editor that has a full Help screen for all commands, and a cut and paste function very similar to the ACTION! editor. We were particularly impressed with the fact that the editor also has auto-indent. A feature sorely lacking from all ST program editors up to this point.

O.S.S. has designed their own custom calls to access both GEM AES and VDI. Not satisfied with the original design, they rolled up their sleeves and made a few changes. To open a workstation, for example, you need only one call: InitGem. That's it!

Documentation consists of a very full-looking, 284- page paper-bound book. The language is currently being shipped and retails for $74.95.

MIDI MARVELS

The Casio exhibit at CES is a sprawling display of synthesizers, watches and other electronic marvels. In one corner ANTIC found Micro- W, a company with a novel approach to MIDI software. Q.R.S. Music Disks are player piano rolls translated to MIDI song drivers for the ST.

The company discovered the original Q.R.S. player piano company was still making the rolls and set about converting all that music to synthesizer code. As a result, for $19.95 you can buy a disk of Scott Joplin rags. Or, how about some Gershwin? An entire catalog of disks is expected to be available soon.

Just pump 42nd Street into your synthesizer and then alter it to suit your fancy.

Also, for the MIDI crowd, Hybrid Arts - creators of the MIDI Track-3 for the 8- bit machines - stopped by the ANTIC booth to discuss their latest MIDI software for the ST. DX-Droid, is a patch librarian/editor and the first MIDI product to use a form of artificial intelligence. DX- Droid can actually program your Yamaha DX-7 for you. Programming the DX-7 is said to be so complex, there are people who are paid to do it.

Hybrid Arts will also be releasing a sequencing program called MIDI Track ST, which will be able to read and write SMPTE time code. It can also record and play back system exclusive data. (Those last two sentences are for you MIDI freaks out there.)

MIDI Track ST will be available in both a "professional" and a "consumer" version. DX-Droid will be available in February.

No release date has been set for MIDI Track ST.

For those of you with a strong interest in MIDI's, you might want to log onto the Hybrid Arts MIDI BBS at (213) 826-4288.

--

Jwahar R. Bammi
Usenet: .....!decvax!cwruecmp!bammi
CSnet: bammi@case
Arpa: bammi%case@csnet-relay
CompuServe: 71515,155

From -4385759415960690855
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6281fb7bc6e0cd0f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 06:49:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site anasazi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
sdcrdcf!hplabs!hao!noao!terak!anasazi!john
From: john@anasazi.UUCP (John Moore)
Newsgroups: net.micro.atari
Subject: Re: Unix without an MMU
Message-ID: <471@anasazi.UUCP>
Date: Sun, 12-Jan-86 09:49:27 EST
Article-I.D.: anasazi.471
Posted: Sun Jan 12 09:49:27 1986
Date-Received: Sat, 18-Jan-86 08:26:08 EST
References: <8601071721.AA03900@ucbvax.berkeley.edu> <11372@ucbvax.BERKELEY.EDU>
Reply-To: john@anasazi.UUCP (John Moore)
Organization: Anasazi, Phoenix Az.
Lines: 33
Summary: We have several - they work

In article <11372@ucbvax.BERKELEY.EDU> ranjit@bugs.UUCP (Ranjit Bhatnagar) writes:
>There are several implementations of UNIX-like operating systems,
>with multitasking, on the MMU-less IBM PC and compatibles. However
>it is done, it seems to be at least nominally compatible with UNIX.
>What methods are used here? Could they be applied to a 68000-based
>system? Am I missing the point entirely? (Perhaps PC UNIX's
>fork() does NOT act like real UNIX.)
>
>   Ranjit Bhatnagar

We have several Unix systems (not Unix-like) running on the PC. They are
VENIX (Unix V-7), VENIX-V (Unix System V), and PCIX (Unix system 3). These
are all AT&T licensed Unix's and work the same as one other systems (we
also have a CT Megaframe running UNIX System-V, and we port back and forth
all the time).
     However....
     These Unix's DO have the use of limitted MMU capability. The 8086
family has a (disgusting) memory management scheme which uses base registers.
All programs which use less than 64K dataspace are relocatable by simply
changing the contents of the base registers. This is better than absolute
addressing in that even pointers are relocated. It also adds the very
severe limitation of 64K data spaces.
     I agree tha`i MMU's would be nice on the ST. However, it is
possible to make a UNIX (or something very close to it) without
MMU's.

--
John Moore (NJ7E/XE1HDO)

{decvax|ihnp4|hao}!noao!terak!anasazi!john
{hao!noao|decvax|ihnp4|seismo}!terak!anasazi!john
terak!anasazi!john@SEISMO.CSS.GOV
(602) 952-8205 (day or evening)
5302 E. Lafayette Blvd, Phoenix, Az, 85018 (home address)

From 2542283050221917418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25eef942e4e99d7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 07:04:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site minster.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!mcvax!ukc!reading!minster!nigel
From: nigel@minster.UUCP (nigel)
Newsgroups: net.micro.atari
Subject: Re: ST timer tick? (includes FREE Midi Recorder program)
Message-ID: <651@minster.UUCP>
Date: Sun, 12-Jan-86 10:04:18 EST
Article-I.D.: minster.651
Posted: Sun Jan 12 10:04:18 1986
Date-Received: Tue, 14-Jan-86 06:16:03 EST
References: <1241@gitpyr.UUCP>
Reply-To: nigel@minster.UUCP (nigel)
Organization: University of York, England
Lines: 197
Xpath: ukc eagle

In article <1241@gitpyr.UUCP> tynor@gitpyr.UUCP (Steve Tynor) writes:
>Can anyone tell me how I can get a simple timer tick on my ST? I need a
>high resolution timer so that I can record keystrokes off of MIDI for a
>simple sequencer I'm writing. However, I've looked through all the
>developer documentation and can't figure out how to do it... Do I have to
>write an interupt handler to count timer interupts? (ugh...) I can't believe
>it's as hard as that...
>
You're right - it's not difficult.

I have done this myself, so rather than just reply with the appropriate
routine, I draw attention to the routine hz200() in the following program.
It is a MIDI recorder - it listens to what is being played, can store it on
disk, and play it back. I hacked it together in an afternoon, so it's not
earth-shattering stuff. It only listens on one channel, and ignores all
but note information. It does preserve velocity information, and was tested
on a Yamaha DX7. If anyone does improve this, I would appreciate seeing the
source code.

PS - can anyone spot the deliberate mistake?

/* mr.c */

```
/* Nigel Roles 1986 */

#include "osbind.h"

#define MIDI 3
#define CON 2
#define GM (Bconin(MIDI)&0xff)

struct event {
     int delay;
     char cmd[3];
};

struct event *buffer;

int empty=1;
long bc;
long memsize;
long bmax;

long hz200()
{
     register long save_ssp=Super(0L);
     register long uhz200= *(long *)0x4ba;
     Super(save_ssp);
     return uhz200;
}

record()
{
     register struct event *bp;
     long now,then;
     printf("Recording (any key to stop):\n");
     while (Bconstat(MIDI))
          Bconin(MIDI);
     then=0;
     bp=buffer;
     bc=0;
     for (;;) {
          if (Bconstat(CON)) {
               Bconin(CON);
               bp->delay= -1;
               bc++;
               break;
          }
          if (Bconstat(MIDI)) {
               int b=GM;
               if (b==0xfe)
                    continue; /* Ignore active sensing */
               if (b==0x90) {
                    now=hz200();
                    if (then==0)
                         bp->delay=0;
```

```
                    else
                         bp->delay=now-then;
                    then=now;
                    bp->cmd[0]=b;
                    bp->cmd[1]=GM;
                    bp++->cmd[2]=GM;
                    if (++bc==bmax) {
                         printf("Buffer full\n");
                         break;
                    }
               }
          }
     }
}

play()
{
     register struct event *bp=buffer;
     long target;
     printf("Playing:\n");
     while (bp->delay!= -1) {
          if (Bconstat(CON)) {
               Bconin(CON);
               break;
          }
          target=hz200()+bp->delay;
          while (hz200()<target) ;
          Midiws(2,bp->cmd);
          bp++;
     }
}

#define FNSIZE 20
struct filename {
     char lin,lout;
     char name[FNSIZE+1];
} fn;

int h;

getfn()
{
     printf("Filename: ");
     fn.lin=FNSIZE;
     Cconrs((char *)&fn);
     printf("\n");
     fn.name[fn.lout]='\0';
}

load()
{
     getfn();
     if ((h=Fopen(fn.name,0))<0) {
```

```
          printf("Can't open %s for reading (error %d)\n",fn.name,h);
          return;
     }
     if (Fread(h,memsize,buffer)<0)
          printf("Read error\n");
     else
          empty=0;
     Fclose(h);
}

save()
{
     getfn();
     Fdelete(fn.name);
     if ((h=Fcreate(fn.name,0))<0) {
          printf("Can't create %s (error %d)\n",fn.name,h);
          return;
     }
     if (Fwrite(h,sizeof(struct event)*(long)bc,buffer)<0)
          printf("Write error\n");
     Fclose(h);
}

main()
{
     char c;
     char *malloc();
     memsize=(long)malloc(-1L);
     if ((buffer=(struct event *)malloc(memsize))==(struct event *)0L) {
          printf("malloc failure\n");
          exit(1);
     }
     bmax=memsize/sizeof(struct event);
     printf("\033EMidi Recorder Version 1.0 (definitely)\n");
     printf("(C) N. G. Roles 1985\n\n");
     printf("Capacity: %D events\n",bmax);
     for (;;) {
          printf("MR> ");
          c=Bconin(CON);
          printf("%c\n",c);
          switch (c) {
          case 'q':
               break;
          case 'r':
               record();
               continue;
          case 'p':
               if (empty)
                    printf("Nothing to play!\n");
               else
                    play();
               continue;
          case 's':
```

```
               if (empty)
                    printf("Nothing to save!\n");
               else
                    save();
               continue;
          case 'l':
               load();
               continue;
          default:
               printf("???\n");
               continue;
          }
          break;
     }
}
```

From 2794149691917338329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d12605f9504de677,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d12605f9504de677,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-12 07:38:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site h-sc1.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!ut-sally!
seismo!harvard!h-sc1!wen_b
From: wen_b@h-sc1.UUCP (alvin wen)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Amiga text
Message-ID: <868@h-sc1.UUCP>
Date: Sun, 12-Jan-86 10:38:08 EST
Article-I.D.: h-sc1.868
Posted: Sun Jan 12 10:38:08 1986
Date-Received: Tue, 14-Jan-86 06:09:25 EST
Distribution: net
Organization: Harvard Univ. Science Center
Lines: 22
Xref: watmath net.micro.amiga:1524 net.micro.atari:2313

All right, I suppose this is a flame. I've been criticized before for what
I'm about to say, but I can't hold this one any longer.

[Re: Amiga Text]
>I have great difficulty considering a machine which can't display
>reasonable-quality text without flicker anything but a sophisticated
>games machine.

I have seen text on both the 1070 and 1080 monitors, which most Amiga owners
use. It is entirely stable in 80x25 (640x200) mode, and is a joy to read.
I personally prefer amber on black text; this is particularly readable.

Amiga text, while certainly not superior to IBM Monochrome text on the IBM green phosphor monitor, is easily in the same league. And Amiga text is far more stable, clear, and readable than text on the IBM color monitor, the Macintosh, or almost any other micro-computer level color monitor I've seen. I have not seen 520ST monochrome text; I hear it's very sharp. But please don't criticize Amiga text until you've seen it.

Alvin Wen
wen@harvunxu.bitnet
wen%h-sc4@harvard.HARVARD.EDU

From 8563605251105287192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,876dc94d87d9be88,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 08:03:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Kermit problems
Message-ID: <8601121603.AA12832@mitre.ARPA>
Date: Sun, 12-Jan-86 11:03:22 EST
Article-I.D.: mitre.8601121603.AA12832
Posted: Sun Jan 12 11:03:22 1986
Date-Received: Mon, 13-Jan-86 01:14:47 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 21

I have completely struck out trying to use Kermit from my Atari to a UNIX system. Any suggestions would be appreciated.

The Atari Kermit is contained in Chameleon. For TAC transparency I used @I N. I found that the @B O S and @B I S sequence left me with a hung terminal.

Kermit send from UNIX to Atari worked until the Atari did disk output. Apparently the UNIX Kermit just kept on sending. When the Atari returned from outputting, I saw what must have been Kermit packets on the screen. Eventually, the UNIX Kermit timed out.

Optomistically, I tried sending from the Atari to UNIX. The resultant file was almost empty.

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938
The MITRE Corporation, 1820 Dolley Madison Blvd.
Mail Stop W458, Mc Lean, VA 22102

From -7734916491382107931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9e187e67f02fcb6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 11:15:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: Daryll.Strauss@GANDALF.CS.CMU.EDU
Newsgroups: net.micro.atari
Subject: Re: Megaroids.prg (uuencoded)
Message-ID: <505941353.strauss@GANDALF.CS.CMU.EDU>
Date: Sun, 12-Jan-86 14:15:00 EST
Article-I.D.: GANDALF.505941353.strauss
Posted: Sun Jan 12 14:15:00 1986
Date-Received: Mon, 13-Jan-86 04:46:50 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

The problem with posting sources is that many sources are compiler
specific, and many people don't want to muck with the code to get it to
compile. And a lot of people don't even have the compilers. An
equitable solution might be to post BOTH sources and binaries, but you
run into the problem of transmission costs. To make the code usable for
the largest number of people, you have to post binaries (which are
smaller) and posting sources should be up to the discretion of the
poster.

From 7540179643302962935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7cb549338a07379,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159752,f7cb549338a07379,start
X-Google-Attributes: gid159752,public
X-Google-ArrivalTime: 1986-01-12 14:11:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site looking.UUCP
Path: utzoo!watmath!looking!jan
From: jan@looking.UUCP (Jan Gray)
Newsgroups: net.micro.atari,net.sources
Subject: Digital clock desk accessory for Atari 520ST
Message-ID: <483@looking.UUCP>
Date: Sun, 12-Jan-86 17:11:47 EST
Article-I.D.: looking.483
Posted: Sun Jan 12 17:11:47 1986
Date-Received: Mon, 13-Jan-86 01:07:12 EST
Distribution: net
Organization: Looking Glass Software Ltd. Waterloo, Ontario
Lines: 175

Xref: watmath net.micro.atari:2284 net.sources:4114

Here is a digital clock desk accessory. It is quite simple - a window
with no contents and a title which displays the time.

Enjoy!

Jan Gray Looking Glass Software, Waterloo, Ont.   (519) 884-7473

```
/*
 * Digital Clock DA
 *
 * Written and placed in the public domain by Jan Gray, 1986.
 *
 * link: accstart,clock,aesbind,osbind
 */

#include "define.h"
#include "gemdefs.h"
#include "osbind.h"

#define NO_WINDOW  -1            /* no window opened */
#define  NO_POSITION   -1            /* window has no position yet */

typedef struct window {
     int  id;
     int  x;
     int  y;
     int  w;
     int  h;
} Window;

/*
 * Hey Atari and Digital Research!  Notice how many global variables I declared?
 */


main()
{
     int  menuID;
     extern int    gl_apid;

     appl_init();
     menuID = menu_register(gl_apid,  "  Digital Clock");
     events(menuID);
}


/*
 * Loop processing events, and wake up every thirty seconds to update time.
 */
```

```
events(menuID)
int  menuID;
{
     Window   wind;
     int  event;
     int  msgbuf[8];
     int  ret;

     wind.id = NO_WINDOW;
     wind.x = NO_POSITION;

     for (;;) {
          event = evnt_multi(MU_MESAG | MU_TIMER,
                      0, 0, 0,
                      0, 0, 0, 0, 0,
                      0, 0, 0, 0, 0,
                      msgbuf, 30000, 0,
                      &ret, &ret, &ret, &ret, &ret, &ret);

          if (event & MU_MESAG) switch (msgbuf[0]) {
          case AC_OPEN:
               if (msgbuf[4] == menuID)
                    if (wind.id == NO_WINDOW)
                         openWindow(&wind);
                    else
                         wind_set(wind.id, WF_TOP, 0, 0, 0, 0);
               break;
          case AC_CLOSE:
               if (msgbuf[3] == menuID)
                    wind.id = NO_WINDOW;
               break;
          case WM_CLOSE:
               if (msgbuf[3] == wind.id)
                    closeWindow(&wind);
               break;
          case WM_MOVED:
               wind_set(wind.id, WF_CURRXYWH, msgbuf[4], msgbuf[5],
                     msgbuf[6], msgbuf[7]);
               wind.x = msgbuf[4]; wind.y = msgbuf[5];
               wind.w = msgbuf[6]; wind.h = msgbuf[7];
               break;
          case WM_NEWTOP:
          case WM_TOPPED:
               if (msgbuf[3] == wind.id)
                    wind_set(wind.id, WF_TOP, 0, 0, 0, 0);
               break;
          }
          if (event & MU_TIMER && wind.id != NO_WINDOW)
               update(&wind);
     }
}
```

```
/*
 * Extract times from stupid DOS time format
 */
#define  MINS(t)       ((t >> 5) & 0x3f)
#define  HRS(t)        (t >> 11)

#define  DIGIT(d) ((d) + '0')

#define  TEMPLATE "hh:mm AM"
#define  TEMP_LEN 8

update(wp)
Window   *wp;
{
     static char   time[]   = TEMPLATE;
     unsigned t    = Tgettime();
     unsigned hrs  = HRS(t);
     unsigned hrs12    = (hrs % 12 == 0) ? 12 : hrs % 12;
     unsigned mins = MINS(t);

     /*
      * Do things the hard way: sprintf() would spend too much memory.
      */
     time[0] = (hrs12 >= 10) ? DIGIT(1) : ' ';
     time[1] = DIGIT(hrs12 % 10);
     time[3] = DIGIT(mins / 10);
     time[4] = DIGIT(mins % 10);
     time[6] = (hrs < 12) ? 'A' : 'P';
     wind_set(wp->id, WF_NAME, time, 0, 0);
}


/*
 * Create and open a window just big enough to hold the time on its title bar
 */
openWindow(wp)
Window   *wp;
{
     int  workW;                 /* work area width */
     int  workH;                 /* work area height */
     int  ret;

     if (wp->id == NO_WINDOW) {
          if (wp->x == NO_POSITION) {
               /*
                * Position the clock in the centre of the screen.
                * This is a hack to determine the size and position
                * of the window.
                */
               graf_handle(&wp->w, &ret, &ret, &wp->h);
               wp->w *= TEMP_LEN + 3;
               wind_get(0, WF_WORKXYWH, &wp->x, &wp->y, &workW, &workH);
               wp->x += (workW - wp->w) / 2;
```

```
               wp->y += (workH - wp->h) / 2;
          }
          wp->id = wind_create(NAME|CLOSER|MOVER, wp->x, wp->y, wp->w, wp->h);
          wind_open(wp->id, wp->x, wp->y, wp->w, wp->h);
          update(wp);
     }
}


closeWindow(wp)
Window    *wp;
{
     if (wp->id != NO_WINDOW) {
          wind_close(wp->id);
          wind_delete(wp->id);
          wp->id = NO_WINDOW;
     }
}


From -2863239364497141212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dcce960097adccd9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 16:40:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: De Re Atari
Message-ID: <8601130127.AA22200@saber.uucp>
Date: Sun, 12-Jan-86 19:40:36 EST
Article-I.D.: saber.8601130127.AA22200
Posted: Sun Jan 12 19:40:36 1986
Date-Received: Tue, 14-Jan-86 04:41:10 EST
References: <8601091257.AA09437@mitre-bedford.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 2

you can mail order it from Computer Literacy in Sunnyvale CA, if you
cant find it closer email me and ill send you all the ordering info


From -7971522142692717218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9e187e67f02fcb6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 16:51:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
```

decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: Megaroids.prg (uuencoded)
Message-ID: <184@imagen.UUCP>
Date: Sun, 12-Jan-86 19:51:55 EST
Article-I.D.: imagen.184
Posted: Sun Jan 12 19:51:55 1986
Date-Received: Tue, 14-Jan-86 06:12:55 EST
References: <345@ihnet.UUCP> <417@hoptoad.uucp>
Organization: The Houses of the Holy
Lines: 21

> Lastly, [and this part is personal opinion] I object to the posting of
> binaries anywhere, including net.sources. If the program is public
> domain, where are its sources? You mean the *binary* is public domain

~~~~~~~~~~~~~~~~~~~~~\ lineater, \~~~~~~~~~~~~~~~~~~~~~~~~~~
its more than just that, there is a certain childishness about it,
kind of a 'ill let you look at it but its mine and you can't have
it' attitude that i find annoying. also it shows a lack of co
operation, why are we posting a few binaries while net.micro.amiga
runnith over with sources compared to us.
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
         Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From 8505746435382093242
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74e771afcf6e74c4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 16:58:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: Sources on net.micro.atari
Message-ID: <185@imagen.UUCP>
Date: Sun, 12-Jan-86 19:58:07 EST
Article-I.D.: imagen.185
Posted: Sun Jan 12 19:58:07 1986
Date-Received: Tue, 14-Jan-86 06:13:08 EST
~~~~~~~~~~~~~~~~~~~~~

References: <347@ihnet.UUCP>
Distribution: net
Organization: The Houses of the Holy
Lines: 22

>
> Also it is not uncommon for binarys to be placed in the public domain !!!!!!
>
>   Bryan DeLaney
>   ihnet!bryan
>

~~~~~~~~~~~~~~~~~~~~~~~~\ lineater, \~~~~~~~~~~~~~~~~~~~~~~~~~~~~

really ??? name a few, like AT&T? UCB? Mark of the Unicorn? Gosling?
hmmmmm, the mind boggles at the concept

--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
         Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From 969489351062012464
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe358c5fa8b422d3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 17:01:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Atari-1030 Modem Info questions.
Message-ID: <8601130127.AA22222@saber.uucp>
Date: Sun, 12-Jan-86 20:01:20 EST
Article-I.D.: saber.8601130127.AA22222
Posted: Sun Jan 12 20:01:20 1986
Date-Received: Tue, 14-Jan-86 05:48:20 EST
References: <8601111832.AA18730@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

excuse these questions if they sound brain damaged

was the 1030 turned on when when you turned on the 800 ?
~~~~~~~~~~~~~~~~~~~~~~~~

how much memory does the 800 have ?
was everything in the 1030's path turned on ?
were you turned on (-:) ?

it works fine for my 800

From -7796055224396026942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4a61b18414608540
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 18:36:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ism780c.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!
ism780c!tim
From: tim@ism780c.UUCP (Tim Smith)
Newsgroups: net.micro.atari
Subject: Re: Keeping developers happy
Message-ID: <247@ism780c.UUCP>
Date: Tue, 14-Jan-86 21:36:52 EST
Article-I.D.: ism780c.247
Posted: Tue Jan 14 21:36:52 1986
Date-Received: Fri, 17-Jan-86 01:35:55 EST
References: <2b5128ea.917@apollo.uucp>
Reply-To: tim@ism780c.UUCP (Tim Smith)
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 11

In article <2b5128ea.917@apollo.uucp> johnf@apollo.uucp (John Francis) writes:
>
> The first thing you are told to do is make a backup copy of your
> system disk. SO WHY DON'T THEY GIVE YOU A BLANK DISK TO DO IT ON
> ? (The same goes for the language disk, if you *really* want to
> use Atari-LOGO).

If they were going to give you two disks, it would probably be easier for
them to give you two copies of the system disk.
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim

From 5683801689312726021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72ad3ed826e8bd1c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 19:47:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!knnngt
From: knnngt@ukma.UUCP (Alan Kennington)
Newsgroups: net.micro.atari
Subject: Re: ST COMM

Message-ID: <2466@ukma.UUCP>
Date: Tue, 14-Jan-86 22:47:59 EST
Article-I.D.: ukma.2466
Posted: Tue Jan 14 22:47:59 1986
Date-Received: Thu, 16-Jan-86 04:41:14 EST
References: <1787@trwrba.UUCP>
Reply-To: knnngt@ukma.UUCP (Alan Kennington)
Organization: Univ. of KY Mathematical Sciences
Lines: 93

Actually, the reason I wanted to compile STComm was to use a 1200 baud modem I've got, which is just appalling using ST Talk. Believe it or not, the local store is still selling this garbage. It owrks for xmodem, but everybody but the computer store down the street seems to know that the VT52 aspects don't work on, for instance, vi. And I just wasted $40 on a program called typesetter ST. It now lies on the floor. That's the last time I get pressurised into buying garbage like that. From now on, I reserve the right to walk out of a computer store without buying anything!!!

Now my real reason for this note is to expound on my theory about what is wrong with the ST Comm. Well, nothing, except that pass 1 (I think) of the DRI C compiler gives a warning about multiply defined cases. You will see clearly from the following excerpts why. DRI has 16-bit ints, whereas Hippo has 32-bit ints. Hence Hippo thinks F3, F2 etc. are different, and DRI thinks they are all 0. Clearly the solution is to make c a longword. One of the problems with C is that it cannot be machine-independent. If every program refuses to use any larger integer than 65k, then that is resources wasted, but the alternative is non-portability. The real solution is, of course, to use

```
#define WORD short
#define LONGWORD double
```

or something similar, and then for different compilers, adjustments can be made at teh beginning of the program. I haven't checked the rest of the program. Nor have I run it with the corrected type for "c".

While I'm on the topic of use of the top portion of a longword, someone posted a warning a while ago that use of the top byte of addresses was dangerous because it made the code non-upwardly-compatible with later 68k chips. If the ST is ever going to use a 68020 chip, it's going to need a major overhaul in the OS, because the top byte is used with wild abandon!!!

And now this....

```
#define F10 0x440000
#define F1 0x3B0000
#define F2 0x3C0000
#define F3 0x3D0000

###### about 150 lines of code #########

put_serial()
{
unsigned int c;
```

```
int wait;
short go_on,n,st;
char name[14];

inv_on();
printf("\n**** F10 = exit to MAIN MENU ****\n");
inv_off();

ctr = 0;
st  = OFF;
wait = 0;
cnt = 0;
go_on = 1;

while (go_on == 1)
{
 while ((n = conis()) < 0)    /* GET CHAR INPUT WITHOUT ECHO */
 {                 /* SCREEN */
     c = necin();
     switch (c)
     {
     case F3 : dsave_on();  /* SAVE TO DISK */
                break;
     case F2 : transmit();    /* TRANSMIT FILE */
                break;
     case F1 : psave_on(); /* SAVE FOR PRINTER */
                break;
     case F10: go_on = 0; /* EXIT TO MAIN MENU */
                if (psave == ON || dsave == ON)
                   dump();
                break;
     case HELP : help();
                   break;
     default : auxout(c);   /* OUTPUT TO SERIAL PORT */
     }
}
```

simply hundreds more lines of code

The second, third, fourth and fifth case statements are flagged as multiply defining a switch. This is because they all look like 0 to the compiler. Enough said. Most readers will either find this utterly trivial or incomprehensible. I hope someone out there finds it useful.

But the moral of the story, folks, is that you must find some way of assuring either portability or ease of modification. This rotten C language is so painful to read that no one really wants to go through your program to find out how the compiler is going to misinterpret your code.
zzzzzzzzzzzzzzzzzzzzzzzzzzz ....ak. The person who requested me to post this explanation is not responsible for the nonsense therein.
zzzzzzzzzzzzzzzzzzzzzzzzzzzz..............ak.

From 4023128348184675340

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3d7a3837c24b8575,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 05:51:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro.atari
Subject: Re: 520ST video outputs
Message-ID: <350@ihnet.UUCP>
Date: Wed, 15-Jan-86 08:51:06 EST
Article-I.D.: ihnet.350
Posted: Wed Jan 15 08:51:06 1986
Date-Received: Fri, 17-Jan-86 01:39:41 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 20

There seems to be some confusion as to the video outputs of the
520st. ALL of them have the following:

70hz Monochrome
Analog RGB
Provision for tv modulator.

If you have ever opened up your ST and seen the area where something
is missing, it is the video modulator that is missing. All Atari is
doing is putting in the modulator back into the ST.

You will still be able to use the 70hz monochrome monitor and the
Analog RGB monitors with the mass market ST.

ihnet!bryan
Bryan DeLaney

From -3966322728358048497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,981edab698539859
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 06:43:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!decvax!decwrl!pyramid!pyrnj!topaz!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: TDI Modula-2, languages
Message-ID: <1912@uwmacc.UUCP>

Date: Wed, 15-Jan-86 09:43:43 EST
Article-I.D.: uwmacc.1912
Posted: Wed Jan 15 09:43:43 1986
Date-Received: Thu, 16-Jan-86 01:44:10 EST
References: <456@ssc-bee.UUCP>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 10

In article <456@ssc-bee.UUCP> ditzel@ssc-bee.UUCP (Charles L Ditzel) writes:
>I would appreciate if this news group would concentrate on updating these
>type of lists as a source of general information. As someone finds out
>about a new language, post the news by adding it to the above list.
>Perhaps adding the manufacturer's address is the next step.
>
  The hot-off-the-presses February Analog Computing magazine has a center spread of (all?) software available for the ST as of December 12. The listing includes each software company's address and 'phone number, and most entries include a list price. Support your Atari specific magazines!

From -6234133260549276046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,41844b8e9857d9ca
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,41844b8e9857d9ca
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1986-01-15 06:47:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site drupa.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!drupa!kmeis
From: kmeis@drupa.UUCP (MeisK)
Newsgroups: net.micro.cbm,net.micro.atari
Subject: Re: Using Computer Monitor For VCR
Message-ID: <1060@drupa.UUCP>
Date: Wed, 15-Jan-86 09:47:49 EST
Article-I.D.: drupa.1060
Posted: Wed Jan 15 09:47:49 1986
Date-Received: Fri, 17-Jan-86 01:41:56 EST
References: <344@tekigm2.UUCP>
Distribution: net
Organization: AT&T Information Systems Laboratories, Denver
Lines: 8
Xref: watmath net.micro.cbm:1941 net.micro.atari:2364

I use a commodore color monitor for my computer and for my vcr by
utilizing the switch on the back of the monitor that switches between
the composite video hookups on the front of the monitor, and the
luminence/chroma hookups on the back of the monitor. Use a standard
shielded patch cord for the vcr hookup on the front. I use a seperate
amplifier for the audio so you may want to verify that the switch also
switches audio. The picture quality is excellent.

From -1283016936283073858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a48f875a7e3e2a6a,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d4424a92a64c8ec3
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-15 07:14:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site ark.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!mcvax!vu44!botter!ark!boomsma
From: boomsma@ark.UUCP (Raoul Boomsma)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: New Atari Toy Computer
Message-ID: <635@ark.UUCP>
Date: Wed, 15-Jan-86 10:14:12 EST
Article-I.D.: ark.635
Posted: Wed Jan 15 10:14:12 1986
Date-Received: Fri, 17-Jan-86 06:44:02 EST
References: <37@sbcs.UUCP> <402@tekig5.UUCP> <1302@sdcsvax.UUCP>
Reply-To: boomsma@ark.UUCP (Raoul Boomsma)
Distribution: net
Organization: VU Informatica, Amsterdam
Lines: 37
Xref: watmath net.micro.amiga:1567 net.micro.atari:2383

In article <1302@sdcsvax.UUCP> cs195@sdcsvax.UUCP (EECS 195) writes:
>
>Companies that don't get into price wars will stay around alot longer.
>Remember, a computer is not a commodity. Software, service, support
>the manufacture's financial situation, and advertising are far more
>important than price, particularly to businesses.
>(the amiga *is* a business machine and would lose that market if it's
>price was lowered too much.)
>
>Most people don't understand market positioning. They think that "you
>get what you pay for". And if machine A costs more, it must be better.
>As long as the amiga keeps a unique market position, it will have NO
>problem, regardless of what Atari or Apple does.
>

This is a really interesting theory. This guy says that as long as
the prices of the Atari and other companies are kept low, the
Amiga keeps a unique market position, which the others cannot
threat. So the only thing Atari has to do, is to raise the
price of their ST, to start the competition with the Amiga.

This is the most ridiculous marketing theory I ever heard. Of
course, the Amiga is more a business machine than the Atari, but
do you really think business people would buy a computer because
of it's higher price? If you think so, Commodore must have terrible

fears for Apple, 'cause the price of the Mac is about twice as
high as the Amiga and is even much more developed as a business
machine.

I think you must read some more books about 'Price and Quality' and
'Customers Behavior' before saying such heavy statements.
--

     Raoul Boomsma
     Vrije Universiteit
     Amsterdam
     ...!mcvax!boomsma@ark.UUCP

From -4901228638677712942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ddb3b64ec07ad280
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 08:02:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!cmcl2!harvard!talcott!panda!genrad!decvax!ittatc!dcdwest!sdcsvax!
sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.atari
Subject: Re: Toy Store Model 520ST
Message-ID: <1792@trwrba.UUCP>
Date: Wed, 15-Jan-86 11:02:54 EST
Article-I.D.: trwrba.1792
Posted: Wed Jan 15 11:02:54 1986
Date-Received: Sat, 18-Jan-86 00:38:52 EST
References: <8601142211.AA26669@mitre-bedford.ARPA>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Distribution: net
Organization: TRW EDS, Redondo Beach, CA
Lines: 14

>
>Note that the toy store version must have been modified for 60-Hz frame rate
>to ensure satisfactory operation with NTSC televisions.
>
>This means that it probably will also come with a monitor jack that will work
>with standard monitors, whereas the Real Computer Store model will only drive
>an Atari 70-Hz monitor!!!!
>

The present version of the ST (bundled) puts out a 70Hz monochrome signal,
and a 60Hz color (RGBA) signal (albeit only one at a time).

Richard E. Sansom
{decvax,ucbvax,ihnp4}!trwrb!trwrba!sansom

From 1662725850667795497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dcce960097adccd9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 08:45:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!harvard!talcott!panda!genrad!decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (Jim Turner)
Newsgroups: net.micro.atari
Subject: Re: De Re Atari
Message-ID: <201@imagen.UUCP>
Date: Wed, 15-Jan-86 11:45:25 EST
Article-I.D.: imagen.201
Posted: Wed Jan 15 11:45:25 1986
Date-Received: Sat, 18-Jan-86 00:38:38 EST
References: <8601091257.AA09437@mitre-bedford.ARPA>
<8601130127.AA22200@saber.uucp>
Organization: Imagen Corp., Santa Clara, CA
Lines: 18

> you can mail order it from Computer Literacy in Sunnyvale CA, if you
> cant find it closer email me and ill send you all the ordering info

the wonders of email amaze me more and more.... the above message was a reply
i sent to the original poster that got returned to me as undeliverable by
uucp, i assume a copy went to 'errors-to' and thats how it ended up here!
anywho i felt i should add who the me is in the above; it is i.

--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From 1985884068907266269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,219c74c5db70c4ed
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,219c74c5db70c4ed
X-Google-Attributes: gid129c11,public
X-Google-Thread: 15cf62,219c74c5db70c4ed
X-Google-Attributes: gid15cf62,public
X-Google-ArrivalTime: 1986-01-15 08:46:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site midas.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!glacier!oliveb!
hplabs!tektronix!teklds!midas!jeffw
From: jeffw@midas.UUCP (Jeff Winslow)
Newsgroups: net.micro,net.micro.atari,net.rumor
Subject: Re: Atari to introduce TT?
Message-ID: <83@midas.UUCP>
Date: Wed, 15-Jan-86 11:46:25 EST
Article-I.D.: midas.83
Posted: Wed Jan 15 11:46:25 1986
Date-Received: Sat, 18-Jan-86 08:04:22 EST
References: <4759@alice.UUCP> <33@mit-vax.UUCP> <36@hplabsc.UUCP>
Reply-To: jeffw@midas.UUCP (Jeff Winslow)
Organization: Tektronix, Beaverton OR
Lines: 17
Xref: watmath net.micro:13523 net.micro.atari:2408 net.rumor:1213

>From Electronic Engineering Times, Jan. 6, 1986:
>
>
> ..... While company chairman Jack Tramiel boasted last January that he
>would sell several million STs in 1985, analysts believe Atari will chalk
>up eight-month sales figures ranging from 125,000 to 200,000 STs.
>
>   The AT&T Connection
>
>The majority of these STs are in Europe. The STs went on sale there two
>months ahead of the United States, where FCC radiation regulations were
>being met.

Since European EMI regulations for this type of equipment are much stricter
than the FCC's, this statement seems rather odd.

                              Jeff Winslow

From 3865489187438411298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4120e1a3a0514c28
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 08:59:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!druhi!lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari
Subject: Re: K-Mart 520st's
Message-ID: <138@druhi.UUCP>
Date: Wed, 15-Jan-86 11:59:53 EST
Article-I.D.: druhi.138
Posted: Wed Jan 15 11:59:53 1986
Date-Received: Fri, 17-Jan-86 01:43:29 EST
References: <628@ihwpt.UUCP> <8601131528.AA12432@mitre-bedford.ARPA>

Organization: AT&T Information Systems Laboratories, Denver
Lines: 21

>Come to think of it, I am probably going to buy the K-Mart Special, since
>it obviously has been modified to scan at 60 Hz. It will be MUCH easier to
>add a Composite or RGB output to this version than the 70-Hz version! The
>composite monitor output may even be provided, a la 800XL. If anybody knows
>or finds out what other options are included e.g. RS-232 port, etc., please
>post this info to the net!
>
>   John Sangster
>   jhs at mitre-bedford.arpa

The current 520ST already scans at 60Hz for RGB. The 70Hz scan rate is
only used for the mono-chrome monitor. After looking at the mother board,
the only probable difference between current 520 and the one to be
introduced is the addition of an RF modulator. There is already a space for
one on the mother board.

Barry Locklear
AT&T Information Systems Labs
Denver, CO
(303) 538-4954
ihnp4!druhi!lbl

From -1058876698444883287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,524117e643d9d8c3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 09:45:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watrose.UUCP
Path: utzoo!watmath!watnot!watrose!bjstecher
From: bjstecher@watrose.UUCP (Brian Stecher)
Newsgroups: net.micro.atari
Subject: Re: ROM TOS
Message-ID: <7756@watrose.UUCP>
Date: Wed, 15-Jan-86 12:45:50 EST
Article-I.D.: watrose.7756
Posted: Wed Jan 15 12:45:50 1986
Date-Received: Thu, 16-Jan-86 05:05:05 EST
References: <219@dmcnh.UUCP>
Reply-To: bjstecher@watrose.UUCP (Brian Stecher)
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 8
Summary:

I have an Atari 20 meg developer's hard disk drive. I don't know how
close this one is to the final version that will come out. It's a
featureless, unmarked grey box with one red LED, a power switch, and
the hard disk connector.

Works great. It's almost as fast for compiling (using the development
kit) as a ramdisk. I have a 1 meg Atari, and I use a ramdisk to hold
the libraries. Personally, I wouldn't leave home without it.

From -8907149479583803434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c6c5952ba74ef3ff,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 09:48:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Prices ---
Message-ID: <8601152125.AA20286@ucbvax.berkeley.edu>
Date: Wed, 15-Jan-86 12:48:00 EST
Article-I.D.: ucbvax.8601152125.AA20286
Posted: Wed Jan 15 12:48:00 1986
Date-Received: Fri, 17-Jan-86 03:22:11 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 25

OK. I -might- accept the preposition that a $400 price tag will make
many people -view- the ST as a toy computer. But the price has nothing
to do with actual performance. Unfortunately in cases like these it is
what people think that counts more than the facts.

The Amiga is (at least I am not afraid to say it) a better computer
that the ST. Just not enough to make up for the price difference.
Also, the software for each machine will probably maintain the hi/lo
cost split. My main concern is that by (even apparently, although not
actually) lowering the price on the ST, Tramiel is making the same
misteak that the 'old' Atari did.....give people the opportunity to
see a machine function as a toy and they will see it -ONLY- as a toy.

Enough of this. Does anyone have any interesting Action! programs (for
the 'older' computers) that they would be willing to post? Does the
person who posted "Harvey" a little bit ago realize that it does not
work quite right (my version at least....& I downloaded it twice to
make certain it wasn't a transfer error...the second time was with
JPs KERMIT in Action!.)?

          -Richard Hartman
          max.hartman@ames-vmsb

From 1408494934500710117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6d7dd2b02da8ca64
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 09:49:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Steele.Henr@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: XL/XE Monitor Output Jack Mods, Etc.
Message-ID: <860115-094921-4364@Xerox>
Date: Wed, 15-Jan-86 12:49:20 EST
Article-I.D.: Xerox.860115-094921-4364
Posted: Wed Jan 15 12:49:20 1986
Date-Received: Fri, 17-Jan-86 03:21:33 EST
References: <341@tekigm2.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

>>[Only Atari would not number these pins consecutively!]

The numbering scheme used on the Atari Video Output connector is a standard 5 pin DIN plug with standard 5 pin DIN plug numbering so you can't blame Atari just the Germans.

---JOHN---
Xerox Corp.,Roch.,N.Y.

From -8458666157451478777
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,41844b8e9857d9ca
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 09:54:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: JRCooper.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Using Computer Monitor For VCR
Message-ID: <860115-095439-4368@Xerox>
Date: Wed, 15-Jan-86 12:54:00 EST
Article-I.D.: Xerox.860115-095439-4368
Posted: Wed Jan 15 12:54:00 1986
Date-Received: Fri, 17-Jan-86 03:22:50 EST
References: <344@tekigm2.UUCP>
Sender: mayo@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

Bill,

Re: using a Commodore 1702 Color Monitor as a monitor for a VCR

You shouldn't have any problem using plain RCA-RCA stereo cables, but
for optimum results you should use 75-ohm coaxial cable with RCA
terminations. For the audio portion of the signal you should stick with
the regular RCA phono lines unless the input requires something
different.

Jim Cooper

P.S. there is a videotech-info group

From -8125129056508368816
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6d7dd2b02da8ca64
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 10:29:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: JRCooper.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: XL/XE Monitor Output Jack Mods, RGB &Etc.
Message-ID: <860115-102922-4411@Xerox>
Date: Wed, 15-Jan-86 13:29:00 EST
Article-I.D.: Xerox.860115-102922-4411
Posted: Wed Jan 15 13:29:00 1986
Date-Received: Fri, 17-Jan-86 03:23:02 EST
References: <341@tekigm2.UUCP>
Sender: mayo@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 26

Bill,

I can't answer your question about the 800 XL but I can tell you that
you don't need all of the video signals that ATARI provides at the
connector to make a monitor work. All of the Atari computers deliver
Composite video on one of the five pins...I was not aware that they
might be machine dependent regarding the actual pin number. If someone
would want to use a monochrome monitor then a luminace only signal is
available.   ***The Pin numbers found on the 5-pin DIN connector have
been decided by the DIN (German Standards committee) so don't blame
ATARI for that one. An interesting ramification of the signals provided
by the 130XE is that a cheap RGB decoder could be built to derive the
component colors from the combination of composite luminance and
composite chrominance. I haven't fully investigated this yet but you
would need a sync stripping circuit, a couple of band pass filters to
separate the colors and maybe a few delay lines.   RCA makes a few
interesting IC's (CA3130--33) that take luminance and chroma signals an
turn them into R-Y, B-Y, and G-Y where Y is the luminance portion.
Those chips are designed for decoding broadcast signals inside your TV

set. Beyond that you will need to then transcode the R-Y,etc. (You
don't need the G-Y) signal into RGB for RGB monitors. As I actually get
into doing this processing I will post a more coherent description to
the net. This is the only way to get RGB out of an atari since the NTSC
composite video is computed a a composite signal.

Jim Cooper

From 3082428710191409626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdef6b31164d5c61
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 11:13:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST ==> 1040ST upgrade path?
Message-ID: <500028@iuvax.UUCP>
Date: Wed, 15-Jan-86 14:13:00 EST
Article-I.D.: iuvax.500028
Posted: Wed Jan 15 14:13:00 1986
Date-Received: Sun, 19-Jan-86 03:39:38 EST
References: <3612@pur-ee.UUCP>
Lines: 4
Nf-ID: #R:pur-ee:-361200:iuvax:500028:000:222
Nf-From: iuvax!franco   Jan 15 14:13:00 1986

I think $200 is a fair price. It took me from 4:00PM to 1:00AM to upgrade
and then another few hours nailing down loose ends (for example the mem
controller worked loose and I had to open up the box and reseat the chip).

From -1345852785521103421
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8b457bb9d327ab99,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 11:33:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: cel@CIT-HEX.ARPA
Newsgroups: net.micro.atari
Subject: ACTION! and DOS XL
Message-ID: <860115113348.02k@CITHex>
Date: Wed, 15-Jan-86 14:33:49 EST
Article-I.D.: CITHex.860115113348.02k
Posted: Wed Jan 15 14:33:49 1986
Date-Received: Fri, 17-Jan-86 03:22:37 EST
Sender: daemon@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 5

On the subject of bank switching in the supercartridges, does anyone
know the software proceedure for getting the cartridge to swap?
Perhaps writing to a particular address in the cartridge address
space?

From -3058160502352153615
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4a61b18414608540
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 11:38:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Keeping developers happy
Message-ID: <500030@iuvax.UUCP>
Date: Wed, 15-Jan-86 14:38:00 EST
Article-I.D.: iuvax.500030
Posted: Wed Jan 15 14:38:00 1986
Date-Received: Sun, 19-Jan-86 03:37:02 EST
References: <2@apollo.UUCP>
Lines: 4
Nf-ID: #R:apollo:-200:iuvax:500030:000:197
Nf-From: iuvax!franco   Jan 15 14:38:00 1986

I built a box about 12"x12"x3" which the monitor sits on. There is
plenty of space inside the box to house the power supplies. The setup
looks neat as a pin - there are almost no wires visible.

From 541827498031909266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,48d6b093b429a798,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 13:08:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site dciem.UUCP
Path: utzoo!dciem!ski
From: ski@dciem.UUCP (Dave Eaton)
Newsgroups: net.micro.atari
Subject: Re: ST Break
Message-ID: <1767@dciem.UUCP>
Date: Wed, 15-Jan-86 16:08:11 EST
Article-I.D.: dciem.1767
Posted: Wed Jan 15 16:08:11 1986
Date-Received: Wed, 15-Jan-86 17:01:09 EST

Distribution: net
Organization: D.C.I.E.M., Toronto, Canada
Lines: 14

For those of you who still haven't had any success finding the break on the ST, I've been able to use the "ESC" key successfully with the on-board vt52 emulator as well as with ST-Talk. I've been communicating with an 11/70 and a VAX 750. Hope this helps some of you.

Dave Eaton
D.C.I.E.M.,
Toronto

From -4341622375044466334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,41844b8e9857d9ca
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,41844b8e9857d9ca
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1986-01-15 13:54:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site hpda.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!decwrl!amdcad!lll-crg!qantel!hplabs!hpda!jrg
From: jrg@hpda.UUCP (Jeff Glasson)
Newsgroups: net.micro.cbm,net.micro.atari
Subject: Re: Using Computer Monitor For VCR
Message-ID: <1291@hpda.UUCP>
Date: Wed, 15-Jan-86 16:54:18 EST
Article-I.D.: hpda.1291
Posted: Wed Jan 15 16:54:18 1986
Date-Received: Sat, 18-Jan-86 00:42:38 EST
References: <344@tekigm2.UUCP>
Reply-To: jrg@hpda.UUCP (Jeff Glasson)
Distribution: net
Organization: Hewlett-Packard Co., Cupertino, CA
Lines: 11
Xref: watmath net.micro.cbm:1946 net.micro.atari:2390

I have hooked my 1702 up to my VCR. Just use the audio and video inputs on the front on the monitor. All you need to do is hook the video output of the VCR to the composite input on the 1702 and hook the audio output to the audio in on the 1702.

Make sure you flip the input selector switch on the 1702 to the "composite" setting.

Jeff Glasson
Hewlett-Packard ISO
ucbvax!hpda!jrg

From -7377742123698733563
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ddb3b64ec07ad280
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 14:09:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpg.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpg!tainter
From: tainter@ihlpg.UUCP (Tainter)
Newsgroups: net.micro.atari
Subject: RE: Toy Store Model 520ST
Message-ID: <1561@ihlpg.UUCP>
Date: Wed, 15-Jan-86 17:09:23 EST
Article-I.D.: ihlpg.1561
Posted: Wed Jan 15 17:09:23 1986
Date-Received: Fri, 17-Jan-86 03:10:47 EST
References: <8601142211.AA26669@mitre-bedford.ARPA>
Organization: AT&T Bell Laboratories
Lines: 13

> Note that the toy store version must have been modified for 60-Hz frame rate
> to ensure satisfactory operation with NTSC televisions.
> This means that it probably will also come with a monitor jack that will work
> with standard monitors, whereas the Real Computer Store model will only drive
> an Atari 70-Hz monitor!!!!

All ST's can use 60-Hz color monitors. The color monitor from ATARI is one.
Only the monochrome monitor is 70 Hz. That way the interlaced refresh is
done quickly enough to hide the first scan fade (causes flicker).

--johnathan a. tainter
proud owner of an ST purchased to use only as a terminal to my other 68K system.
a policy now being revised.

From -3365503010931779449
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,981edab698539859
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 14:16:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: TDI Modula-2, languages
Message-ID: <500031@iuvax.UUCP>
Date: Wed, 15-Jan-86 17:16:00 EST

Article-I.D.: iuvax.500031
Posted: Wed Jan 15 17:16:00 1986
Date-Received: Sun, 19-Jan-86 03:40:07 EST
References: <456@ssc-bee.UUCP>
Lines: 26
Nf-ID: #R:ssc-bee:-45600:iuvax:500031:000:1392
Nf-From: iuvax!franco   Jan 15 17:16:00 1986

There is also a public domain XLISP and PROLOG (built on top of it).
Also, Dragon has released a demo version of their FORTH which I belive
does everything the full blown FORTH does except file transfer. I have
found that demo very useful - I have learned to program in FORTH using
it and I have been able to judge the speed of FORTH through benchmark
programs. Incidentally, I have found that FORTH is about 100 times faster
than ST BASIC. For example, the following program computes the 26th
fibonacci number in 25 seconds: (recursive program - for benchmark)

```
: FIB 0 SWAP -1 * SWAP BEGIN SWAP FIRST SEC OVER 0 = UNTIL SWAP DROP ;
: FIRST BEGIN 1+ DUP 1+ DUP -3 > UNTIL ;
: SEC + -1 * OVER 0 > IF BEGIN + OVER 0 > NOT UNTIL THEN ;
```

This example also helped convince me that I should not be programming in
FORTH. Incidentally, if anyone has a less cumbersome way to write a
FORTH program for fibonacci please send it to me. (I know there is a
fast iterative solution to fibonacci - this is uninteresting as a benchmark -
I would like to know of a better recursive solution - what I have done above
is use the sign bit to indicate whether search is proceeding to the "left"
or to the "right". Surely there is a better way - what would happen if
there were a middle son to be expanded? Would I have to use another stack
word to save the "return address"?)

John Franco
franco@indiana

From 3310820360682668295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8d0f35e8f51967e3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 14:30:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Amateur Packet Radio articles.
Message-ID: <8601152230.AA14803@mitre-bedford.ARPA>
Date: Wed, 15-Jan-86 17:30:05 EST
Article-I.D.: mitre-be.8601152230.AA14803
Posted: Wed Jan 15 17:30:05 1986
Date-Received: Fri, 17-Jan-86 03:23:53 EST
Sender: dlw@ucbvax.BERKELEY.EDU

Organization: The MITRE Corp., Bedford, MA
Lines: 27

I have a series of introductory articles explaining what Amateur Packet Radio is all about, and would be glad to forward copies to interested parties.

For those who don't know, the ham packet network is well established along the East and West Coasts, and is growing inland until it will meet in the next few years. Meanwhile there is some degree of HF ("shortwave") gateway service on 20 Meters between the two subnets. There is even the possibility of links to Europe either via HF gateways or via Amateur Radio satellites. Bulletin Board systems abound, and the neat thing is there are no phone bills!

All this is not particularly Atari-related, except that I am an Atari owner and a ham radio operator (I am careful not to shorten this to just "ham"), and am planning to put my 800XL on the air as a packet station in the near future. I would be pleased to hear from anyone who has done so or is also planning it. At present I am leaning toward doing my own software implementation rather than buying the commercial interface board that is available with an RS-232 serial port. It seems the Atari internal tone generators are more than adequate for sending 1200-baud FSK in software, and the receive interface takes only about 8 chips.

Atari fans, please consider this a pitch for getting into ham radio as a major enhancement of the computer hobby. The ham community stands ready to give you lots of help and encouragement in getting through the not-so-difficult license exam hurdle.

-John Sangster, W3IKG
jhs at mitre-bedford.arpa

From -5925287791551508962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,117525160d4daf15
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 15:49:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site ccvaxa
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!ihnp4!inuxc!pur-ee!uiucdcs!ccvaxa!jchiu
From: jchiu@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Re: GEM, VDI, AES Documentation Request
Message-ID: <2800018@ccvaxa>
Date: Wed, 15-Jan-86 18:49:00 EST
Article-I.D.: ccvaxa.2800018
Posted: Wed Jan 15 18:49:00 1986
Date-Received: Fri, 17-Jan-86 07:00:35 EST
References: <1770@utecfa.UUCP>
Lines: 11
Nf-ID: #R:utecfa.UUCP:1770:ccvaxa:2800018:000:431
Nf-From: ccvaxa.UUCP!jchiu Jan 15 17:49:00 1986

/* Written 3:16 pm Jan 6, 1986 by logicwa@utecfa.UUCP in ccvaxa:net.micro.atari */
/* ---------- "GEM, VDI, AES Documentation Request" ---------- */
Can anyone suggest where I can get some of the above-mentioned
documentation without paying $300 for an entire development system?

(And just what is in the developers package? I've forgotten)

Thanks,
          Earl Fogel @ Logicware Inc.
/* End of text from ccvaxa:net.micro.atari */

From 5077576051412180129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dcce960097adccd9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 16:06:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: De Re Atari
Message-ID: <8601160006.AA14393@pucc-h>
Date: Wed, 15-Jan-86 19:06:47 EST
Article-I.D.: pucc-h.8601160006.AA14393
Posted: Wed Jan 15 19:06:47 1986
Date-Received: Sat, 18-Jan-86 00:44:51 EST
References: <8601130127.AA22200@saber.uucp>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Purdue University Computing Center
Lines: 9

In article <8601130127.AA22200@saber.uucp> you write:
>you can mail order it from Computer Literacy in Sunnyvale CA, if you
>cant find it closer email me and ill send you all the ordering info
Could you please send me the info mentioned? I have looked all over
Indidana for this book with no luck.

Thanks,
Scott Stembaugh (pur-ee!pucc-h!aao)

From 8936570257331378670
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3d7a3837c24b8575
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 16:48:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/18/84 exptools; site ihwpt.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihwpt!knudsen
From: knudsen@ihwpt.UUCP (mike knudsen)
Newsgroups: net.micro.atari
Subject: Re: 520ST video outputs
Message-ID: <642@ihwpt.UUCP>
Date: Wed, 15-Jan-86 19:48:49 EST
Article-I.D.: ihwpt.642
Posted: Wed Jan 15 19:48:49 1986
Date-Received: Fri, 17-Jan-86 03:17:52 EST
References: <350@ihnet.UUCP>
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 29

> There seems to be some confusion as to the video outputs of the
> 520st. ALL of them have the following:
>
> 70hz Monochrome
> Analog RGB
> Provision for tv modulator.

What about 60Hz (standard) monochrome?
Baseband NTSC composite (what is fed to the modulator)?

> If you have ever opened up your ST and seen the area where something
> is missing, it is the video modulator that is missing. All Atari is
> doing is putting in the modulator back into the ST.

Good, I successfully predicted the use for that blank space in an
earlier posting, tho some folks probably wish it were the power supply.

> You will still be able to use the 70hz monochrome monitor and the
> Analog RGB monitors with the mass market ST.
>
>   ihnet!bryan
>   Bryan DeLaney

Good, but we need 60Hz monochrome (WITHOUT the 3.58 MC color
subcarrier).

Will all these options be on the Preferences screen? Hope so.
     mike k

From 4525086400877584329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,da97fba799cccc76,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 19:54:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP

Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!saber!imagen!
turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: atst.out.h - format of .prg files
Message-ID: <202@imagen.UUCP>
Date: Wed, 15-Jan-86 22:54:29 EST
Article-I.D.: imagen.202
Posted: Wed Jan 15 22:54:29 1986
Date-Received: Sat, 18-Jan-86 07:20:42 EST
Distribution: net
Organization: The Houses of the Holy
Lines: 87

~~~~~~~~~~~~~~~~~~~~~~~~~~\ lineater,\~~~~~~~~~~~~~~~~~~~~~~~~~~

so far this is the only source i have worth contributing, hopefully
more will follow, this is a .h file i wrote (with some help from a
friend at CWRU) that describes the format of the header for atari .o
and .prg files:

```
/*   atst.out.h    .1   24Dec85  */

/*
 * Header prepended to each Atari ST .prg file
 */
struct exec {
     short   a_magic;  /* magic number */
unsigned long a_text;       /* size of text segment */
unsigned long a_data;       /* size of initialized data */
unsigned long a_bss;        /* size of uninitialized data */
unsigned long a_syms;       /* size of symbol table */
unsigned long a_AZero1;/* always zero */
unsigned long a_AZero2;/* always zero */
unsigned short     a_isreloc;    /* is reloc info present */
};

#define   CMAGIC    0x601a        /* contiguous text */

#define   ISRELOCINFO    0    /* relocation information is present */
                  /*  any other value - no reloc info  */

/*
 * Macros which take exec structures as arguments and tell whether
 * the file has a reasonable magic number or offsets to text|symbols|strings.
 */
#define   N_BADMAG(x) \
    (((x).a_magic)!=CMAGIC)
#define   N_TXTOFF(x) \
     ((x).a_magic==ZMAGIC ? 1024 : sizeof (struct exec))
#define N_SYMOFF(x) \
     (N_TXTOFF(x) + (x).a_text+(x).a_data)
#define   N_STROFF(x) \
```
~~~~~~~~~~~~~~~~~~~~~~~~~~

```
     (N_SYMOFF(x) + (x).a_syms)

/*
 * Format of a relocation datum.
 */
struct relocation_info {
      int r_address;    /* offset from beg of Text Segment of */
                  /* 1st longword needing relocation    */
unsigned char r_offset; /* reloc offset byte */
};

/*
 * Format of a symbol table entry
 */

struct   nlist {
      char    n_name[9];    /* symbol name */
unsigned short     n_type;       /* type flag, i.e. N_TEXT etc; see below */
unsigned long n_value;  /* value of this symbol (or sdb offset) */
};

/*
 * Simple values for n_type.
 */
#define  N_BSS    0x0100        /* bss */
#define  N_TEXT   0x0200        /* text */
#define  N_DATA   0x0400        /* data */
#define  N_EXT    0x0800        /* external */
#define N_EQREG   0x1000        /* equated register */
#define N_GLOBL   0x2000        /* global */
#define N_EQU 0x4000        /* equated */
#define N_DEF 0x8000        /* defined */
```

---

it has a problem (at least on VAXen) that C likes to add a half word
of filler after the magic number in the start of the header, anyone
have a work around for it?
--
god bless Lily St. Cyr
-Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
       Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From 4478003667652630667
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8ae18bd7936cfa35,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 22:24:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: ST prices
Message-ID: <12175610187.10.MRC@PANDA>
Date: Thu, 16-Jan-86 01:24:19 EST
Article-I.D.: PANDA.12175610187.10.MRC
Posted: Thu Jan 16 01:24:19 1986
Date-Received: Fri, 17-Jan-86 03:24:49 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

A $400 computer is a toy.
A $400 computer that costs $800 is an expensive toy.

The point is that instead of making the ST sell for $400 they should keep
the price the same and improve the ST.

I have somewhat more in mind by "improving the ST" than adding $35 worth
of RAMs.

From 5894849903727178198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,49728f7e10126712,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-15 23:38:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: ROM installation confusion
Message-ID: <1747@druxu.UUCP>
Date: Thu, 16-Jan-86 02:38:54 EST
Article-I.D.: druxu.1747
Posted: Thu Jan 16 02:38:54 1986
Date-Received: Fri, 17-Jan-86 06:22:04 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 61

I ran across an article someone got from Compuserve recently on how
the soon-to-be released ROMs should be installed in the 520ST. As I
was installing my 68 ohm resistors (yes, I'm paranoid) I thought I
would see if my machine's ROM wiring matched what was stated in the
Compuserve article by Keith Hope of Batteries Included. It doesn't.
In all fairness to Keith (who I'm sure had a different vintage machine

or something) the article mentions very early that any deviation in wiring in the machine the reader is upgrading from what was in the article would render the article unapplicable. He's right. Let me give some examples:

> There should also be a jumper wire running from pin 3 of resistor
> pack RP2 to a solder pad in the notch of socket U3. If not, your
> on your machine is different than mine and you are on your own!

No jumper on my machine.

> Mark and remove the two EPROMS from sockets U4 and U7. Store them
> in anti-static material.

I've got two mask programmed ROMS in U4 and U7.

> Install the 4 bypass capacitors in locations C1, C2, C4, C7. This
> may require that the joles be desoldered first.

C1, C2, C4, C7 are already on my board.

> Remove the jumper from RP2 and U3.

No such jumper on mine.

> Remove the solder bridges from the underside of the EPROM sockets
> joining pins 27 & 28. This is important! Check for solder splatter
> and make sure that the pins are still properly soldered to their
> own pads.

No solder bridges on any pins of any of the sockets on my beast.
Does this sound redundant?

> Carefully jumper pin 3 of RP2 to pin 27 on all 6 EPROM sockets in
> a daisy chain fashion. This finishes correcting the alterations
> Atari makes to the board so they can use a pair of 2764 EPROMS
> instead of the 27256's the board was made for.

Ah ha! This is the root of the confusion! My board has ROMs, his had 2764's. This probably explains everything! The only thing I forgot to do was to check continuity between RP2 pin 3 and pin 27 of the sockets. I'll bet that connection is already there, too.
My guess is that my system has ROMS with 27256-like organization (same as the final ROMS) and has all the right stuff already in it.

The article continues with parts locations, etc. but the point I wanted to make was that perhaps on machines such as mine the ROM installation may be as simple as yanking out the two old ROMs and sticking in six new ones (in sockets no less). Wow!

If you are reading this and really know what the installation process is for MY machine, please let us all know.

--
Terry Zrust AT&T-ISL Denver, CO   (303) 538-4547

From 1819592150284662182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ddb3b64ec07ad280
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 01:56:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: RE: Toy Store Model 520ST
Message-ID: <8601160956.AA02654@ucbvax.berkeley.edu>
Date: Thu, 16-Jan-86 04:56:32 EST
Article-I.D.: ucbvax.8601160956.AA02654
Posted: Thu Jan 16 04:56:32 1986
Date-Received: Sat, 18-Jan-86 00:44:17 EST
References: <8601142211.AA26669@mitre-bedford.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

Yeah -- but can the toy store model ALSO drive the 70-Hz
monitors? I wanna know that before I buy anything!
     mike k

From -7191541274702007193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1f234df06a169c2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 05:21:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!
seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: Resistors for the ST 1MEG upgrade
Message-ID: <15700039@unido.UUCP>
Date: Thu, 16-Jan-86 08:21:00 EST
Article-I.D.: unido.15700039
Posted: Thu Jan 16 08:21:00 1986
Date-Received: Sat, 18-Jan-86 08:35:44 EST
References: <500027@iuvax.UUCP>
Sender: notes@unido.UUCP
Lines: 12
Nf-ID: #R:iuvax:-50002700:unido:15700039:000:533
Nf-From: unido!uh   Jan 16 13:21:00 1986

I have not seen any 520ST+ (1040ST without disk drive) here with TOS in
ROM. The reason for this is, that the German language is much more
redundant than the English language. So the German TOS is always a
little bit bigger than the US version. Why have those cracks at ATARI
not put the desktop resources into a file, in order to load this
from disk when booting?

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address UUCP: ...seismo!unido!uh

From 8964552442431035649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,981edab698539859
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 05:27:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!
seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: TDI Modula-2, languages
Message-ID: <15700040@unido.UUCP>
Date: Thu, 16-Jan-86 08:27:00 EST
Article-I.D.: unido.15700040
Posted: Thu Jan 16 08:27:00 1986
Date-Received: Sat, 18-Jan-86 08:36:05 EST
References: <456@ssc-bee.UUCP>
Sender: notes@unido.UUCP
Lines: 43
Nf-ID: #R:ssc-bee:-45600:unido:15700040:000:1209
Nf-From: unido!uh   Jan 16 13:27:00 1986

Two updates for this list are included:

```
  C:

     DRI/Atari Development Kit       $300 (available)
     Megamax C                       $199 (available)
     Philon C                        (?)  (?)
new!!   GST C                           (?)  (availible)
     Metamaco Lattice C              (?)  (available)
     Aztec C                         (?)  (first quarter 86)

  Pascal:
     OSS Personal Pascal             $80  (available)
     Metamoco Pascal                 (?)  (i believe currently available)

  Modula-2:
     TDI Modula-2                    $70  (available)
```

```
  Lisp:
     Metamoco Lisp                    (?)  (unknown release date)

  Prolog:
     OSS Personal Prolog              (?)  (March 86)

  Forth:
     Dragon Group Forth               (?)  (Available)

  Basic:
     Atari Basic                      ?free (Available)

  Logo:
     Atari Logo                       ?free (Available)

  Assemblers:
     Metamoco Assembler               (?)   (Available)
     DRI Assembler with SW Dev.Kit    (?)   (Available)
new!!!  SEKA 68K assembler               (?)   (Availible)
```


Uwe Hoch
Computer Science Department, University of Dortmund
4600 Dortmund 50, P.O. Box 500500, W.-Germany
E-mail address UUCP: ...seismo!unido!uh


```
From -1644050436191484156
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3bcfc7a723b8505
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1054ae,39fca2e7fdfbe0c9
X-Google-Attributes: gid1054ae,public
X-Google-Thread: 142096,a3bcfc7a723b8505
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,a3bcfc7a723b8505
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1986-01-16 07:15:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site randvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!
randvax!david
From: david@randvax.UUCP (David Shlapak)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: The real debate begins: Atari ST vs Commodore 128
Message-ID: <2880@randvax.UUCP>
Date: Wed, 15-Jan-86 23:32:06 EST
Article-I.D.: randvax.2880
Posted: Wed Jan 15 23:32:06 1986
Date-Received: Sat, 18-Jan-86 07:00:02 EST
References: <330@3comvax.UUCP> <9242@ritcv.UUCP> <14486@rochester.UUCP>
Distribution: net
Organization: Rand Corp., Santa Monica
Lines: 11
```

Xref: watmath net.micro.amiga:1585 net.micro.atari:2404 net.micro.mac:4125

Once again, while this may be "The real debate," I really don't think it belongs on net.micro.mac; I used to own an Atari, and I used to own a Commodore; now I own a computer, and I really don't want to hear about Toys-r-Us hardware with Nowhere-in-Sight software...

Again, please edit the headers when you post this stuff...

Thanks! Cheers...

--- das

From 303804287725926254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9e187e67f02fcb6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 07:29:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site ccvaxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!ccvaxa!preece
From: preece@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Re: Megaroids.prg (uuencoded)
Message-ID: <2800019@ccvaxa>
Date: Thu, 16-Jan-86 10:29:00 EST
Article-I.D.: ccvaxa.2800019
Posted: Thu Jan 16 10:29:00 1986
Date-Received: Tue, 21-Jan-86 07:02:48 EST
References: <345@ihnet.UUCP>
Lines: 21
Nf-ID: #R:ihnet.UUCP:345:ccvaxa:2800019:000:784
Nf-From: ccvaxa.UUCP!preece   Jan 16 09:29:00 1986

> MERDE!!! are you saying that a compiler may not compile the source but
> the computer can run the binary ? i find that hard to believe ! /*
> Written 11:14 am Jan 13, 1986 by turner@imagen.UUCP in
> ccvaxa:net.micro.atari */

Why does this surprise you? I have programs written in C, Fortran,
As, Lisp, and other languages which all produce binaries which
work happily on the same computer, even though they are totally
incompatible with each others compilers.

It is always better to make source available as well as executables,
(perhaps offering the sources by mail, to reduce net costs), but
executables still offer the widest distribution of the program's
functionality.

--

scott preece
gould/csd - urbana
uucp: ihnp4!uiucdcs!ccvaxa!preece
arpa: preece@gswd-vms

From 7893707120926619915
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1de6278a41a8c645,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 08:00:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!lll-crg!lll-lcc!dual!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari
Subject: prolog compilers for ST
Message-ID: <425@aum.UUCP>
Date: Thu, 16-Jan-86 11:00:33 EST
Article-I.D.: aum.425
Posted: Thu Jan 16 11:00:33 1986
Date-Received: Sat, 18-Jan-86 09:00:41 EST
Distribution: net
Organization: The Aurora Systems Bunch
Lines: 16

Does anyone have any experience with Prolog compilers for the ST?
I know that OSS makes one. Where would I get that and how much does it cost?
What is their reputation? I have broken my '?' key...
thanks in advance!

                          Erik James Freed
                Aurora Systems
                San Francisco, CA
                {dual,ptsfa}!aum!freed
--

                          Erik James Freed
                Aurora Systems
                San Francisco, CA
                {dual,ptsfa}!aum!freed

From -4602338612599856513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b827fb450f6b0167,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 08:07:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP

Newsgroups: net.micro.atari
Subject: Re: What video signals do the K-Mart ST's output???
Message-ID: <8601161607.AA29262@mitre-bedford.ARPA>
Date: Thu, 16-Jan-86 11:07:17 EST
Article-I.D.: mitre-be.8601161607.AA29262
Posted: Thu Jan 16 11:07:17 1986
Date-Received: Sat, 18-Jan-86 00:45:37 EST
References: <318@sask.UUCP>
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 8

Given an RF modulator output, it isn't too hard to add a composite output
(which is basically the signal fed to the RF modulator input).
Making your own RGB signal is probably also possible, but requires much more
thought/design effort. If anybody needs engineering assistance on this, I can
probably talk a friend of mine (who is a video expert) into helping out.

-John Sangster
jhs at mitre-bedford.arpa

From -1568651032602916392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a38a1fbad4b5a7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 08:16:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!lll-crg!lll-lcc!dual!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari
Subject: Re: Toy Computers
Message-ID: <426@aum.UUCP>
Date: Thu, 16-Jan-86 11:16:18 EST
Article-I.D.: aum.426
Posted: Thu Jan 16 11:16:18 1986
Date-Received: Sat, 18-Jan-86 09:01:29 EST
Organization: The Aurora Systems Bunch
Lines: 11

One thing that has been missing from these discussions is the great potential
the "toy" St now has for education. High schools can afford a good many STs
and can therefore make them available to more students. I wish that there
had been a $300 68000 machine when I was in high school...
--

Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From -8759445791365265877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d9b19b9c2c238e40,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 169ae0,d9b19b9c2c238e40,start
X-Google-Attributes: gid169ae0,public
X-Google-Thread: 12da6b,d9b19b9c2c238e40,start
X-Google-Attributes: gid12da6b,public
X-Google-ArrivalTime: 1986-01-16 08:54:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!cwruecmp!pm
From: pm@cwruecmp.UUCP (Prabhaker Mateti)
Newsgroups: net.micro.atari,net.lang.c,net.unix-wizards
Subject: SUmacC
Message-ID: <1375@cwruecmp.UUCP>
Date: Thu, 16-Jan-86 11:54:54 EST
Article-I.D.: cwruecmp.1375
Posted: Thu Jan 16 11:54:54 1986
Date-Received: Sat, 18-Jan-86 00:42:20 EST
Reply-To: pm@cwruecmp.UUCP (Prabhaker Mateti)
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 15
Xref: watmath net.micro.atari:2389 net.lang.c:7604 net.unix-wizards:16427
Summary:

Some of us are thinking about a cross development system (running on
Vax BSD4.2) for C programming targeted for the 520ST. On and off, we
have heard about the SUMacC (sp??), developed at Stanford, for the
Macintosh. If this is in the public domain, we would like to begin
our work with it.

If you know more about SUMacC and how we may get it, please send me
email.
--

prabhaker mateti   decvax!cwruecmp!pm
department of computer engineering & science   pm@Case
case western reserve university   (pm%Case@csnet-relay)
cleveland, oh 44106   (216) 368-2816

From -4596780399854483347
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74e771afcf6e74c4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 09:15:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP

Newsgroups: net.micro.atari
Subject: Re: Sources on net.micro.atari
Message-ID: <8601161715.AA06149@ritcv.UUCP>
Date: Thu, 16-Jan-86 12:15:02 EST
Article-I.D.: ritcv.8601161715.AA06149
Posted: Thu Jan 16 12:15:02 1986
Date-Received: Sat, 18-Jan-86 00:46:54 EST
References: <860113-082530-2265@Xerox>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 2

Where did you get the info on how to upgrade the 400 to 48K?

From -8969686374450124100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1f3253444649f922
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 09:16:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!ittatc!dcdwest!sdcsvax!
sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.atari
Subject: Re: sundry ST questions
Message-ID: <1796@trwrba.UUCP>
Date: Thu, 16-Jan-86 12:16:39 EST
Article-I.D.: trwrba.1796
Posted: Thu Jan 16 12:16:39 1986
Date-Received: Sat, 18-Jan-86 08:20:57 EST
References: <4815@alice.UUCP>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Distribution: net
Organization: TRW EDS, Redondo Beach, CA
Lines: 66

>I have a few questions about the 520 ST I'm curious about:
>   Speech synthesis: is there any?
>   Sound digitization- ditto?
>   Is it true that, by fiddling with interrupts, one is able to
>get more colors on the screen than normally?
>   Multitasking- is there any?
>   Are double-sided disks and single-sided disks compatible/incompatible
>with each other and with their respective drives in any way(s)?
>Any meaningful responses appreciated-
>I still can't decide between an ST and an Amiga...

The ST has no speech synthesis in hardware, although I've heard that

several people are working on some software based stuff. Also, I don't imagine it would be too hard to add a speech synthesiser to the RS-232 port.

By "sound digitization" I assume you mean a built in synthesiser of some kind. Well, there is the General Instruments sound chip (I forget the actual chip number), and it does provide some very limited control over sound generation. If you really need the control and flexibility that digital synthesisers offer, than I would suggest you use the ST as a MIDI controller for an external synthesiser such as the Casio CZ-101 (very reasonably priced entry level MIDI synth.). Several companies are presently developing MIDI software for the ST and I imagine it won't be too long before the ST really takes off with musicians.

The ST does offer the ability to change screen colors "on the fly" by changing the color palette hardware registers. Tom Hudson presented an excellent article on this subject in a recent Analog magazine (either December or January, I can't remember which). For another example of the ST's ability to display more than the 16 advertised colors, look for the public-domain "paint" program called "NEO".

Contrary to popular (unpopular :-) opinion, the ST does support a limited amount of multi-tasking. Although I've just begun to find out all of the details, I have been able to figure out that the GEM desktop is in fact a multi-tasking environment in which each of the desk accessories is sharing CPU time, with one particular accessory being the "foreground" task. Sorry I can't inform you any more as to the multi-tasking potential the ST has to offer (for my purposes, I don't need GEM or multi-tasking so I haven't spent a whole lot of time studying in either of these areas).

About the double/single sided disk question you had - I needed two drives before the double sided drives became available, so I bought a second single-sided drive. Sorry, I can't help you with that one.

One last thing; it has been very interesting watching the Amiga v.s. ST debate on the net these last few months. I've tried to stay in the middle of the argument - not leaning one way or the other - but I have found myself (on occasion) taking exception with some of the things the Amiga people said about the ST which were just not true. After reading my last reply to one of these articles, I decided not to participate in the debate any more (it wasn't very neutral). To make a long story short, it may be to your advantage to not listen to any emotional arguments about either machine. Being an ST (and soon to be, Amiga) owner, I have no problem stating that the Amiga certainly has some big advantages in it's favor. However, I also know for a fact that the ST offers more raw computing power per dollar than any other computer on the market. Hopefully, there is a place in the altogether too BLUE computer market for both machines to prosper.

Richard E. Sansom
{decvax,ucbvax,ihnp4}!trwrb!trwrba!sansom

From -8231945678977301491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d872f8e4d91ff088,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 09:23:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tektronix.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!amdcad!lll-crg!qantel!hplabs!tektronix!stever
From: stever@tektronix.UUCP (Steven D. Rogers)
Newsgroups: net.micro.atari
Subject: toy computers
Message-ID: <6279@tektronix.UUCP>
Date: Thu, 16-Jan-86 12:23:39 EST
Article-I.D.: tektroni.6279
Posted: Thu Jan 16 12:23:39 1986
Date-Received: Sat, 18-Jan-86 08:34:33 EST
Organization: Tektronix, Beaverton OR
Lines: 4

As much as I am seriously considering a ST for some serious
uses, I still can't help thinking of any small computer as
a toy that uses an external power supply and that has its
cpu in the keyboard.

From 4754184878099080341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d693c5efce515e6a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 09:36:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site steinmetz.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!mcnc!ncsu!uvacs!edison!steinmetz!davidsen
From: davidsen@steinmetz.UUCP
Newsgroups: net.micro.atari
Subject: Re: unix brings back obscurity?
Message-ID: <628@steinmetz.UUCP>
Date: Thu, 16-Jan-86 12:36:37 EST
Article-I.D.: steinmet.628
Posted: Thu Jan 16 12:36:37 1986
Date-Received: Sat, 18-Jan-86 09:25:37 EST
References: <12173670725.8.MRC@PANDA> <8601091624.AA03662@pc.Purdue.EDU>
Reply-To: davidsen@crdos1@kbsvax.UUCP (Davidsen)
Organization: GE CRD, Schenectady, NY
Lines: 77
Summary:

In article <8601091624.AA03662@pc.Purdue.EDU> info-atari@ucbvax.UUCP writes:
>In article <12173670725.8.MRC@PANDA> you write:

>>
>>   An operating system that is "not...what [large segments of
>>the computer industry] want" is not "absolutely wonderful." Nor
>>is it "efficient", since Unix systems typically spend about 50%
>>of the CPU in the operating system.
>
>   Who cares? CPU time is cheap, programmer time is not.
>

Actually, you should look at the actual overhead on a UNIX system before coming up with that 50% figure. On a loaded VAX I can believe 20-40% average over ten minutes or more, but not 50%. On a single user PC-based UNIX system, such as XENIX or PC/IX, that number might change, but I would normally expect it to be lower, and it is on the systems on which I've been able to measure.. CPU time is a lousy measure, since systems such as MSDOS and CP/M spend 100% of their time in a CPU loop while waiting for keyboard or disk input. Your program doesn't run at all! No one could deny that these systems are widely used and useful.

Who decided that large segments of the industry don't want it? I have the feeling that the reason IBM and Cray are now offering UNIX is not because they love AT&T, but rather that people *do* want it. Sperry offers UNIX from its PC's to its top mainframes... same reason!

>>   One questions the flexibility
>>of an operating system which lacks file locking, record structure,
>>and shared writeable pages -- granted these are now being shoehorned
>>into Unix, but they should have been in there from the beginning.
>
>   Why should they have been in there since the beginning? Some of the
>   most powerful database systems in existence run under UNIX. They seem
>   to get by just fine. What type of record system would you like? One
>   like VMS, one like RSX, one like MACE? And what happens when you
>   want to move software between the systems? Some people feel that these
>   type of things do not belong in an operating system; I am one of them.
>

SystemV UNIX has the ability to do locking. Records structure is an application concept and has no business in the o/s. To complain about the lack of locking in an older version of the o/s is like bitching about the lack of smog control on the model T Ford. It wasn't there because it wasn't needed at that time. UNIX was not originally a business o/s.

>>
>>   Are you aware that Dennis Ritchie once said that if he had
>>known about Tenex, he never would have invented Unix?

I don't dispute it, but (a) I would like to know the source of the quote (published paper, informal net note, remark at a party, you heard about from a friend, etc), and (b) I'm not sure I believe it. It wouldn't have solved the problem of a multitasking o/s on *cheap* hardware.

>   >The goal in

>>designing Unix were to create an quick and dirty operating system
>>on a discarded PDP-7 so a group in Bell Labs (which had been denied
>>their purchase request for a newer and large CPU) could get some work
>>done.
>
>   And the Greeks invention of geometry was so that they could settle
>   land disputes. That doesn't make the invention of geometry any less
>   significant: "Necessity is the mother of invention." That's not
>   original, but it is relevant.

Exactly the point I was making about locking. It wasn't a goal, it is now, we
have it now.
--
     -bill davidsen

     seismo!rochester!steinmetz!--\
       /   \
ihnp4!   unirot ------------>---> crdos1!davidsen
       \   /
        chinet! ------------------/   (davidsen@ge-crd.ARPA)

"It seemed like a good idea at the time..."

From -9051237087833632152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1a8af54c45a91972,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 09:37:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site cad.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!cad!yosi
From: yosi@cad.UUCP (Yosi Shacham)
Newsgroups: net.micro.atari
Subject: Using ATARI 520ST here (The USA: 60Hz/110V/?) and there (the 50Hz/220V/
PAL territories)
Message-ID: <43@cad.UUCP>
Date: Thu, 16-Jan-86 12:37:31 EST
Article-I.D.: cad.43
Posted: Thu Jan 16 12:37:31 1986
Date-Received: Sat, 18-Jan-86 00:45:03 EST
Organization: U. C. Berkeley CAD Group
Lines: 21
Keywords: ATARI 520ST, 50/60 Hz, 110/220V, PPAL/NTSC

 Hi this problem may be of general interest of all PC users but
since I have already decided to buy an ATARI 520ST and since this
news group is VERY informative I would like to adress this question
about system compatability here.
 I would like to buy a system that :
1. I will be able to use it here
2. I will be able to use it in Israel where theu use european

standard.
I thought of two possible configuration :
1. The current standard system with the 70Hz scanned-screen
2. A system with a SONY TV as monitor since these TV systems
have the option of 110/220V, 50/60Hz and NTSC/PAL so
I will be able to use it also as a standard TV in the Holyland.
I will appreciate any comments on :
1. Wil it work or not, why and whynot.
2. Any reference which may clear this problem
3. General problems when transferring PCs from here (the promisedland)
to there (The .....)
Yosi
p.s. What are the system standards used by our European friends ?

From -1637659795460535965
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74e771afcf6e74c4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 09:52:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!decwrl!sun!saber!imagen!
turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: Sources on net.micro.atari
Message-ID: <203@imagen.UUCP>
Date: Thu, 16-Jan-86 12:52:52 EST
Article-I.D.: imagen.203
Posted: Thu Jan 16 12:52:52 1986
Date-Received: Sat, 18-Jan-86 08:06:48 EST
References: <347@ihnet.UUCP> <185@imagen.UUCP> <660@ihlpm.UUCP>
Distribution: net
Organization: The Houses of the Holy
Lines: 23

> > >
> > > Also it is not uncommon for binarys to be placed in the public domain !!!!!!
> > >
> > > Bryan DeLaney
> > > ihnet!bryan
> > really ??? name a few, like AT&T? UCB? Mark of the Unicorn? Gosling?
> > hmmmmm, the mind boggles at the concept
> >
> > --
> Yes - really. My old IBM BBS was chock full of binary only programs (with

i sit corrected

--
god bless Lily St. Cyr
-Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

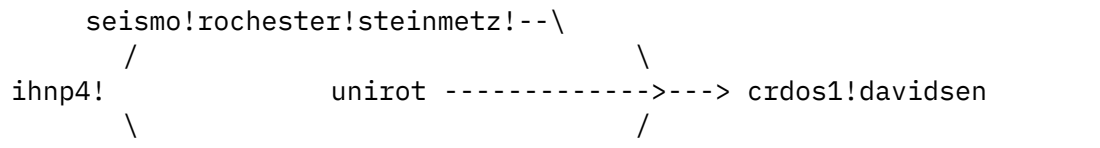
From 3820512334065360432
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9e187e67f02fcb6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 09:55:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site steinmetz.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!mcnc!
ncsu!uvacs!edison!steinmetz!davidsen
From: davidsen@steinmetz.UUCP
Newsgroups: net.micro.atari
Subject: Re: Megaroids.prg (uuencoded)
Message-ID: <629@steinmetz.UUCP>
Date: Thu, 16-Jan-86 12:55:54 EST
Article-I.D.: steinmet.629
Posted: Thu Jan 16 12:55:54 1986
Date-Received: Sat, 18-Jan-86 09:25:57 EST
References: <345@ihnet.UUCP> <417@hoptoad.uucp>
Reply-To: davidsen@kbsvax.UUCP (Davidsen)
Organization: GE CRD, Schenectady, NY
Lines: 29
Summary:

Your point about posting to a source group is well taken. I would like to see pc, atari, and amiga groups in net.source, for this reason. I would be just as happy with mod.source.<those things>.

I have to disagree about the utility of binaries. I many cases these computers do not come with the compilers, etc, needed to regenerate the binaries from source. In other cases the source *is* proprietary, while the binary isn't. This can involve use of a local or licensed library to perform interfacing, etc. I would rather have something for nothing than nothing at all.

There is little reason to worry about a binary "trojan horse" on these machines, since there are no "outside users" to get at information, and the o/s manages to trash the file system often enough without help.

PS: I think the atari make a GREAT output terminal for color graphics on a UNIX box, but I wouldn't buy a development system to compile source, since that's not my intended use. Binaries are fine, they allow other use for my graphics subsystem.
--
     -bill davidsen



"It seemed like a good idea at the time..."

From 3659390291078523473
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a38a1fbad4b5a7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 10:42:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site terak.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!hao!noao!terak!doug
From: doug@terak.UUCP (Doug Pardee)
Newsgroups: net.micro.atari
Subject: Re: Toy Computers
Message-ID: <994@terak.UUCP>
Date: Thu, 16-Jan-86 13:42:15 EST
Article-I.D.: terak.994
Posted: Thu Jan 16 13:42:15 1986
Date-Received: Mon, 20-Jan-86 05:38:05 EST
References: <godden%gmr.csnet@CSNET-RELAY.ARPA> <12174433790.8.MRC@PANDA>
Organization: Calcomp Display Products Division, Scottsdale, AZ, USA
Lines: 16

> A serious concern -- that selling the ST in toy stores at
> toy store prices will lead to the overwhelming preponderance of
> ST software being toy software -- is trivialized by suggesting
> that anybody who dares to have such concerns must be in a mental
> hospital.

Why should anyone get upset over the "toy computer" name? Let's be
honest here: both the Amiga and the 520 ST are toy computers, as
are virtually all "home" (as opposed to "office") computers. I
don't mean that they have minimal capabilities, I mean that they
will be used for personal amusement.

Whether that amusement is in playing games or in hacking, I don't think
there's a difference. The computer is being used as a plaything.
--
Doug Pardee -- CalComp -- {hardy,savax,seismo,decvax,ihnp4}!terak!doug

From 8369536456069787968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f11924e220df55b3,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1986-01-16 11:14:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 Apollo 11/21/85; site apollo.uucp
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!wanginst!apollo!johnf
From: johnf@apollo.uucp (John Francis)
Newsgroups: net.micro.atari
Subject: Unbundled ST prices (with RF converter)
Message-ID: <2b5f5862.917@apollo.uucp>
Date: Thu, 16-Jan-86 14:14:48 EST
Article-I.D.: apollo.2b5f5862.917
Posted: Thu Jan 16 14:14:48 1986
Date-Received: Sat, 18-Jan-86 07:39:28 EST
Organization: Apollo Computer, Chelmsford, Mass.
Lines: 12

Enough guessing as to what the prices will be! The "Scientific American"
issue this month contains a full-page ad for the unbundled ST available
from JS&A. It gives prices for the basic system unit, both monitors, and
the disk drives. The TOTAL cost is about the same as the cost in computer
stores, and a little greater than you can get now by mail order. This is
about what I would expect from JS&A - you can normally do as well as they
offer locally, and rather better if you try other mail-order outlets.
The important fact is that this is the 520ST with the built-in RF converter,
so you can use it with your own television. But the ad does state that you
can use the Atari monitors with this version of the ST, so at least we now
know that the RF converter is in addition to the direct monitor connection
rather than a substitute.

From 5553711811395762309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4aa20ce86bbbc7e5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 11:36:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpm!rtb
From: rtb@ihlpm.UUCP (Todd)
Newsgroups: net.micro.atari
Subject: Color printers for the ST
Message-ID: <668@ihlpm.UUCP>
Date: Thu, 16-Jan-86 14:36:32 EST
Article-I.D.: ihlpm.668
Posted: Thu Jan 16 14:36:32 1986
Date-Received: Sat, 18-Jan-86 01:25:59 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 20

I was seriously considering buying an Epson JX-80 color printer

for my 520ST. I took my ST to my local friendly computer shop
and hooked it into the JX-80, then I used the install printer
routine to install a color printer. When I attempted to
do a screen dump to the printer, the operating system hung up
until another command was given. If we installed the printer as black
and white it worked fine in graphics and text mode (only black
being printed by the printer). Does anybody
know if this is a bug in TOS or if another color printer will
be supported? The JX-80 is a tempting printer and I hear that
price cuts will be coming soon. If anybody else has thoughts
on this or experience with color printers I would appreciate
hearing about it. Also, does anyone know if DEGAS or other
graphics packages will have JX-80 printer drivers?

R.T. Bradstrum
ihlpm!rtb

From 8876734317246506403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3d7a3837c24b8575
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 12:10:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST video outputs
Message-ID: <8601162010.AA07460@mitre-bedford.ARPA>
Date: Thu, 16-Jan-86 15:10:53 EST
Article-I.D.: mitre-be.8601162010.AA07460
Posted: Thu Jan 16 15:10:53 1986
Date-Received: Sat, 18-Jan-86 00:46:11 EST
References: <350@ihnet.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 16

Presumably the "analog RGB" output is synced at 60 Hz, else very few RGB
monitors would work right on it. Or is there a way to select (there must be)
a 60-Hz output? If so, then it wouldn't be too hard to whip up a composite
video signal from the RGB, or even a 60-Hz monochrome one. On the other hand,
a 60-Hz composite signal must exist at the video modulator input, so it could
also be sneaked off from there. Then at most a low-pass filter would be
needed to feed a 60-Hz monochrome monitor, and in fact the composite signal
could probably be used, as it was designed to be more or less compatible.

Does anybody know whether the whole thing shifts gears to 60 Hz when you plug
into the RF modulator jack? Or can you simultaneously run RF at 60 Hz and
monochrome at 70 Hz? This may be the key to why you can't run both monochrome
and color monitors at the same time -- if in fact you can't.

-John Sangster
jhs at mitre-bedford.arpa

From 7158331460435390710
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c506df7340ae57d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-16 12:15:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Calling Atari
Message-ID: <8601162015.AA07521@mitre-bedford.ARPA>
Date: Thu, 16-Jan-86 15:15:49 EST
Article-I.D.: mitre-be.8601162015.AA07521
Posted: Thu Jan 16 15:15:49 1986
Date-Received: Sat, 18-Jan-86 00:47:16 EST
Sender: dlw@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 10

The materials packaged with my recently-purchased Atari included the following
phone number:

     (800) 538-8543.

I hope it is less overloaded than the ones you mentioned; I haven't tried
calling it.

-John Sangster
jhs at mitre-bedford.arpa

From 303860705414885413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7d6990931384fb6a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 17:10:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: blah and blah and blah
Message-ID: <186@imagen.UUCP>
Date: Sun, 12-Jan-86 20:10:09 EST
Article-I.D.: imagen.186
Posted: Sun Jan 12 20:10:09 1986
Date-Received: Tue, 14-Jan-86 06:13:20 EST

Distribution: net
Organization: The Houses of the Holy
Lines: 26

its been said before but i'll try saying it again and see if anyone
listens. This group is all talk and no substance, all quantity and
no quality ! the amiga group is alive with helpful suggestions,
major source code (MicroEMACS, make, more, etc.), all we seem to be
able to do is yelp about atari's marketing practices, unix and MMU,
unix and flexability (what the blue blazes is that doing in this
group?), and blah and blah and blah. Are we so insecure that we must
constantly re-enforce our decision to buy the ST ? what will make or
break this machine is what WE do with it not what the hardware does.

Please don't prove my point by posting a bunch of trivial (or
otherwise) flames to this group, email them to me and i will
summarize them.

FLAME OFF

--
god bless Lily St. Cyr
-Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From -7437887082854948536
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,354d9827b4851e5c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 17:27:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Moderator makes typing error
Message-ID: <12174769678.12.G.ABRAMS@SU-SCORE.ARPA>
Date: Sun, 12-Jan-86 20:27:16 EST
Article-I.D.: SU-SCORE.12174769678.12.G.ABRAMS
Posted: Sun Jan 12 20:27:16 1986
Date-Received: Tue, 14-Jan-86 03:23:04 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 3

I entered someone at ULKYUX. It got rejected -- no such host.

Any suggestions of what it should be?

From -7076374232345235779
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,981edab698539859,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 18:09:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!ssc-bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: TDI Modula-2, languages
Message-ID: <456@ssc-bee.UUCP>
Date: Sun, 12-Jan-86 21:09:29 EST
Article-I.D.: ssc-bee.456
Posted: Sun Jan 12 21:09:29 1986
Date-Received: Wed, 15-Jan-86 01:09:05 EST
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 49

Incidentally besides OSS Pascal, TDI is now distributing Modula-2.
Don't know the quality of this Modula-2 implimentation but it would
be interesting to find out.

So far i am aware of the following languages available or planned for
the ST:

  C:

     DRI/Atari Development Kit $300 (available)
     Megamax C $199 (available)
     Philon C   (?) (?)
     Metamaco Lattice C   (?) (available)
     Aztec C   (?) (first quarter 86)

  Pascal:
     OSS Personal Pascal $80 (available)
     Metamoco Pascal   (?) (i believe currently available)

  Modula-2:
     TDI Modula-2 $70 (available)

  Lisp:
     Metamoco Lisp   (?) (unknown release date)

  Prolog:
     OSS Personal Prolog   (?) (March 86)

```
  Forth:
     Dragon Group Forth      (?)  (Available)

  Basic:
     Atari Basic                      ?free (Available)

  Logo:
        Atari Logo                        ?free (Available)

  Assemblers:
        Metamoco Assembler                (?)   (Available)
        DRI Assembler with SW Dev.Kit     (?)   (Available)
------------
I would appreciate if this news group would concentrate on updating these
type of lists as a source of general information.  As someone finds out
about a new language, post the news by adding it to the above list.
Perhaps adding the manufacturer's address is the next step.

Let's try to make the atari/amiga diatribes a thing of the past.
I think that subject has been talked to death.


From 3819531235475095516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9e187e67f02fcb6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-12 20:27:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site hoptoad.uucp
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!ptsfa!hoptoad!gnu
From: gnu@hoptoad.uucp (John Gilmore)
Newsgroups: net.micro.atari
Subject: Why source?
Message-ID: <426@hoptoad.uucp>
Date: Sun, 12-Jan-86 23:27:47 EST
Article-I.D.: hoptoad.426
Posted: Sun Jan 12 23:27:47 1986
Date-Received: Tue, 14-Jan-86 05:34:39 EST
References: <505941353.strauss@GANDALF.CS.CMU.EDU>
Organization: Nebula Consultants in San Francisco
Lines: 32

"Use the source, Luke..."

In article <505941353.strauss@GANDALF.CS.CMU.EDU>, Daryll Strauss writes:
> The problem with posting sources is that many sources are compiler
> specific, and many people don't want to muck with the code to get it to
> compile. And a lot of people don't even have the compilers.

I can't sympathize with somebody who has a Usenet connection but is
too cheap to buy a C compiler for their machine.
```

If you receive a source and don't have a compiler, you can always find
a friend or a user's group where you can compile it.

I understand that a lot of cheap hacks are "compiler specific" but
it seems like if you're going to post something to a thousand sites
(at their expense and with your name and reputation on it), it would
be worth sending it to a few friends first to make sure you have made
it portable. Many people in the Unix world take great care to do this
with their postings, and it shows. It *is* possible to write
compiler independent and environment independent programs -- look at
netnews as an example. The code quality is pretty bad, but it *does*
compile and run just about everywhere.

Especially with the Atari and Amiga, there is a "standard" C compiler
and libraries, that you can buy from the manufacturer. Newer compilers
will have to follow those standards to be successful. This was a big
problem on the Mac but let's leave the Mac's problems behind us instead
of dragging them into the Atari world.

Hey! I've noticed that everybody's posting sources for the Amiga now.
It's just the Atari folks who are holding out. Maybe you-all are
afraid your code will end up running on (shudder) Amigas?

From -1573270085402477992
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c33cabfaf32fbf16,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 01:48:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!knnngt
From: knnngt@ukma.UUCP (Alan Kennington)
Newsgroups: net.micro.atari
Subject: ST miscellaneous
Message-ID: <2463@ukma.UUCP>
Date: Mon, 13-Jan-86 04:48:02 EST
Article-I.D.: ukma.2463
Posted: Mon Jan 13 04:48:02 1986
Date-Received: Tue, 14-Jan-86 05:23:43 EST
Reply-To: knnngt@ukma.UUCP (Alan Kennington)
Distribution: net.micro.atari
Organization: Univ. of KY Mathematical Sciences
Lines: 100

     This is somewhat heterogenous group of comments/questions on the ST.
1: What is exactly the connection between the ST OS and CP/M-68k? A lot of
   comments on the net seem to be based on the appearance of the references
   to CP/M-68k in the dev's kit, which has borrowed documentation from what
   seems to be the previous implementation of GEM. But the documentation also
   has references to other OSs. Someone once said that the OS is really based
   on MS-DOS. In one magazine is a comment that the command line looks like

a typical CP/M-68k command line. But this doesn't seem like really strong evidence to me. Does anyone out there really KNOW what the history and nature of the present system are, and therefore whether or not the OS is any closer to CP/M68k than any other system? I suppose I should just phone directly to the creaters on this one.

2: On the class implications of the Amiga/ST marketing difference, may I say that there seems to be a lot of snobbery in the computer market that is becoming increasingly well delineated by the Amiga/ST war. There seem to be computers for people with suits, and computers for the common people. The former are associated with pot-plants, high prices, and a certain sophistication of presentation in software and documentation, whereas the latter are associated with cut-throat market competition, kids and workers and fanatical enthusiasts, and rushed documentation (not to mention mail order companies, K-mart and toy shops). All of this imagery is to a great extent reminiscent of the 1st, 2nd and 3rd class train travel of british colonial days. (Not to mention plane travel of nowadays.) The rich were willing to pay extra for the right to not have to company with the hoi-polloi, which is to say, the riff-raff. The high price was designed not to cover extra costs, but rather to dissuade the poor. Rumour once had it that Amigas could have been $400 less except that then the business computer users would not take it seriously. The recent fluster over the change to ST marketing reinforces the belief that many amiga buyers have bought the high price machine in order to have the best on the block, to to be one ahead of the others, which is to say, to maintain their distance from the riff-raff (variously described as users of toys etc.). Please, observant persons on the net, read the Amiga/ST factional rivalries and ask yourself whether you think it is worthy of a modern egalitarian civilisation to foster class rivalry?

3: Could anyone inform me please as to why the net.micro.amiga can have megabytes of source code whereas this seems to be against the rules for net.micro.atari? If I write something of general interest, would I be doing something wrong by posting it?

4: An aspect of ST use that is dawning on me is that the true cost of the mon system is $1400. Reason: the ST is not much use without the dev kit. And the dev kit is not much use without a second drive. Total cost: $800 + $321 + $300 = $1400 (to 2 sig.figs.).

5: A magazine once said that Atari should get a lot of business from those who wanted an Amiga but will settle for an ST (by analogy with the Apple II nad C-64). An impression I have is that the Amiga is for those who wanted (perhaps not consciously) a microvax. One of the big attractions of the Amiga is its OS which has some multitasking in it. But a lot of people don't seem to have noticed that the ST OS has what they call "limited multitasking". In fact, the ST can handle some 7 or so processes of a user nature, in addition to monitoring the mouse when it goes off the upmost window. Programmers are specifically asked to write programs that give themselves up now and then to AES so that they can be repalced by another task. Has anyone had any thoughts on how to modify this "non-preemptive" scheduling to make it preemptive? This would make the ST some what more useful. Incidentally, Robert Frick once said in answer to my question about the lack of an MMU, something like: Why have an MMU, it just slows down the processor?
The only real uses I think of for multitasking in a "home environment" (ie at home) are for bacground processes to print jobs and down/upload

files. Perhaps also for solving large mathematical problems. But really the main reason for the invention of multitasking was, I believe, for the sake of increasing efficiency for a multiuser system. What are all the Amiga users doing with their multitasking capability? Is it just to give them a sense of power, or is there something I've overlooked.
The multitasking seems to be giving them some real problems. Like copy-protection. An application that does not want to be copied has to prevent simultaneous processes from running. Hence it seems that copy-protection implies no multitasking. This makes it difficult for the high-class software establishments to justify an investment in multi-taskable programs.
On this point: I've seen a copy-protected ST game program which achieves its purpose by using the boot sector of the disk. This is going to be really easy to get around. The dev kit tells you so much about how the ST works that I belive copy-protection is going to be difficult to achieve on the ST too.

6: I've lost count. Is this really number 6? Anyway, on the subject of monitor screens, I've just had another look at the Amiga with a view to its high-res screen capability. What a joke! Its worse than any description I've ever read. If anyone is going to call a machine a toy, then the amiga is the one to criticise. I got the mono ST screen because serious work requires an informative interface, for which I really wanted a Mac. But I was willing to settle for an ST. (I've since discovered that the ST is better hardware and OS wise.) But really the fact that Commodore have not provided a decent monitor screen shows where their interest lies. Having now seen the high quality of the development tools provided for the ST, I realise that ST is, for my purposes, better than the Amiga, even at the same price. And everything that the ST lacks should be easy to add on. Eg synthesisers, voice etc., which I'd rather choose personally than have built in.

7: On the meta-subject of how net.micro.atari discussion should be conducted, may I suggest that non-productive position-taking, mud-slinging and general defense of one's purchase be accompanied always by at least one serious comment or question about the ST that is relevant to the purpose of writing programs and such for it? If everyone had to do something constructive in each of their contributions, there would be a lot less discussion on net.micro.atari.

8: My apologies for the length of this message. There were a few things I just felt I had to say and ask. So long.......Alan Kennington.

From 7565886388392021868
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f28d5014432b168e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 06:24:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: michel@BBNCCT.ARPA (Tony Michel)
Newsgroups: net.micro.atari
Subject: Kermit and UNIX
Message-ID: <8601131453.AA16510@ucbvax.berkeley.edu>

Date: Mon, 13-Jan-86 09:24:03 EST
Article-I.D.: ucbvax.8601131453.AA16510
Posted: Mon Jan 13 09:24:03 1986
Date-Received: Tue, 14-Jan-86 05:49:33 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 41

I routinely use Atari Kermit with a UNIX-like system (a BBN C/70) via
a TAC (version 113).

First - set the intercept character to be something Kermint doesn't use. I
use (ctl-F). Do this with the sequence "@i 6." This sets the TAC commmand
interpreter recall character to something you can still type, and therefore
still get back to it. If you say "intercept none (@i n) you can't get back.

Next - enable flow control with two commands (@ f i s and then @f o s) which
start input and output flow control. These two sequences enable XON/XOFF
flow control, which allows the TAC to temporarily shut down the Atari to
TAC direction, which is usually the bottleneck. The usual problem solved by
flow control is that the TAC terminal input buffer is usually set to 64
characters.
Since the default KERMIT buffer is about 90 characters, it is easy to overrun
the TAC. A second strategy here is to set the KERMIT block size to something
less than the TAC input buffer size (less than 64). I have heard rumors of
some UNIX KERMIT servers which negotiate you back up above 64 characters,
unbeknownst to the user, so try the flow control dodge if small blocks
don't work. There is also a penalty to small blocks - lower throughput.

Unless youknow you are doing binary data transfer, which I haven't tried
with my KERMIT (I don't think it does it), don't fool with the TAC commands
@b i s and @b o s. I don't think they do anything helpful for you.

I use the standalone version of Atari 800 KERMIT written in ACTION!
by Jack Palevich. It seems flawless. It also has a nice debug mode in
which it prints out everything that's going on. The sources floated
by on info-atari many moons ago. It seems to need the cartridge, which
is fine with me.

I use the above aggregation on a DOS-XL system, with a an R-Verter RS-232
port instead of an 850 box.

AXM

P.S.

Note that in the above, once you have re-defined the intercept character,
you must type the new intercept character where you previously would have
used "@."

From -1191662381192092347

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25eef942e4e99d7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 06:38:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site dmcnh.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!sii!dmcnh!mark
From: mark@dmcnh.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: Re: 1meg upgrade
Message-ID: <217@dmcnh.UUCP>
Date: Mon, 13-Jan-86 09:38:38 EST
Article-I.D.: dmcnh.217
Posted: Mon Jan 13 09:38:38 1986
Date-Received: Wed, 15-Jan-86 07:55:34 EST
References: <1241@gitpyr.UUCP> <33@calgary.UUCP> <116@druhi.UUCP>
Organization: Datamedia Corp, Nashua, NH
Lines: 29

> > A side note: with the additional memory I have
> >made extensive use of the RAM DISK (from Michitron) and have encountered
> >something I can not explain. After some random amount of compiling, editing,
> >and copying of files to the RAM DISK something happens in which I can no
> >longer access my floppy drives A and B. Anyone else encountered something
> >like this ???
>
> Bug in RAM TOS.

If you double click on the disk ICON, and then RAPIDLY click again,
the mouse clickard will start auto-repeating. After a while, magically,
the desktop wakes up and reopens the drive. It is irritating but less
painfull than reboot.

And now for something totally different.

Anticipating a hard drive, I have started writing backup utilities. Step
one was a mandatory clock verification routine for the boot sequence.
It works fine, but the !@#$%^&* desktop gets loaded after the
auto directory contents get run, and the brain damaged piece of
code sets the clock to May something-or-other 1985.

I know that one of the applications allows me to reset the clock after the
desktop starts running. That is fine, but I've thrown all the desktop
applications out to get more RAM. Also, if I don't have to set the clock,
I will forget to do so, and files get timestomped with the wrong date.

So the question is: does anyone with the ROM TOS know if this feature
is retained? or, has anyone got some hack to fix this?

From 616477709545449626
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,4120e1a3a0514c28
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 07:28:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: K-Mart 520st's
Message-ID: <8601131528.AA12432@mitre-bedford.ARPA>
Date: Mon, 13-Jan-86 10:28:10 EST
Article-I.D.: mitre-be.8601131528.AA12432
Posted: Mon Jan 13 10:28:10 1986
Date-Received: Wed, 15-Jan-86 00:58:52 EST
References: <628@ihwpt.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 9

Come to think of it, I am probably going to buy the K-Mart Special, since
it obviously has been modified to scan at 60 Hz. It will be MUCH easier to
add a Composite or RGB output to this version than the 70-Hz version! The
composite monitor output may even be provided, a la 800XL. If anybody knows
or finds out what other options are included e.g. RS-232 port, etc., please
post this info to the net!

John Sangster
jhs at mitre-bedford.arpa

From 5720343507643805386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f14b56de97b3188
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 07:39:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 850 Interface module needed
Message-ID: <8601131539.AA12804@mitre-bedford.ARPA>
Date: Mon, 13-Jan-86 10:39:47 EST
Article-I.D.: mitre-be.8601131539.AA12804
Posted: Mon Jan 13 10:39:47 1986
Date-Received: Tue, 14-Jan-86 05:51:21 EST
References: <8601102156.AA10987@ritcv.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 8

For the Centronics parallel port, there is another interface available which
sells for $89.95 at The Bit Bucket, West Newton, MA. I dunno the name of the

manufacturer but can find out if necessary. Phone at The Bit Bucket is
(617) 964-3080 and incidentally they stock (yes stock) both the Amiga and
the Atari 520ST (as well as 800XL and 130XE and a whole PILE of software).

John Sangster
jhs at mitre-bedford.arpa

From 3415610707744773516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3551cbc4d7ae49e2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 08:06:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ecn-aa.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!ecn-pc!ecn-aa!westerm
From: westerm@ecn-aa.UUCP (Richard P Westerman)
Newsgroups: net.micro.atari
Subject: ST 520 and Commodore 1702 color monitor
Message-ID: <98@ecn-aa.UUCP>
Date: Mon, 13-Jan-86 11:06:39 EST
Article-I.D.: ecn-aa.98
Posted: Mon Jan 13 11:06:39 1986
Date-Received: Fri, 17-Jan-86 01:30:02 EST
Reply-To: westerm@pur-ee.UUCP (Richard P Westerman)
Organization: Electrical Engineering Department , Purdue University
Lines: 13

Does anyone know if a monochrome ST can be used with a Commodore 1702
RGB monitor (after unplugging the monochrome monitor of course)?

Another way of stating this question: Is the color output of the ST so
unusual that a non-Atari color monitor cannot be used?

Thanks.

    Whom: Rick Westerman   Phone: +1-317-494-8341
    UUCP: {decvax, ihnp4, seismo, ucbvax}!pur-ee!westerm
    ARPA: westerm@purdue.ecn.ARPA
    USPS: Ag Data Network, Purdue University, West Lafayette IN 47907

From 6451649066293642413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74e771afcf6e74c4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 08:25:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: Denber.wbst@XEROX.ARPA
Newsgroups: net.micro.atari

Subject: Re: Sources on net.micro.atari
Message-ID: <860113-082530-2265@Xerox>
Date: Mon, 13-Jan-86 11:25:00 EST
Article-I.D.: Xerox.860113-082530-2265
Posted: Mon Jan 13 11:25:00 1986
Date-Received: Tue, 14-Jan-86 05:50:46 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 16

"Until there is a net.micro.atari.source I will post ALL sources for the 520ST to net.micro.atari and net.sources"

No - don't do it! *Pleeeeze* don't do it. I read my mail on a Dandelion on a 10 meg Ethernet and I find that one 68K file (that I can't even use) slows down mail retrieval noticably. What about all those poor people trying to get by with 1200 or (gak) 300 baud modems?

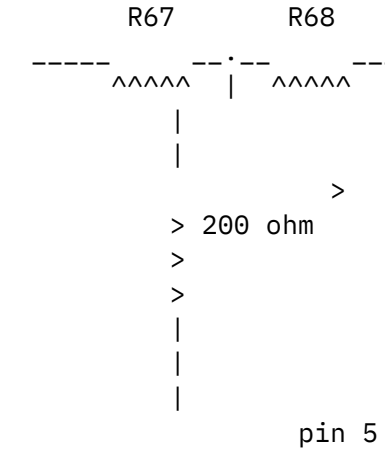
On another subject, I upgraded my 400 to 48K with no problem. My Indus drive arrived last week and it is quite an impressive piece of hardware. My only (minor) complaint is that despite the metal case it seems to leak a lot of RF. It took a bit of cable twiddling and box moving before finding an arrangement that produced a herringbone-free screen.

- Michel

From 1339762679915659662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6d7dd2b02da8ca64,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 08:42:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: XL/XE Monitor Output Jack Mods, Etc.
Message-ID: <341@tekigm2.UUCP>
Date: Mon, 13-Jan-86 11:42:40 EST
Article-I.D.: tekigm2.341
Posted: Mon Jan 13 11:42:40 1986
Date-Received: Wed, 15-Jan-86 00:41:34 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 63

Has anyone tried the solution for the lack of chroma in the 800XL that was published in the February ANTIC i/o board column? Essentially it says that the chroma output is at the emitter of Q5. You need to connect

a 200 ohm resistor from the junction of R67 and R68 to pin 5 on the monitor connection. Credit for this goes to the Chicagoland Atari Users Group.



Note: resistors R67 and R68 actually are next to each other and not back to back as this diagram would indicate. I have intalled this on my 800XL and the picture I get on my C*******e 1702 monitor is identical to that of my 130XE. (I would suggest to install this on the bottom side of the board. It is easier to get outside of the shield that way and also it is easier to solder.)

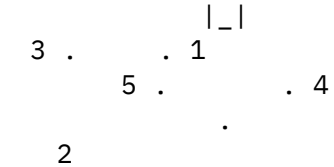
Question: the diagram for the 130XE shows --
        pin 1 composite luminance
        pin 2 ground
        pin 3 audio output
        pin 4 composite video
        pin 5 composite chroma

-- the 800XL still has one pin not used (I think pin 4), what does this
   mean? Should this remaining pin be connected? If so, to what?

Then on the 1200XL, I find that pin 5 is not connected to anything, but pin 4 is. Is pin 4 composite video on the 1200XL and if so, should I connect pin 5 to pin 4 or to something else (on the 1200XL)?

I find it hard to imagine that the 130XE requires five pins connected and that the 800XL and 1200XL only require four pins connected. And not the same four to boot!!!

By the way the pin configuration (per the 130XE manual, as looking at the connector on the computer is:



[Only Atari would not number these pins consecutively!]

--Bill--
tektronix!tekigm2!wrd

==========
We still need to split to net.micro.atari and net.micro.st!
==========

From -8037136786772656040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,42e2c9f8e5aec1b5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 08:47:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: SHERWOOD@SRI-NIC.ARPA (Glenn Sherwood)
Newsgroups: net.micro.atari
Subject: Please Remove me
Message-ID: <12174937288.25.SHERWOOD@SRI-NIC.ARPA>
Date: Mon, 13-Jan-86 11:47:58 EST
Article-I.D.: SRI-NIC.12174937288.25.SHERWOOD
Posted: Mon Jan 13 11:47:58 1986
Date-Received: Wed, 15-Jan-86 01:00:04 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

To Whom,
I have been trying to get off of this DL for some time now and have
requested info-atari-requests@su-score.arpa to do so...whereupon, I was
informed that I wasn't on their list, I subsequently checked to see if
I was getting a redistributed copy from SRI, which I'm not. So, this is
a plea to you to please check your info-atari DL and remove me. I'm still
getting mail and I noticed much of it was forwarded from you to SU.

Thank you for your help, Glenn

From -9167362021868978388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3a41dfe62dc3cc6f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 08:52:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site
tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)

Newsgroups: net.micro.atari
Subject: Mail Merge vs Maillist (XL/XE)
Message-ID: <342@tekigm2.UUCP>
Date: Mon, 13-Jan-86 11:52:56 EST
Article-I.D.: tekigm2.342
Posted: Mon Jan 13 11:52:56 1986
Date-Received: Wed, 15-Jan-86 00:41:48 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 24

Has anyone out there used the Mail Merge portion of AtariWriter Plus TM?

I first tried to load my old Atari Maillist files to Mail Merge. That did
not work as the format was not fully compatible, even after setting up
Mail Merge to match the Maillist format. Does anyone know how to convert
Maillist files to Mail Merge?

Therefore, I created new Mail Merge files with format that I liked and
edited in one file at a time all of my old Maillist files. However,
when it came to print them out, I cannot find anyway to format the
output for the printer. Creating a subset seems to be a way of sorting
out a portion of the files by whatever catagory. What I want to do
is to place the first name field, then the second name field then the last
name field on the first line. Followed by the street address next line.
Third line to consist of city, state and zip. Not too complicated but
so far I have not figured out how to do it. Any ideas?

Finally, is there anyway to increase the field length past the 20 characters
allowed by Mail Merge? 20 characters is ok for most fields, but for street
addresses, it is sometimes too short. Any ideas on this?

Thanks in advance,
--Bill--
tektronix!tekigm2!wrd

From 2542329623946256186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9e187e67f02fcb6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 09:14:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: Megaroids.prg (uuencoded)
Message-ID: <189@imagen.UUCP>
Date: Mon, 13-Jan-86 12:14:52 EST
Article-I.D.: imagen.189
Posted: Mon Jan 13 12:14:52 1986

Date-Received: Wed, 15-Jan-86 08:01:21 EST
References: <505941353.strauss@GANDALF.CS.CMU.EDU>
Organization: The Houses of the Holy
Lines: 26

> The problem with posting sources is that many sources are compiler
> specific, and many people don't want to muck with the code to get it to
> compile. And a lot of people don't even have the compilers. An
> equitable solution might be to post BOTH sources and binaries, but you
> run into the problem of transmission costs. To make the code usable for
> the largest number of people, you have to post binaries (which are
> smaller) and posting sources should be up to the discretion of the
> poster.

~~~~~~~~~~~~~~~~~~~~~~~~~\ lineater, \~~~~~~~~~~~~~~~~~~~~~~~~~

MERDE!!! are you saying that a compiler may not compile the source
but the computer can run the binary ? i find that hard to believe !
I agree tho with your solution, posting both is the best of both
worlds, if size is a problem then uuencode it, there are decode pgms
for both unix and the ST.
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
         Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From -1361984003294481479
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,117525160d4daf15
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 09:51:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: GEM, VDI, AES Documentation Request
Message-ID: <860113-095050-2316@Xerox>
Date: Mon, 13-Jan-86 12:51:10 EST
Article-I.D.: Xerox.860113-095050-2316
Posted: Mon Jan 13 12:51:10 1986
Date-Received: Wed, 15-Jan-86 00:59:43 EST
References: <1770@utecfa.UUCP>
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 19
~~~~~~~~~~~~~~~~~~~~~~~~~

> Can anyone suggest where I can get some of the above-mentioned
> documentation without paying $300 for an entire development system?

One way to get GEM info is to buy O.S.S's Pascal compiler (under $100). You will not get the standard GEM interface but O.S.S. has made most of GEM accessable through special Pascal procedures and functions (standard gem calls can be linked into you program as well, but there is no doc for this). Using the special routines makes it relatively easy to set up windows, drop down menus, and dialog boxes. Ease of use and length of compile time is also much better than DRI C.

John

From 9033180808981405150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3bcfc7a723b8505
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,a3bcfc7a723b8505
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,a3bcfc7a723b8505
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-13 11:06:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!ssc-bee!eve
From: eve@ssc-bee.UUCP (Michael Eve)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: The real debate begins: Atari ST vs Commodore 128
Message-ID: <457@ssc-bee.UUCP>
Date: Mon, 13-Jan-86 14:06:53 EST
Article-I.D.: ssc-bee.457
Posted: Mon Jan 13 14:06:53 1986
Date-Received: Wed, 15-Jan-86 00:40:59 EST
References: <330@3comvax.UUCP>
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 25
Xref: watmath net.micro.amiga:1534 net.micro.atari:2325 net.micro.mac:4075

> ...(I can't help but think of a $400 computer
> as anything but a TOY - albeit a great toy).

Elitism rears it's ugly, yuppy head again.

> ... If the Amiga prices don't fall, then
> (MY OPINION) people might just give the machine the respect it deserves.
> There is a saying that goes "you get what you pay for", and to most people,
> the Amiga will still be worth the price.

In the Amiga case, you are getting $40 million dollars worth of TV advertising
plus the opportunity to pay off Commodore's huge debt for the mistakes AFTER
Tramiel left.

>
> At this point, I think we ought to stop the silly Amiga vs. ST debate

Agreed. It is very silly. Given two comparable computers, one $1500 and the
other $300, the debate is ridiculous.

P.S.: I really do like the Amiga computer; I just hate the price. (And I love
all that memory on the new 1040 ST, and what about homebrew upgrades to 2 MEG!!)
--
     Mike Eve   Boeing Aerospace, Seattle
     ...uw-beaver!ssc-vax!ssc-bee!eve

From -7622796239667376722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e00bb1f98d1b3fb3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 12:35:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro.atari
Subject: Re: Posting Binary files
Message-ID: <349@ihnet.UUCP>
Date: Mon, 13-Jan-86 15:35:45 EST
Article-I.D.: ihnet.349
Posted: Mon Jan 13 15:35:45 1986
Date-Received: Tue, 14-Jan-86 05:44:14 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 19

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

The C source for megaroids is not in the public domain only the
binary file is. If you want a copy of the C source call 214-987-4931
and for a small fee they will send it to you. Also this program will
run only on a Atari 520st color system. Therefore only owners of
520st color system would use it, that is why I posted it to
net.micro.atari and not to net.sources.

If phone bills are a problem for some sites then we should create

a net.sources.atari newsgroup. I feel net.sources is for
portable UNIX or C programs and not the place to put hardware
specific programs. If you don't think a net.micro.atari.source
news group is appropriate, then maybe we should remove net.sources.mac
from the net!

ihnet!bryan
Bryan DeLaney

From -1608694937305728322
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72ad3ed826e8bd1c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 13:03:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!mdf
From: mdf@trwrba.UUCP (Mark D. Falleroni)
Newsgroups: net.micro.atari
Subject: ST COMM
Message-ID: <1787@trwrba.UUCP>
Date: Mon, 13-Jan-86 16:03:03 EST
Article-I.D.: trwrba.1787
Posted: Mon Jan 13 16:03:03 1986
Date-Received: Wed, 15-Jan-86 08:24:12 EST
Organization: TRW EDS, Redondo Beach, CA
Lines: 21

Thiis article is posted in response to inquiries I have received
with regards to ST COMM, a program I wrote with the HABA HIPPO C
compiler. As posted, and using the HABA HIPPO C compiler, the program
comppiles and runs withoout error. If one attempts to compile it using
the DRI C compiler provided with the development package, errors will
result. I was unaware of this until Alan Kenington wrote me. His
analysis seems to make sense:

> HABA HIPPO C defines an 'int' as a 32 bit quantity. DRI C
> defines an 'int' as a 16 bit quantity. Alan says that the
> errors occur with the 'switch (c)' statement; and they are due
> to the different 'int' representations of the compilers.

I hope this helps anyone encountering these errors. It has been a while
since I posted the source, and I am not thhat familiar with it anymore.
Maybe Alan will read this and repost his analysis for all to digest.

Mark Falleroni
Ogden Engineering Office
TRW Defense Systems
Ogden, Utah
<mdf>

From -1102066909245406456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4a61b18414608540,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 15:33:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 Apollo 11/21/85; site apollo.uucp
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
apollo!johnf
From: johnf@apollo.uucp (John Francis)
Newsgroups: net.micro.atari
Subject: Keeping developers happy
Message-ID: <2b5128ea.917@apollo.uucp>
Date: Mon, 13-Jan-86 18:33:04 EST
Article-I.D.: apollo.2b5128ea.917
Posted: Mon Jan 13 18:33:04 1986
Date-Received: Wed, 15-Jan-86 00:42:31 EST
Organization: Apollo Computer, Chelmsford, Mass.
Lines: 35

gaspar@ALMSA-1.ARPA writes (in part)

> Of course there are a number of people, many of them developers, that have
> already bought 520ST's for $799 or $999. If this change in marketing policy by
> Atari is going to work, these people will have to be appeased also. If the
> dealers are going to get a 1 meg ST for the same cost as the 520ST the current
> owners should be provided the upgrade at no, or minimal, cost. And, if a DSDD
> drive is put in the dealers package, current owners should be able to trade up
> to the DSDD drive or in some way be compensated.

A nice idea, but don't hold your breath! As I write I can see the 520ST system
that I bought (for $1400 - I've got both monitors, and a second (DSDD) disk
drive).
I would really like to be able to upgrade this to a 1-meg system *without* blowing
my Atari warranty away. I can (just) see Atari offering me this at a reasonable
price (as I have also purchased their development package), but I do not believe
they will do anything about the disk drive.

I have not really got into playing with the ST yet, as I'm still waiting for my
C compiler and all the documentation, but I do have a couple of first impressions
to share with the world.

- The first thing you are told to do is make a backup copy of your system
  disk. SO WHY DON'T THEY GIVE YOU A BLANK DISK TO DO IT ON ? (The same
  goes for the language disk, if you *really* want to use Atari-LOGO).

- The actual internals of the machine are plenty powerful enough to make
  this thing a real computer, not a 'toy'. (This message is being written
  on an Apollo workstation. The main CPU is . . . . . a Motorola 68000).
  WHY DO I HAVE TO FIND ROOM FOR ALL THOSE STUPID EXTERNAL POWER SUPPLIES ?
  I have to find FIVE places to plug everything in, and somewhere to put
  the power supplies as well as all the system components. Package the

system like a video game, and people will think it is a video game.
(After all, the converse is true - a well-known company packaged a 8086
like a computer system, and thousands of people believed it really was
a computer system :-)

From 7121597921510366269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,873b454fa5eeb5c7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 16:27:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site muddcs.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!trwrb!
scgvaxd!muddcs!rracine
From: rracine@muddcs.UUCP (Ray Racine)
Newsgroups: net.micro.atari
Subject: Re: Yet another info request
Message-ID: <343@muddcs.UUCP>
Date: Mon, 13-Jan-86 19:27:48 EST
Article-I.D.: muddcs.343
Posted: Mon Jan 13 19:27:48 1986
Date-Received: Thu, 16-Jan-86 04:39:53 EST
References: <8512132300.AA01638@mitre-bedford.ARPA>
Reply-To: rracine@muddcs.UUCP (Ray Racine)
Organization: Harvey Mudd College, Claremont, CA
Lines: 46

I am leanly towards getting a 520ST, but I have a few questions.

1. I have read that real soon now we will see the 1024ST's, has anyone
seen one of these yet??

2. Anyone who has priced 520ST's in the L.A. area want to let me in on the
best deals they have located. If anyone knows of a good mail-order house
with a good price let me know. Most of them list 520ST $CALL.

3. I would love to know if anyone has used the Modula-2 available from
England. I tried the Mod-2 for the Mac, tossed the disk and sold the
Mac.

4. Does the developers kit give ALL the stuff one would need for getting
into the nuts and bolts of the 520ST both hardware and software wise? I
noticed one posting where someone was bragging that the 520ST had better docs
(hardware schematics ect..) then the Amiga, but soon after that I find a
sequence of messages asking about how the DMA port worked. Just how good
are the manuals in the developers kit??

5. There simply has to be a way of getting memory. What does one do after
he has piggybacked 1 meg? Has someone come up with a two meg scheme yet?
Would one be able to piggyback a 1024ST and get a two meg machine? Byte, in
the January ish, just had a PREVIEW of the 520ST, what does one have to do to
find info on the 1024ST?

6. What I want is a machine with good, sharp text (sorry Amiga) that has the info and tools available to get inside the machine. Most importantly I want to be able to compile programs quickly. Does your 520ST give you these abilities?

7. I've been hearing about the system ROMs will be here real soon. Has anyone out there actually run down to your dealer and picked up a set? Has anyone seen the harddisk yet? At what price?

Just mail this stuff directly to me please. Thanks for the time.

P.S. I would love to see more "hey I just got this and it sucks" or "this is great buy for the money" info, or even something more in depth then whether Unix can be ported or the Amiga sucks. For example lets find out what is the best C out there for the ST ect... I hate to say it but the amiga board seems to be slightly more informative.

Thanx,

Ray

From 8489408757047704011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,41844b8e9857d9ca,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,41844b8e9857d9ca,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1986-01-13 18:08:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.cbm,net.micro.atari
Subject: Using Computer Monitor For VCR
Message-ID: <344@tekigm2.UUCP>
Date: Mon, 13-Jan-86 21:08:01 EST
Article-I.D.: tekigm2.344
Posted: Mon Jan 13 21:08:01 1986
Date-Received: Wed, 15-Jan-86 00:42:01 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 10
Xref: watmath net.micro.cbm:1937 net.micro.atari:2328

Has anyone used a Commodore 1702 Color Monitor as a monitor for a VCR? What does it take to hook it up? Just to RCA to RCA cables? Or what? Am interested in renting a VCR and would like to be able to use the monitor for the picture. I realize that this does not have too much

to do with computers, but did not know what other groups there were
to address.

Thanks,
--Bill--
tektronix!tekigm2!wrd

From -892813276723348153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4311076d2f31052c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 19:07:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site spp2.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!trwrb!
trwspp!spp2!rroux
From: rroux@spp2.UUCP (Ray Roux)
Newsgroups: net.micro.atari
Subject: Re: Atari and Quick and Reilly
Message-ID: <849@spp2.UUCP>
Date: Mon, 13-Jan-86 22:07:33 EST
Article-I.D.: spp2.849
Posted: Mon Jan 13 22:07:33 1986
Date-Received: Fri, 17-Jan-86 01:18:17 EST
References: <860110-172612-1121@Xerox>
Organization: TRW, Redondo Beach CA
Lines: 33

> I am trying to establish a Quick and Reilly account (through QUICKWAY)
> on Compuserve using HomeTerm (part of Home-Pak) and an Atari 800XL.
> Customer service at Quick and Reilly tells me the reason I cannot use my
> new account is probably that HomeTerm sends a line feed along with every
> CR.
>
> Has anyone done this sucessfully with HomeTerm? Does anyone know how to
> turn off the line feed if that is what is really happening? Has anyone
> used a Quick and Reilly account on Compuserve using HomeTerm? Note:
> everything else on Compuserve works fine.
>
> Any information would be appreciated. My frustration level is rising.
>
>   Thanks,
>   -Brenda

Brenda,

I had the same type of problem when I got an account on Delphi. There is
a solution, Russ Wetmore (Homepak's author) wrote a Hometerm customizer.
You can get it off of DL2 in SIG Atari - 8 bit (I'm pretty sure) on
Compuserve. This program lets you get rid of the unneeded linefeed and
tweak several other variables. There's good documentation for it too.

If you have trouble finding the program, Russ spends a lot of time on
compuserve and is always helpfull, or ask any of the Sysops.

Good Luck!

--

   Ray Roux
        {ucbvax|decvax}!trwrb!trwspp!spp3!rroux

From 6959741541680783422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,723e162d5dd5e77e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 19:17:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: ugjohna@BUFFALO.CSNET (John Arrasjid)
Newsgroups: net.micro.atari
Subject: Re: 1meg upgrade killer
Message-ID: <8601162054.AA13115@ucbvax.berkeley.edu>
Date: Mon, 13-Jan-86 22:17:27 EST
Article-I.D.: ucbvax.8601162054.AA13115
Posted: Mon Jan 13 22:17:27 1986
Date-Received: Sat, 18-Jan-86 00:46:43 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

Thanks. We finally got it working!

John Arrasjid   SUNY/Buffalo Computer Science
UUCP: [decvax,dual,rocksanne,watmath,rocksvax]!sunybcs!ugjohna

From -2220291293671498660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9c97466560533b27
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 21:13:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!amdcad!lll-crg!qantel!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari
Subject: Re: 520ST to be sold by toy stores
Message-ID: <424@aum.UUCP>
Date: Tue, 14-Jan-86 00:13:44 EST
Article-I.D.: aum.424
Posted: Tue Jan 14 00:13:44 1986

Date-Received: Wed, 15-Jan-86 08:17:23 EST
References: <8601091514.AA03049@ucbvax.berkeley.edu>
<8601101754.AA24009@felix.UUCP>
Organization: The Aurora Systems Bunch
Lines: 13

> Hurray! A rational comment!
>
> ======================================
> Preston L. Bannister
> USENET: ucbvax!trwrb!felix!preston

Where! Where! Which way did it go? Which way did it go?
--

Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From -7638099686301311859
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3bcfc7a723b8505
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,a3bcfc7a723b8505
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,a3bcfc7a723b8505
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-13 22:16:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pilchuckDataio.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!lll-crg!qantel!hplabs!tektronix!uw-beaver!uw-june!entropy!dataio!
pilchuck!jgray
From: jgray@pilchuckDataio.UUCP (Jerrold Gray)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: The real debate begins: Atari ST vs Commodore 128
Message-ID: <208@pilchuckDataio.UUCP>
Date: Tue, 14-Jan-86 01:16:29 EST
Article-I.D.: pilchuck.208
Posted: Tue Jan 14 01:16:29 1986
Date-Received: Fri, 17-Jan-86 06:29:14 EST
References: <330@3comvax.UUCP> <197@aero.ARPA>
Distribution: net
Organization: Data I/O Corp., Redmond WA
Lines: 38
Xref: watmath net.micro.amiga:1565 net.micro.atari:2381 net.micro.mac:4110

*** REPLACE THIS LINE WITH YOUR ATOYRI ***

> In article <330@3comvax.UUCP> mykes@3comvax.UUCP (Mike Schwartz) writes:
>

> >the Mac could very well disappear. After all, you can't beat the price
> >for such comparable machines. The humor of it all is that Commodore Amiga
> >was in a real awkward price position in the market, and now they stand alone
> >as the mid-priced REAL Computer (I can't help but think of a $400 computer
> >as anything but a TOY - albeit a great toy).
>
> What is it about dropping the price on a machine (which can do more than
> computers selling for many thousands of $ a few years ago) changes it to
> a toy?

One of the many affects of this kind of market repositioning is that some
third party developers (mostly in harware, In my opinion) are either going to
halt or pick up developments because of the price change. On the plus side,
I think that the price drop will stimulate development and use of the ST.
On the negative side, companies that might have considered the ST for
professional use (do they exist?) might reconsider.

So called "professional" products which could cost $1K-$50K each seem
somewhat rediculous when paired with a $800 computer. A $400 dollar
computer you say? Forget it. Why would a company soil its professional
image associating with the rabble :-).

Jerrold L. Gray
uw-beaver!teltone!dataio!pilchuck!jgray

USNAIL: 10525 Willows Road N.E. /C-46
     Redmond, Wa. 98052
     (206) 881 - 6444 x478

Telex: 15-2167

"Alright!.... Everyone get back in the TARDIS!   Hup two three four..."

From 7548018463155047678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,32e01a3de29bbc3f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 22:29:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mcnc.mcnc.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!akgua!mcnc!ravi
From: ravi@mcnc.UUCP
Newsgroups: net.micro.atari
Subject: Re: --- 16/32k Action! cart. ---
Message-ID: <1087@mcnc.mcnc.UUCP>
Date: Tue, 14-Jan-86 01:29:42 EST
Article-I.D.: mcnc.1087
Posted: Tue Jan 14 01:29:42 1986
Date-Received: Fri, 17-Jan-86 02:47:24 EST
References: <8601110127.AA06457@ucbvax.berkeley.edu>

Reply-To: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Organization: Microelectronics Center of NC; RTP, NC
Lines: 27

>From: nep.pgelhausen@ames-vmsb.ARPA
>
>not be true. According to the documentation, if used in conjunction
>with the DOS-XL (the advancement from OS/A+, also by OSS), there is
>the possibility that you can access 4 of the 8k that the Action!
>cart seems to occupy, reducing the total occupancy to a minimum
>of 4k! (NOTE: I havn't TRIED this, just reporting the possibility...)
>
>Does anyone know if DOS-XL is really required to do this trick?
>
>   -Richard Hartman
>   max.hartman@ames-vmsb

This is one of the nice thigs about using DOS-XL (2.3 or later) with OSS's
Supercartridges (like the ACTION! and MAC/65 carts; these are the cartridges
with bank selects etc.). The DOS actually comes in two forms, and you're
supposed to install one depending on the setup; one for supercarts without
XL machines (ie. the 400/800s) and the other for XL machines, on which
the DOS moves part of itself into the RAM hidden behind the OS, freeing up
some space. So, using a supercart with DOS-XL on an XL machine one could
probably be able to hide the cartridge under 4K only.

--

                                        -ravi
                            {decvax,ucbvax}!mcnc!ravi

From -4744585581477538845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9e187e67f02fcb6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-13 23:44:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!panda!talcott!
harvard!seismo!mcvax!unido!infbs!loerke
From: loerke@infbs.UUCP
Newsgroups: net.micro.atari
Subject: Re: Megaroids.prg (uuencoded)
Message-ID: <11000001@infbs.UUCP>
Date: Tue, 14-Jan-86 02:44:00 EST
Article-I.D.: infbs.11000001
Posted: Tue Jan 14 02:44:00 1986
Date-Received: Fri, 17-Jan-86 06:57:41 EST
References: <345@ihnet.UUCP>
Sender: notes@unido.UUCP
Lines: 10

Nf-ID: #R:ihnet:-34500:infbs:11000001:000:356
Nf-From: infbs!loerke   Jan 14 07:44:00 1986

The problem with MEGAROIDS is that it is a demo from MEGAMAX for their
C compiler. My version says that the source of the program is
available as a hardcopy from MEGAMAX for $25 (don't know the address).
Therefore nobody may post the source.

-Achim

     Achim Loerke, University of Braunschweig, Western Germany
     <loerke@infbs.uucp>,<loerke@dbsinf6.bitnet>

From 415255894579350862
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18cd4d51dfa502d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 05:32:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!info-atari
From: Fleysher.wbst@XEROX.ARPA (Dan Fleysher)
Newsgroups: net.micro.atari
Subject: Re: computer lingo
Message-ID: <860114-053214-3197@Xerox>
Date: Tue, 14-Jan-86 08:32:10 EST
Article-I.D.: Xerox.860114-053214-3197
Posted: Tue Jan 14 08:32:10 1986
Date-Received: Thu, 16-Jan-86 04:47:37 EST
References: <380@vaxwaller.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

bit-blitting: BITBLT = Bit Block Transfer. It means being able to move
data from one memory area to another without the requirment that the
transfer begin and/or end on a word or byte boundary. e.g., "Move N
bits from here to there." Useful for putting a bit map up on a display.

     Dan

From 3159153715868350496
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6281fb7bc6e0cd0f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 06:24:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!bellcore!decvax!genrad!mit-eddie!think!

harvard!seismo!lll-crg!qantel!hplabs!hao!noao!terak!mot!anasazi!john
From: john@anasazi.UUCP (John Moore)
Newsgroups: net.micro.atari
Subject: Re: Unix without an MMU
Message-ID: <475@anasazi.UUCP>
Date: Tue, 14-Jan-86 09:24:33 EST
Article-I.D.: anasazi.475
Posted: Tue Jan 14 09:24:33 1986
Date-Received: Sun, 19-Jan-86 04:08:41 EST
References: <8601071721.AA03900@ucbvax.berkeley.edu> <11372@ucbvax.BERKELEY.EDU>
<520@enmasse.UUCP>
Reply-To: john@anasazi.UUCP (John Moore)
Organization: Anasazi, Phoenix Az.
Lines: 28

>(and VENIX, Xenix, ...) on IBM PCs doesn't really count as secure.
>(Ergo it's not UNIX.) Processes can mangle each other at will.
            ^^^ ^^^^ Nonsense! It works find as UNIX. It is true
that it is not hacker protected, but most single computer UNIX's
have only one user anyway. To me UNIX is a portable environment
offering a wide selection of nifty tools. That's just what I have
here on my VENIX.
>
>In short, it's not really UNIX there, and it pretty much DOES have an
>MMU. Better than nothing, but I wouldn't buy it. UNIX needs at LEAST
>memory mapping. This can be real cheap! but the 520ST doesn't have it.
^^^^^^^^^^^^^^^ You just haven't shown this. The extreme purist view that
PC UNIX's aren't really UNIX doesn't wash. On the other hand, there is
no denying the value of memory mapping
>
>--
>David Brownell
>EnMasse Computer Corp
>...!{harvard,talcott,genrad}!enmasse!dave

--
John Moore (NJ7E/XE1HDO)
{decvax|ihnp4|hao}!noao!terak!anasazi!john
{hao!noao|decvax|ihnp4|seismo}!terak!anasazi!john
terak!anasazi!john@SEISMO.CSS.GOV
(602) 952-8205 (day or evening)
5302 E. Lafayette Blvd, Phoenix, Az, 85018 (home address)

From -4713766092315646375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74e771afcf6e74c4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 06:40:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!ihnp4!ihlpm!

rtb
From: rtb@ihlpm.UUCP (Todd)
Newsgroups: net.micro.atari
Subject: Re: Sources on net.micro.atari
Message-ID: <660@ihlpm.UUCP>
Date: Tue, 14-Jan-86 09:40:37 EST
Article-I.D.: ihlpm.660
Posted: Tue Jan 14 09:40:37 1986
Date-Received: Fri, 17-Jan-86 01:15:16 EST
References: <347@ihnet.UUCP> <185@imagen.UUCP>
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 13

> >
> > Also it is not uncommon for binarys to be placed in the public domain !!!!!!
> >
> > Bryan DeLaney
> > ihnet!bryan
> really ??? name a few, like AT&T? UCB? Mark of the Unicorn? Gosling?
> hmmmmm, the mind boggles at the concept
>
> --
Yes - really. My old IBM BBS was chock full of binary only programs (with
no source available). Some were Freeware and some were just plain public
domain. So is the ST BBS I currently log onto. Megaroids is being freely
distributed by most ST BBS's. The source is available for $25 from Megamax.

From -8907071738724652551
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4a61b18414608540
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 07:08:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!amdcad!lll-crg!ucdavis!ucbvax!info-atari
From: gaspar@ALMSA-1.ARPA (Al Gaspar)
Newsgroups: net.micro.atari
Subject: RE: Keeping developers happy
Message-ID: <8601141515.AA19686@ucbvax.berkeley.edu>
Date: Tue, 14-Jan-86 10:08:57 EST
Article-I.D.: ucbvax.8601141515.AA19686
Posted: Tue Jan 14 10:08:57 1986
Date-Received: Thu, 16-Jan-86 04:49:50 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 38

********This isn't really necessary********

In reply to my earlier posting where I commented on what Atari might do for

those that had already purchased the 520ST, John Francis writes:

>A nice idea, but don't hold your breath! As I write I can see the 520ST system
>that I bought (for $1400 - I've got both monitors, and a second (DSDD) disk
>drive). I would really like to be able to upgrade this to a 1-meg system
>*without* blowing my Atari warranty away. I can (just) see Atari offering me
>this at a reasonable price (as I have also purchased their development
>package), but I do not believe they will do anything about the disk drive.

From additional items I have read on the net, it doesn't seem like Atari is lowering the price of the 520ST. Instead, Atari is apparently unbundling the system, but, if you buy all the pieces, the cost remains the same. They do seem to be adding an RF modulator (does anyone know if this capability will be made available to the earlier STs?). If this is the case, rather than a price cut, then some of my previous thoughts are not applicable. In St. Louis there has been some effort to keep earlier ST buyers happy and to promote additional sales of the 520ST package while awaiting delivery of the 1040ST.

Our Atari dealership (Instant Replay) is offering to install the ROM chip for free and perform a 1 meg upgrade for $20 plus parts, if you bought (or buy) the machine from them. They are also offering some discounts that I am not familiar with. The Atari warranty is only for 90 days, I think, but, if the dealership does the upgrade, I would think that they at least would not consider the warranty invalid.

I appreciate this discussion being returned to rationality. Let's keep it that way.

Al Gaspar <gaspar@almsa-1.arpa>
USAMC ALMSA, Box 1578, St. Louis, MO 63188-1578
(314)263-5118
seismo!brl!gaspar@almsa-1.arpa
DISCLAIMER: These thoughts are mine, but anyone that takes them is welcome to them.

From -3054644286536894947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,27b18615b589cd59,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 07:13:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: What do RAS and CAS have to do with ROMS?
Message-ID: <1743@druxu.UUCP>
Date: Tue, 14-Jan-86 10:13:28 EST
Article-I.D.: druxu.1743
Posted: Tue Jan 14 10:13:28 1986
Date-Received: Wed, 15-Jan-86 01:26:29 EST

Organization: AT&T Information Systems Laboratories, Denver
Lines: 17

I fail to see the relationship between adding TOS ROMS (which don't
connect to CAS and RAS) and the destruction of DRAMS because of
undershoot on CAS and RAS. I think the problem probably exists when
only the extra DRAM is added.

If indeed the DRAM is being wiped out by undershoot, the resistors
are a very good solution. I just don't think this has anything to
do with the ROMs being installed also (unless there is some bizzare
interaction between the additional load on the address lines and
CAS and RAS in the controller chip or DRAM). If anyone at Atari is
reading this and knows what is really happening here, I'd love to
hear from you.

Rule #1: Use lots of antistatic protection when doing these mods!

--
Terry Zrust AT&T-ISL Denver, CO   (303) 538-4547

From -2411153755983652072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18cd4d51dfa502d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 07:21:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!amdcad!lll-crg!ucdavis!ucbvax!info-atari
From: Wartinger.Henr@XEROX.ARPA (Ray Wartinger)
Newsgroups: net.micro.atari
Subject: Re: computer lingo
Message-ID: <860114-072459-3233@Xerox>
Date: Tue, 14-Jan-86 10:21:55 EST
Article-I.D.: Xerox.860114-072459-3233
Posted: Tue Jan 14 10:21:55 1986
Date-Received: Thu, 16-Jan-86 04:50:06 EST
References: <380@vaxwaller.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

The term is "BIT-BLT" which stands for Bit Block Transfer and refers to
high speed copying of memory images from one location to another,
typically for updating a display's bitmap.

                              -- Ray

From -2325336793895720688

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,524117e643d9d8c3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 08:42:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site dmcnh.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!sii!dmcnh!mark
From: mark@dmcnh.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: ROM TOS
Message-ID: <219@dmcnh.UUCP>
Date: Tue, 14-Jan-86 11:42:43 EST
Article-I.D.: dmcnh.219
Posted: Tue Jan 14 11:42:43 1986
Date-Received: Thu, 16-Jan-86 04:48:27 EST
Distribution: net
Organization: Datamedia Corp, Nashua, NH
Lines: 33

[]

Rumors about Rom Tos functionality are starting to float across
the compuserve atari sigs. Specifically:

1) Dialog boxes crash on '_' characters

2) They didn't fix the notorious 3 compile puts the
desktop to sleep problem. (What? run some batch
programs like the compiler/linker a few times, say 3 or 4
cycles of edit - compile - link - run. Eventually
the desktop forgets about all of your open directory
windows.)

Any other bad news out there?

Also, many of us put out $300.00 bucks for the developers package, and
received several items that were distinctly broken, and a few things that
were missing. Namely: the command and batch programs have bugs, the
RSC takes a hike frequently, the archiver, icon editor, and various
pieces of documentation are missing, the symbolic interactive debugger
doesn't function at all like the documentation, and the C compiler has
a few irregularities. While I was pleased to receive the Emacs editor
and the new docs for bios, that was months ago, since then a distinct
lack of upgrades have been pouring out of Atari. What gives?

And finally, before I put out $600 for the hard drive, Anyone got one in
use who would like to report on it?

Oh, finally, I don't care where Atari sells ST's, but they sure as hell
should provide a supported and reasonably priced upgrade from 512K to
1024K. I can't believe the drivel about how selling an ST for $500
bucks makes it less of a machine than if you sold it for $1500 bucks.

From -7300262241225194474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3bcfc7a723b8505
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,a3bcfc7a723b8505
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,a3bcfc7a723b8505
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-14 08:52:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ecsvax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!ecsvax!mjg
From: mjg@ecsvax.UUCP
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: The real debate begins: Atari ST vs Commodore 128
Message-ID: <1080@ecsvax.UUCP>
Date: Tue, 14-Jan-86 11:52:09 EST
Article-I.D.: ecsvax.1080
Posted: Tue Jan 14 11:52:09 1986
Date-Received: Fri, 17-Jan-86 05:55:56 EST
References: <330@3comvax.UUCP> <9242@ritcv.UUCP> <14486@rochester.UUCP>
Distribution: net
Organization: North Carolina Educational Computing Service
Lines: 11
Xref: watmath net.micro.amiga:1563 net.micro.atari:2378 net.micro.mac:4101

I think it is time that people redirected their energies to writing
some useful programs instead of boring us all with this interminable
ST versus Amiga debate. Then we would all be better off. The public
will decide with their checkbooks and credit cards and until then
contributing good programs to the machine of your choice would be
far more valuable to your cause.

Mike Gingell   ...decvax!mcnc!ecsvax!mjg

From -2395553265329135944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,219c74c5db70c4ed
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15cf62,219c74c5db70c4ed
X-Google-Attributes: gid15cf62,public
X-Google-Thread: 129c11,219c74c5db70c4ed
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1986-01-14 08:57:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site hplabsc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!decwrl!

amdcad!amdahl!hplabsc!dsmith
From: dsmith@hplabsc.UUCP (David Smith)
Newsgroups: net.micro,net.micro.atari,net.rumor
Subject: Re: Atari to introduce TT?
Message-ID: <36@hplabsc.UUCP>
Date: Tue, 14-Jan-86 11:57:22 EST
Article-I.D.: hplabsc.36
Posted: Tue Jan 14 11:57:22 1986
Date-Received: Fri, 17-Jan-86 01:47:31 EST
References: <4759@alice.UUCP> <33@mit-vax.UUCP>
Organization: Hewlett Packard Labs, Palo Alto CA
Lines: 64
Xref: watmath net.micro:13498 net.micro.atari:2366 net.rumor:1208

> A friend just told me he was expecting Atari to introduce a
>"TT" line of computers- the "TT" standing for "thirty-two/thirty-two", using
> ...
> Anyone else heard of this beast? (Post replies to net.micro.atari,

From Electronic Engineering Times, Jan. 6, 1986:

Atari Preps 32-Bit Unix Workstations
Mulls 68K, WE32100

Atari Corp. is ready to light the fuse on a series of high-performance, low-cost computer workstations.

The multitasking computer workstations may sell for about $1,000. They will have screen resolution in the megapixel range and may use either or both the Motorola 68000 family or AT&T's WE32100 chip set.

Prototypes of the new workstation systems are said to be working now. Production could commence before the second quarter.

Atari had a less-than-nine-month design cycle for its 68000-based ST system. It is already well-recognized as a serious contender in producing 68000-based desktop computers for between $500 and $1,000.
[Serious contender? Who else is contending? -- DRS]

The $800 512k ST system is gaining momentum as it pursues Apple's Macintosh, and gradually outpaces Commodore's Amiga system in installed units. While company chairman Jack Tramiel boasted last January that he would sell several million STs in 1985, analysts believe Atari will chalk up eight-month sales figures ranging from 125,000 to 200,000 STs.

The AT&T Connection

The majority of these STs are in Europe. The STs went on sale there two months ahead of the United States, where FCC radiation regulations were being met.

Last spring, Atari's engineers were keen on National Semiconductor's 32000 family of micros. That enthusiasm waned when designers found that compiler

and system software for the 32000 family gave the prototypes little more clout than the 68000-based 520ST.

The next system candidates sported a 68000 air. Atari has built 68010- and 68020-based systems that are accommodating to existing ST software while offering the potential for true multitasking capabilities in the future.

But Atari designers also are very taken with workstations designed around AT&T Technologies' WE32100 processor. Prototype workstations with AT&T megabit-RAM chips are being polished as entry-level Unix workstations.

Coincidentally, AT&T has been scouting for both a design and a manufacturer capable of delivering a low-cost system to better spread the gospel of its Unix System V. The Atari workstation design could neatly fill the bill.

Last summer, AT&T managers described as "unfounded" reports that they were courting Apple, AT&T [sic] and Commodore for a low-end personal computer. AT&T admits having had talks with each of the 68000-desktop micro makers. But the topic at that time was not workstations. The talks revolved around the personal computer offerings of each.

---------- End of article ----------

David Smith
H. P. Laboratories

From -5451198689054257114
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c09d217facc38469,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 09:05:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site sdcarl.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!
sdcsvax!sdcc3!sdcarl!tre
From: tre@sdcarl.UUCP (Tom Erbe)
Newsgroups: net.micro.atari
Subject: DMA information request
Message-ID: <282@sdcarl.UUCP>
Date: Tue, 14-Jan-86 12:05:24 EST
Article-I.D.: sdcarl.282
Posted: Tue Jan 14 12:05:24 1986
Date-Received: Fri, 17-Jan-86 01:56:52 EST
Organization: Computer Audio Research Lab, UCSD, San Diego, Calif.
Lines: 13

I would like to know what kind of protocol the DMA port on the atari 520st uses. Since it is the only high speed port on the machine, it would be nice if it was a general purpose port and not completely tied to hard-disk type devices. Could someone with the developer's kit help me out here?

Thanks in advance,
thomas r. erbe
{ucbvax,ihnp4,akgua,hplabs,sdcsvax}!sdcarl!tre
--
thomas r. erbe
{ucbvax,ihnp4,akgua,hplabs,sdcsvax}!sdcarl!tre

From 2597222751367941165
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,db554497cd1e5e25,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 09:17:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site unmvax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!cmcl2!lanl!unm-la!unmvax!wampler
From: wampler@unmvax.UUCP
Newsgroups: net.micro.atari
Subject: Public Domain Editor binary?
Message-ID: <964@unmvax.UUCP>
Date: Tue, 14-Jan-86 12:17:45 EST
Article-I.D.: unmvax.964
Posted: Tue Jan 14 12:17:45 1986
Date-Received: Fri, 17-Jan-86 05:59:37 EST
Distribution: net
Organization: Univ. of New Mexico, Albuquerque
Lines: 17

After seeing all the flames about binaries, I thought I'd ask first. I just posted the C sources to a very good public domain editor I wrote to net.sources. I know most of you don't have the C development system, and I'd be willing to post the uuencoded version of the compiled editor if there is enough positive response. I'll also make copies for anyone who sends a disk and a return envelope. Please check net.sources 1 of 7 and 7 of 7 for the documentation.

--
Dr. Bruce E. Wampler
Department of Computer Science
University of New Mexico
Albuquerque, NM 87131

..{ucbvax | gatech | ihnp4!lanl}!unmvax!wampler

From 1142941214807711699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3dfeecd28781a8e6,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1986-01-14 09:23:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: missing byte in disk write/read (800XL)
Message-ID: <8601141723.AA15489@mitre-bedford.ARPA>
Date: Tue, 14-Jan-86 12:23:51 EST
Article-I.D.: mitre-be.8601141723.AA15489
Posted: Tue Jan 14 12:23:51 1986
Date-Received: Thu, 16-Jan-86 04:54:16 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 19

I have been trying to get COMPUTE!s MLX Machine Language Editor to work on my
800XL to type in SpeedScript 3.0 from a published binary listing. (Please
hold back your comments on the sanity of doing this when machine readable
versions are available...) I find that MLX itself works fine except that when
I save and reload the program, the data appears shifted, as though one byte
got lost somewhere and everything has been moved forward in the memory image.
The version of MLX I am using is in COMPUTE!s book on SpeedScript 3.0 for the
Atari.

I seem to recall that there was a comment about such a problem on the net a
few weeks ago regarding sector write/read operations. Does anybody out there
know about this? Is there an "approved" fix? Am I causing trouble for myself
by using an older DOS (2.0 or so)? Will the problem magically go away if I
use the 3.0 DOS that came with the disk drive?

Any help will be greatly appreciated.

-John Sangster
jhs at mitre-bedford.arpa

From 314846344652960021
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8ace24072f091f03,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 09:29:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: request for net address
Message-ID: <8601141729.AA15763@mitre-bedford.ARPA>
Date: Tue, 14-Jan-86 12:29:59 EST
Article-I.D.: mitre-be.8601141729.AA15763

Posted: Tue Jan 14 12:29:59 1986
Date-Received: Thu, 16-Jan-86 04:54:47 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 5

Does anybody happen to recall David Young's E-mail address on the net?
(If so, please don't just reply 'yes' -- mail it to me!!! Thanks!)

-John Sangster
jhs at mitre-bedford.arpa

From 7328283306979206366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5ffaf31e0e7effd3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 10:01:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site yetti.UUCP
Path: utzoo!utcs!mnetor!yetti!oz
From: oz@yetti.UUCP (Ozan Yigit)
Newsgroups: net.micro.atari
Subject: Re: facts about marketing
Message-ID: <303@yetti.UUCP>
Date: Tue, 14-Jan-86 13:01:50 EST
Article-I.D.: yetti.303
Posted: Tue Jan 14 13:01:50 1986
Date-Received: Tue, 14-Jan-86 16:15:08 EST
References: <12174475176.8.MRC@PANDA>
Reply-To: oz@yetti.UUCP (Ozan Yigit)
Organization: York University Computer Science
Lines: 41
Summary:

In article <12174475176.8.MRC@PANDA> MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
writes:
>
>   There are several ways you can build and market a computer
>to replace (or compete with) some other computer:
>(1) build a better machine and charge more
>(2) build a better machine and charge the same
>(3) build a better machine and charge less
>(4) build an equivalent machine and charge less
>(5) build an inferior machine and charge less
>
     So, what do you think is the classification of ST ???
     If #5, in comparison to what ??? There is something
     called price/performance ratio, and ST is well placed
     with that respect.
>
>This is fine for throwaway computers (a.k.a. toy computers), but
>not for serious computers. A software developer writing a

>serious application is going to want the machine to be on the
>market for some time so his software product would be saleable.

Are you saying that if there is 5,000,000 ST's out there,
than a developer will ignore it simply because it somehow
appears to be a throwaway computer because of its cost ??
How about the market forces exerted by a product like ST ??
Or did atari make a mistake by not pricing their hardware
in some inflated fashion ?? And just what is a throwaway
computer ?? C64 ?? Apple][?? Perhaps our stance from
VAXinated ivory towers does not quite mesh with what
that 13-year-old thinks of "throwaway" computers. I have
a feeling that how the ordinary folk think about a computer
is much more important than how this entire net thinks about
a computer.
Oz

--
Usenet: [decvax|allegra|linus|ihnp4]!utzoo!yetti!oz
Bitnet: oz@[yusol|yuyetti]
In the beginning, there was Word all right, except
it wasn't fixed number of bits.

From -236784246567659488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4a61b18414608540
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 11:19:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Keeping developers happy
Message-ID: <860114-112727-3450@Xerox>
Date: Tue, 14-Jan-86 14:19:42 EST
Article-I.D.: Xerox.860114-112727-3450
Posted: Tue Jan 14 14:19:42 1986
Date-Received: Thu, 16-Jan-86 05:08:03 EST
References: <2b5128ea.917@apollo.uucp>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

> o The first thing you are told to do is make a backup copy of your system
> disk. SO WHY DON'T THEY GIVE YOU A BLANK DISK TO DO IT ON ? (The same
> goes for the language disk, if you *really* want to use Atari-LOGO).

I would suggest using the LOGO disk to back up the system disk. :-)

From 7576759368207006281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7cb549338a07379
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 11:19:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Digital clock desk accessory for Atari 520ST
Message-ID: <860114-112730-3451@Xerox>
Date: Tue, 14-Jan-86 14:19:47 EST
Article-I.D.: Xerox.860114-112730-3451
Posted: Tue Jan 14 14:19:47 1986
Date-Received: Thu, 16-Jan-86 05:08:20 EST
References: <483@looking.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

Hurray!!!

We are finally getting some source code for the ST on this dl (just like they have on the Amiga dl). Keep up the good work. As soon as I have something to contribute I will return the favor by posting it.

John

From 2248602681093793902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c506df7340ae57d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 11:33:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: Calling Atari
Message-ID: <8601161534.AA07524@ucbvax.berkeley.edu>
Date: Tue, 14-Jan-86 14:33:57 EST
Article-I.D.: ucbvax.8601161534.AA07524
Posted: Tue Jan 14 14:33:57 1986
Date-Received: Sat, 18-Jan-86 00:44:29 EST

Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 20

I have been trying to get some information from ATARI regarding some warranty service that they did for me (I am still waiting to get the &(*)(*&@#$ computer and monitor back via UPS.

I tried in vain for two days to get through over the telephone using these two numbers:

1 - (408) 745-2000
          745-4851

Both numbers were constantly busy, and after calling about 20 times at 15 minute intervals I quit in disgust and mailed them a letter. If I am ever have to call them again (God Forbid!) could any of you suggest some other numbers to call that one would have a nonzero probability of getting through on?

Eric Terrell

CSNET address terrell@ohio-state

From 7691447132657377850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdef6b31164d5c61,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 12:31:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site pur-ee.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!mckay
From: mckay@pur-ee.UUCP (Dwight D McKay)
Newsgroups: net.micro.atari
Subject: 520ST ==> 1040ST upgrade path?
Message-ID: <3612@pur-ee.UUCP>
Date: Tue, 14-Jan-86 15:31:25 EST
Article-I.D.: pur-ee.3612
Posted: Tue Jan 14 15:31:25 1986
Date-Received: Fri, 17-Jan-86 02:45:01 EST
Reply-To: mckay@pur-ee.UUCP (Dwight D McKay)
Organization: Electrical Engineering Department , Purdue University
Lines: 9
Keywords: atari 520ST upgrade onemeg

Does anyone know if Atari will be providing an upgrade path for the current 520ST owners to an "official" 1040ST? I'm not sure I could do the piggy backing myself.

Alternatively, does anyone recommend a shop which does the upgrade to 1 meg? The best I've seen wants $200 for the $50 of parts. Is this

reasonable? Anyone interested in upgrading mine for less?

--Dwight Mckay, ECN Software Support [mckay@purdue-ecn]

From -2609219451470542016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,208cb574771eb789,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 13:13:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site apr.UUCP
Path: utzoo!watmath!clyde!cbosgd!osu-eddie!apr!thompson
From: thompson@apr.UUCP (The Software Warrior)
Newsgroups: net.micro.atari
Subject: Looking for Memory Boards for ST
Message-ID: <134@apr.UUCP>
Date: Tue, 14-Jan-86 16:13:26 EST
Article-I.D.: apr.134
Posted: Tue Jan 14 16:13:26 1986
Date-Received: Wed, 15-Jan-86 01:23:37 EST
Reply-To: thompson@apr.UUCP (The Software Warrior)
Organization: Advanced Programming Resources, Columbus OH
Lines: 16

A while back there was some discussion about commercial alternatives
to the 1 Meg piggy back upgrade. There were a couple of boards that were
mentioned as being in beta test or going to be available "REAL SOON
NOW". Can anybody point me to some of these boards ? Someone mentioned
that one board required no soldering. Any info would be appreciated.

                          Ed

+---+
| In Real Life   : Edward D. Thompson | Just Visiting |
| UUCP Address   : ..cbosgd!apr!thompson | This Planet |
| Compuserve Address : 75136,2024   +-------------------------+
| Postal Address   : 2715 Tuller Parkway Drive, Dublin, Ohio 43017 |
| Phone   : (614) 766-6901 |
+---+
* General Disclaimers, Trade Mark Recognitions, and anything else....... *

From -5350210138253264046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ddb3b64ec07ad280,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 14:11:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari

Subject: RE: Toy Store Model 520ST
Message-ID: <8601142211.AA26669@mitre-bedford.ARPA>
Date: Tue, 14-Jan-86 17:11:56 EST
Article-I.D.: mitre-be.8601142211.AA26669
Posted: Tue Jan 14 17:11:56 1986
Date-Received: Thu, 16-Jan-86 05:09:34 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 11

Note that the toy store version must have been modified for 60-Hz frame rate
to ensure satisfactory operation with NTSC televisions.

This means that it probably will also come with a monitor jack that will work
with standard monitors, whereas the Real Computer Store model will only drive
an Atari 70-Hz monitor!!!!

(I have the funny feeling I already said this; if so, my apologies to the net)

-John Sangster
jhs at mitre-bedford.arpa

From 3721000881599218069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1f3253444649f922,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 15:09:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site alice.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!aer
From: aer@alice.UucP (D. Rosenberg)
Newsgroups: net.micro.atari
Subject: sundry ST questions
Message-ID: <4815@alice.UUCP>
Date: Tue, 14-Jan-86 18:09:54 EST
Article-I.D.: alice.4815
Posted: Tue Jan 14 18:09:54 1986
Date-Received: Wed, 15-Jan-86 07:56:14 EST
Organization: Bell Labs, Murray Hill
Lines: 19

I have a few questions about the 520 ST I'm curious about:

    Speech synthesis: is there any?
    Sound digitization- ditto?

    Is it true that, by fiddling with interrupts, one is able to
get more colors on the screen than normally?

    Multitasking- is there any?
    Are double-sided disks and single-sided disks compatible/incompatible
with each other and with their respective drives in any way(s)?

Any meaningful responses appreciated-
I still can't decide between an ST and an Amiga...

--
##
#D. Rosenberg "Disclaimer: I'd never want to hurt anyone with My Opinions"
#(..{ihnp4,research,allegra}!alice!aer)

From -7026568013331363873
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2bf52cc1dff37d5c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-14 15:50:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site mhuxo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!mhuxm!mhuxo!gjphw
From: gjphw@mhuxo.UUCP (WYANT)
Newsgroups: net.micro.atari
Subject: 520 ST and non-Atari monitors?
Message-ID: <1186@mhuxo.UUCP>
Date: Tue, 14-Jan-86 18:50:49 EST
Article-I.D.: mhuxo.1186
Posted: Tue Jan 14 18:50:49 1986
Date-Received: Wed, 15-Jan-86 08:27:17 EST
Distribution: na
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 23

While I am considering the purchase of an Atari 520 ST, I wonder if anyone has any knowledge or experience about connecting the ST to a color monitor other than Atari's. Recently, a ST model with the capability to connect to a conventional television has been announced, but I am more interested in using the ST with an RGB monitor.

One difficulty appears to be interlacing. Most monitors, based on TV conventions, use interlacing. The 520 ST apparently generates a non-interlaced video signal. Ordinarily, these two formats are incompatible, forcing the prospective ST owner to also purchase the Atari monitor.

Have I misunderstood some detail concerning interlacing? Does anyone have experience connecting an ST to a generic RGB or composite video monitor? Does anyone else care about connecting an ST to a monitor other than Atari's?

Mail sent to me will probably serve best, unless someone wants to make this an item for public discussion.

Patrick Wyant
AT&T Bell Laboratories
Naperville, IL
ihnp4!ihwld!gjphw

From 4242030700695074325
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9213927eebe2f71c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 12:32:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: Public Domain Programs
Message-ID: <8601080233.AA02076@ucbvax.berkeley.edu>
Date: Tue, 7-Jan-86 15:32:27 EST
Article-I.D.: ucbvax.8601080233.AA02076
Posted: Tue Jan 7 15:32:27 1986
Date-Received: Wed, 8-Jan-86 23:26:05 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

I agree with the previous letter about public domain programs. Although I probably won't use the C programming language, I am planning to write several programs which I will be happy to share with readers of the net.micro.atari users' group. I hope others have this attitude - if they do, we'll have some free, fun software floating around in no time!

Eric Terrell   CSNET address: terrell@ohio-state

From 8599189123620489358
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,574e197c5a2456f2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 12:40:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: Software Reviews
Message-ID: <8601080221.AA01798@ucbvax.berkeley.edu>
Date: Tue, 7-Jan-86 15:40:49 EST
Article-I.D.: ucbvax.8601080221.AA01798
Posted: Tue Jan 7 15:40:49 1986
Date-Received: Wed, 8-Jan-86 23:25:36 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 34

I have almost no software for my 520ST, and I am in the market for a good compiler, word processor, LISP interpreter, telecommunication program, and drawing program, etc.

After my recent experience buying a C compiler for $60 that was a piece of trash (Hippo-C) I am reluctant to buy anything that I have not seen a review of.
The "lead time" of most magazines means that I will have to wait several months for reviews of obsolete versions of programs. Surely there are several of you in the net.micro.atari users' group that would be willing to share your impressions of 520ST software that you have used!

I would review software with some of the following criteria (you will have criteria of your own, certainly)

1. Name of program
2. What the program does
3. Is the program copy-protected (I almost refuse to buy protected software)
4. How extensive and useful is the program's documentation?
5. Price of program
6. From whom did you get the program
7. Does the program work as advertised?
8. Are there any significant bugs in the program?
9. Is source code available for the program?

    etc...

I hope some of you will review ST software soon (before I get burned again)

Thanks in advance,

Eric Terrell CSNET address: terrell@ohio-state

From 354651566724197424
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6c259dc442c831b4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 13:13:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ecn-pc.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!ecn-pc!wdm
From: wdm@ecn-pc.UUCP (Tex)
Newsgroups: net.micro.atari
Subject: Re: unix DOES need an MMU (well I think so!)
Message-ID: <451@ecn-pc.UUCP>
Date: Tue, 7-Jan-86 16:13:10 EST
Article-I.D.: ecn-pc.451
Posted: Tue Jan 7 16:13:10 1986
Date-Received: Wed, 8-Jan-86 09:03:26 EST
References: <933@mcvax.UUCP>
Reply-To: wdm@ecn-pc.UUCP (Tex)

Organization: Cybotech Product Development Laboratory
Lines: 16

In article <933@mcvax.UUCP> simon@mcvax.UUCP (Simon Kenyon) writes:
>
>what about all the relocation fancy footwork that unix does
>to handle the per process data area
    < Lots more "reasons" that UNIX needs an MMU >
>simon kenyon

    Your right, UNIX DOES need an MMU. I'll call Microsoft and H-P immediately
    and tell them to stop selling Xenix and HPUX because they can't possibly
    work. Boy are they going to be pissed. Oh well, they should have asked
    if they needed an MMU before they went ahead and ported UNIX to hardware
    that doesn't contain an MMU.

    Bill Michael

From 2387057652914965874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1b870e295d2bb571,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 17:36:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Action! (for the new owner) ---
Message-ID: <8601080151.AA01300@ucbvax.berkeley.edu>
Date: Tue, 7-Jan-86 20:36:00 EST
Article-I.D.: ucbvax.8601080151.AA01300
Posted: Tue Jan 7 20:36:00 1986
Date-Received: Wed, 8-Jan-86 23:25:08 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 36

I couldn't reply directly (I tried twice), so the rest of you
please bear with me (& toss in corrections if I mess up).

1) As another msg has already said, copying the Action! cart
   is not something you want to publicly advertise for.

2) Aside from that, it's impossible. The Action! cart is a
   (32k?) bank selected "super-cart", meaning that there are
   seperate sections of the Action! system that try to run
   in the same address space (and can do so due to the bank
   selection scheme). You can't get that out into one binary
   file.

3) You might not have to create an autorun.sys to compile each
   time. Try compiling Kermit. Write it to disk as "kermit.tmp"
   Make a copy of your rs232 driver as autorun.sys & then use
   the dos C option to append the two files
   (C
    What files? (or something like that)
    kermit.tmp,autorun.sys/a
    (rumble... rumble... rumble....)
    D
    What files?
    kermit.tmp
)

    Now, you have the disadvantage of having to reboot the system
    each time you want to communicate, but you don't have to re-compile
    each time.

Good luck,

         -Richard Hartman
         max.hartman@ames-vmsb

From 276276522437006903
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,826422859f1c486b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 19:02:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: jcm@ORNL-MSR.ARPA (James A. Mullens)
Newsgroups: net.micro.atari
Subject: Re: program needed
Message-ID: <8601080302.AA05759@ORNL-MSR.ARPA>
Date: Tue, 7-Jan-86 22:02:49 EST
Article-I.D.: ORNL-MSR.8601080302.AA05759
Posted: Tue Jan 7 22:02:49 1986
Date-Received: Thu, 9-Jan-86 00:08:29 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 21

I have written, in assembly language, a simple graphics package for a 400/600
which waits for commands to come in from the serial bus (which is really a
modified RS232 interface).

I let the host computer simulate an Atari disk while the Atari powers up,
which allows the host computer to load a bootstrap program to the Atari.
This bootstrap is actually a graphics command handler, which "takes over" the
machine and monitors the serial bus for commands from the host.

I implemented a small set of graphics primitives (point draw, set draw color,
init screen, etc). I think the higher level graphics stuff is best done on
the host side in higher level language.

If you know something about 6502 code you might be able to modify this to
do what you want. If you are interested, call me at:

  615/574-5564 (tell secretary I said to forward the call or find me)
  615/691-7957 home, after 6PM EST

regards
  jim mullens

From 2317103453524468649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d693c5efce515e6a
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 13544e,d693c5efce515e6a
X-Google-Attributes: gid13544e,public
X-Google-ArrivalTime: 1986-01-07 19:20:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!sean
From: sean@ukma.UUCP (Sean Casey)
Newsgroups: net.micro.atari,net.unix
Subject: Re: unix brings back obscurity?
Message-ID: <2457@ukma.UUCP>
Date: Tue, 7-Jan-86 22:20:19 EST
Article-I.D.: ukma.2457
Posted: Tue Jan 7 22:20:19 1986
Date-Received: Wed, 8-Jan-86 06:26:35 EST
References: <1092@cvl.UUCP>
Reply-To: sean@ukma.UUCP (Sean Casey)
Distribution: net
Organization: The White Tower @ The Univ. of KY
Lines: 16
Xref: watmath net.micro.atari:2196 net.unix:6777

* Unix (TM) is a trademark of Bell Labs to describe the
absolutely wonderful operating system for programmers that
large segments of the computer industry have adopted not because
it is what they want but because it is portable. It also
describes the philosophy of those programmers whose goals in
designing Unix were to make a an operating system that would be
efficient and flexible to meet the needs of sophisticated users.

--
Sean Casey   UUCP: sean@ukma.UUCP   or

915 Patterson Office Tower   {cbosgd,anlams,hasmed}!ukma!sean
University of Kentucky   ARPA: ukma!sean@ANL-MCS.ARPA
Lexington, Ky. 40506-0027   BITNET: sean@UKMA.BITNET

From 8547804124543519133
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dc3bf36c16f07772,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 21:33:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: as68.doc
Message-ID: <8601080903.AA07930@ucbvax.berkeley.edu>
Date: Wed, 8-Jan-86 00:33:51 EST
Article-I.D.: ucbvax.8601080903.AA07930
Posted: Wed Jan 8 00:33:51 1986
Date-Received: Thu, 9-Jan-86 00:09:37 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 107

```
*****************************************************************************
*                          A68 - MC68000 ASSEMBLER                          *
*****************************************************************************
```

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A68 VERSION 1.0 PLACED IN THE PUBLIC DOMAIN WITH THE PROVISION
THAT IT NOT BE SOLD FOR PROFIT WITHOUT THE AUTHOR'S CONSENT.

A68 VERSION 2.0 IS PLANNED AS A COMMERCIAL RELEASE IN MID DECEMBER.
CONTACT THE AUTHOR FOR FURTHUR INFO.

A68 TAKES A STANDARD 68000 ASSEMBLY LANGUAGE SOURCE FILE WITH THE
EXTENSION .A68 AND PRODUCES A GEMDOS .PRG FILE.

THE COMMAND LINE TAKES THE FORM
A68 filename

THE SOURCE FILE SHOULD CONTAIN STANDARD 68000 ASSEMBLY LANGUAGE
AS DESCRIBED IN THE M68000 PROGRAMMER'S REFERENCE MANUAL.

EACH LINE TAKES THE FORM:
[label] opcode[.ext] [source],[destination] [comments] or
*[comments]

LABELS - must start in the first column with a letter. They are
valid to 6 characters and contain letters and digits. Lower case

letters are converted to upper case by a68. A label must be
follow by a white space character (TAB or SPACE).

COMMENT LINES - are indicated by a * in the first column.

OPCODE - must be preceded by white space. The ext is .b for byte
.w for word and .l for longword. If left out .w is assumed. The
branch instructions use .b and .w for short and long branch.

OPERANDS - must be prceded by white space and separated by a
comma. The addressing modes follow the standard as follows:

SP is not accepted in place of A7 or a7.

The absolute short addressing mode is not supported by GEMDOS.
Absolute long is assumed as the default unless .w is used as the extension.

The address register with displacement (with or without an index)
mode is treated as follows:
     d(An)   d is treate as an absolute displacement.

The program counter with displacement (with or without an index)
mode is treated as follows:
     d(PC)   d is treated as location to which a displacement
is calculated.

For the displacement with index modes the length of the index
must be specified by the .w or .l extension.

# indicates immediate data

$ indicates hex (i.e. #$ff is immediate data 255).

Only simple expressions are accepted by version 1.0. (no + - etc.)

THE FOLLOWING PSEUDO-OPS ARE SUPPORTED:

EQU
label EQU value
use the EQU to reference absolute memory locations. The locations
referenced by a EQU are not relocated by GEMDOS.

ORG
 ORG value
use only as the first opcode in a file to create an absolute file
without the GEMDOS relocation information.

DC.[ext]
 DC.B 'string',$hexvalue,decimalvalue etc.
defines constants of lenght .ext. Moves to next even address
after DC.B.

DS.[ext]

 DS.l value
reserves value number of locations of length .ext.

DCB.[ext]
 DCB.W count,value
defines constant value count number of times.

A68 ERROR MESSAGES ARE REPORTED AS THE SOURCE CODE IS DISPLAYED
ON THE CONSOLE IMMEDIATELY AFTER THE ERROR IN THE FORM <**En**>.

1 - Illegal opcode
2 - Duplicate label
3 - undefined label
4 - illegal operand
5 - illegal size
6 - branch out of range
7 - displacement out of range

THE SYMBOL TABLE IS LISTED AT THE CONCLUSION OF THE ASSEMBLY AND
A68 WAITS THE A SPACE BEFORE RETURNING.

IF YOU FIND A BUG PLEASE REPORT IT TO

BOB BROWN
53 CLIFF LANE
LEVITTOWN N.Y. 11756

From -3020165679017259899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3ebe709556016e0b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 23:01:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ucbvax!info-atari
From: RSMAGRUD@WEIZMANN.BITNET (Randy Magruder)
Newsgroups: net.micro.atari
Subject: 800xl's and modems
Message-ID: <8601081153.AA09960@ucbvax.berkeley.edu>
Date: Wed, 8-Jan-86 02:01:00 EST
Article-I.D.: ucbvax.8601081153.AA09960
Posted: Wed Jan 8 02:01:00 1986
Date-Received: Thu, 9-Jan-86 03:31:41 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 26

Hi again,

when I wrote about the Action cartridge being put onto a diskette I
was more or less thinking of a one time use of Action simply to compile

some sort of Kermit self-booting alreaydy-compiled thing, not for Action itself. You all have helped changed my mind so I'll still use the cartridge for Kermit, but It sounds like a good language to learn.

I have a few questions about dialing into mainframes. In logging onto the 3081 mainframe here (cp/cms) everything I type is in uppercase until I hit the caps key (800XL) and then everything is in lower case. The only way to type words in uppercase is to hold down the shift key, because the caps key no longer sets it into capital letters. Does anyone know how to do this?

Also, when logging into a VAX/UNIX system here, MODEMLINK is interpreting something as slashes. For instance, /T/h/i/s/ w/o/r/d/ . How can I prevent this? Also, I haven't found a way to work mixed case from home, just upper case, though of course on the terminals here at weizmann I can.

That's all for this time...

Randy

From 1690174489091000236
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6281fb7bc6e0cd0f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 03:05:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ucbvax!cory!erich
From: erich@cory.BERKELEY.EDU (nnamrreH cirE)
Newsgroups: net.micro.atari
Subject: Re: Unix without an MMU
Message-ID: <11372@ucbvax.BERKELEY.EDU>
Date: Wed, 8-Jan-86 06:05:49 EST
Article-I.D.: ucbvax.11372
Posted: Wed Jan 8 06:05:49 1986
Date-Received: Thu, 9-Jan-86 03:31:28 EST
References: <8601071721.AA03900@ucbvax.berkeley.edu>
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: ranjit@bugs.UUCP (Ranjit Bhatnagar)
Organization: University of California, Berkeley
Lines: 8
Summary: How does the PC do it?

There are several implementations of UNIX-like operating systems, with multitasking, on the MMU-less IBM PC and compatibles. However it is done, it seems to be at least nominally compatible with UNIX. What methods are used here? Could they be applied to a 68000-based system? Am I missing the point entirely? (Perhaps PC UNIX's fork() does NOT act like real UNIX.)

Ranjit Bhatnagar

From -1518850324063520189
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3ebe709556016e0b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 05:56:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ucbvax!info-atari
From: Fleysher.wbst@XEROX.ARPA (Dan Fleysher)
Newsgroups: net.micro.atari
Subject: Re: 800xl's and modems
Message-ID: <860108-055621-4539@Xerox>
Date: Wed, 8-Jan-86 08:56:12 EST
Article-I.D.: Xerox.860108-055621-4539
Posted: Wed Jan 8 08:56:12 1986
Date-Received: Thu, 9-Jan-86 03:31:53 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

Hope this is not the 1000th response on this topic. The Atari caps key
does not work like a typewriter shiftlock key. Hold down the shift key
and hit the caps key. That locks you into uppercase. Hit the caps key
without holding down shift and you are back to lower case again.

I believe the T/h/i/s /w/o/r/l/d is an attempt to show that you are
logged in in all upper-case mode and are typing lower case. Next time
log in in lower case and the /'s will disappear.

Dan

From -3816602793000324755
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f14b56de97b3188,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 06:39:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ucbvax!info-atari
From: Hewitt.Wbst@XEROX.ARPA (Bob Hewitt)
Newsgroups: net.micro.atari
Subject: 850 Interface module needed
Message-ID: <860108-064146-4557@Xerox>
Date: Wed, 8-Jan-86 09:39:15 EST
Article-I.D.: Xerox.860108-064146-4557
Posted: Wed Jan 8 09:39:15 1986
Date-Received: Thu, 9-Jan-86 03:32:06 EST

Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

A friend of mine is looking for an 850 interface module. Anyone have an
extra they will part with??

Bob

From 3797766279102671665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7edda2b606a9f585
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 07:07:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ucbvax!info-atari
From: dan@BBN-PROPHET.ARPA (Dan Franklin)
Newsgroups: net.micro.atari
Subject: Re: Pub domain C progs
Message-ID: <8601081522.AA12345@ucbvax.berkeley.edu>
Date: Wed, 8-Jan-86 10:07:02 EST
Article-I.D.: ucbvax.8601081522.AA12345
Posted: Wed Jan 8 10:07:02 1986
Date-Received: Thu, 9-Jan-86 03:32:19 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 22

One good source of public-domain programs is Antic magazine. They have some
public-domain and low-cost programs that I'm certain to get (sorry, it's at
home so I can't give examples). Anyone who wants to do serious things with an
ST should subscribe to Antic and probably Analog as well.

It was from one of these magazines (Antic, I think) that I learned that the 520
ST has the ability to interrupt at the start of the horizontal and vertical
retrace intervals. In those intervals you can change things like the color
registers (which is what the example program did) and also, I hope, the
starting address for the bitmap. If you can change the bitmap's address on
every vertical retrace you can do really nice smooth scrolling. If you can
change it on every horizontal retrace as well you could provide (full-width
only) windows very efficiently.

Unfortunately, if the ST documentation tells you how to do this kind of thing I
haven't found it yet. I was rather annoyed that the hardware descriptions that
came with the developer's kit told me about the keyboard, the sound chip, the
DMA chip, and the diskette driver chip, but not a word about the display chip.
Have later developer's kits remedied this problem? Or is the information
buried somewhere I haven't found yet?

     Dan Franklin   dan@bbn-prophet.arpa   ima!bbncca!dan

From -8344409030391058489
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6d9369e36f772a1a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 07:42:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!trwrb!
trwrba!mdf
From: mdf@trwrba.UUCP (Mark D. Falleroni)
Newsgroups: net.micro.atari
Subject: 520ST COMM Source Request
Message-ID: <1778@trwrba.UUCP>
Date: Wed, 8-Jan-86 10:42:20 EST
Article-I.D.: trwrba.1778
Posted: Wed Jan 8 10:42:20 1986
Date-Received: Sat, 11-Jan-86 07:07:58 EST
Organization: TRW EDS, Redondo Beach, CA
Lines: 10

Dan,
        I tried mailing the source to you but could not get through.
I could re-post to net.sources or net.micro.atari again. You decide
and let me know.

                Mark Falleroni
                Ogden Engineering Office
                TRW Defense Systems
                <mdf>

From -5395807067595094658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b80c71fe475aca39,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 08:50:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ucbvax!info-atari
From: Emanuel.henr@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Aquiring a charge in space ?
Message-ID: <860108-085152-4618@Xerox>
Date: Wed, 8-Jan-86 11:50:00 EST
Article-I.D.: Xerox.860108-085152-4618
Posted: Wed Jan 8 11:50:00 1986
Date-Received: Thu, 9-Jan-86 03:32:31 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

If a body is in low Earth orbit will the surfaces of the object become charged by triboelectric effect from collisions with the molecules that are present, albiet scattered & few in number compared to atmosphere, in the space it passes through ? Is there a reasonable guess as to the charge level that might result. I expect that there might be some equilibrium level that would be reached, but that is just a guess.

Keith Emanuel
Human Factors
Xerox Corp.

From 3740645975952559391
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3ebe709556016e0b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 09:57:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ucbvax!info-atari
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: 800xl's and modems
Message-ID: <860108-095713-4690@Xerox>
Date: Wed, 8-Jan-86 12:57:14 EST
Article-I.D.: Xerox.860108-095713-4690
Posted: Wed Jan 8 12:57:14 1986
Date-Received: Thu, 9-Jan-86 03:32:44 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

I would like to clear up a common misconception about ACTION!. You don't need the ACTION! cartrige in order to run programs written in ACTION!. If you have the ACTION! runtime package (about $30 from O.S.S.) then you can compile ACTION! programs into binary files which can be run directly from DOS. However, if you do not have the run time package then you will need the cartrige to run the programs.

John

From -8979627891306145595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25eef942e4e99d7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 10:45:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gitpyr.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: ST timer tick?
Message-ID: <1241@gitpyr.UUCP>
Date: Wed, 8-Jan-86 13:45:20 EST
Article-I.D.: gitpyr.1241
Posted: Wed Jan 8 13:45:20 1986
Date-Received: Thu, 9-Jan-86 03:39:10 EST
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Organization: Georgia Institute of Technology
Lines: 16

Can anyone tell me how I can get a simple timer tick on my ST? I need a
high resolution timer so that I can record keystrokes off of MIDI for a
simple sequencer I'm writing. However, I've looked through all the
developer documentation and can't figure out how to do it... Do I have to
write an interupt handler to count timer interupts? (ugh...) I can't believe
it's as hard as that...

=-=
Progress means replacing something wrong with something more subtly wrong.

    Steve Tynor
    Georgia Instutute of Technology

 ...{akgua, allegra, amd, harpo, hplabs,
     ihnp4, masscomp, ut-ngp, rlgvax, sb1,
     uf-cgrl, unmvax, ut-sally} !gatech!gitpyr!tynor

From -2030191525956566675
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,590091e6503a8175,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 10:55:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site bonnie.UUCP
Path: utzoo!watmath!clyde!bonnie!jf4
From: jf4@bonnie.UUCP (John Fournay)
Newsgroups: net.micro.atari
Subject: Developer info request
Message-ID: <680@bonnie.UUCP>
Date: Wed, 8-Jan-86 13:55:36 EST
Article-I.D.: bonnie.680
Posted: Wed Jan 8 13:55:36 1986
Date-Received: Wed, 8-Jan-86 23:57:56 EST
Organization: AT&T Bell Laboratories, Whippany NJ
Lines: 5

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
Could someone provide me with the details of becoming

a software developer for the 520 ST, please?
Thanks much,
John

From 5202025179124730593
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,723e162d5dd5e77e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 11:08:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 1meg upgrade killer
Message-ID: <8601081908.AA15608@ucbvax.berkeley.edu>
Date: Wed, 8-Jan-86 14:08:21 EST
Article-I.D.: ucbvax.8601081908.AA15608
Posted: Wed Jan 8 14:08:21 1986
Date-Received: Thu, 9-Jan-86 03:46:24 EST
References: <8601071848.AA02085@sdcc6.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 537

---------- The "original" article ----------

>From drutx!ihnp4!mhuxn!mhuxr!ulysses!burl!clyde!bonnie!akgua!whuxlm!harpo!decvax!
genrad!panda!talcott!harvard!seismo!lll-crg!gymble!umcp-cs!eneevax!ravi Mon Sep 9
18:14:26 1985
Relay-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: druhi!drutx!ihnp4!mhuxn!mhuxr!ulysses!burl!clyde!bonnie!akgua!whuxlm!harpo!
decvax!genrad!panda!talcott!harvard!seismo!lll-crg!gymble!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: 1 Meg ST upgrade (long)
Message-ID: <360@eneevax.UUCP>
Date: Mon, 9-Sep-85 18:14:26 MDT
Article-I.D.: eneevax.360
Posted: Mon Sep 9 18:14:26 1985
Date-Received: Wed, 11-Sep-85 23:00:50 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 213

I am forwarding these instructions to the net as the original
author does not have access to usenet. So far he and I as far as
I know are the only ones who have upgraded to 1 meg. If you are
brave enough to try this upgrade you might want to let us know
if you succeeded or perish the thought failed.

-ravi

==========

Date: Wed, 28 Aug 85 20:53:05 pdt
From: Gert Slavenburg <gert@Pescadero>
Subject: manual to 520ST 1 Meg upgrade
To: info-st@eneevax
Status: RO

I had enough requests to justify sending this out to all of you at info-st.
Good luck with the modification. Cheers will be appreciated, as well as
examples of use of the full 1 Meg - it's lonely at the top.

Directions for expanding the Atari 520ST memory to 1 MByte
==========

WARNING : This is a hardware modification that will void the warranty of
your 520ST. If you do not have the appropriate tools or experience you
have a substantial chance of ruining your 520ST. Proceed at your own risk !
This modification has been in my 520ST without any problems for 6 days now.
However, I have (of course) not checked with knowledgable sources at Atari
to verify if this modification endangers the long term machine reliability
and/or software compatibility (I suspect it may endanger their software
compatibility if enough of us do it !).

tools/components needed :
==========

16 256k * 1 RAM chips, 150 nSec. access time type, e.g. NEC 41256C-15.
(available at e.g. Fry's Electronics, Sunnyvale, CA for $ 2.77 each)

A good quality, preferrably temperature controlled soldering iron, with
a miniature tip (tip should be narrow enough to avoid touching 2 I.C. pins
at the same time). E.g. Weller type soldering station.

Good quality resin core solder (thin).

Approximately 4 foot of wire-wrap wire and a good stripper for it.
(you will have to route 3 wire's over a sequence of I.C. pins. The
easiest way to do this is to have a stripper allowing you to shift the
isolation forward over the wire, solder the next point, measure new length,
shift over insulation etc. until the endpoint). The "No Nik" .014" (dark
green handle) wire wrap stripper is the best tool for this. Available
e.g. at Jensen tools, Phoenix, AZ (602) 968-6231 catalog no H4B305.

De-soldering wick and solder suction tool.

Philips type screwdriver (for opening your ST), tweezers, pliers etc.

A steady hand and self-confidence.

explanation of the modification :
==========

(Please read the rest of this document before starting. It may save you time and a 520ST)

The current memory inside the 520ST consists of 16 256k*1 RAM chips.
Address (A0..A8) lines are common to all those chips.
The WriteEnable line is also common to all chips.
Data (in and out) lines are (of course) individual. The RAS (Row-Address Strobe) line is common to all chips. The 8 chips forming the high order byte group have one common CAS line, and the 8 forming the low order byte group have one common CAS line (CAS is used as enable for write operations, suchthat WriteEnable can be common to both groups).
The high order group from MSB to LSB consists of U45,44,43,42,38,34,33,32.
The low order group of U30,29,28,25,24,18,17,16. Note that all chips are adjacent, though the numbering has gaps. RAS0, CAS0H and CAS0L are supplied from U15 pin 8,6 and 7 respectively. (The 0 indicates bank 0)

Bank 1 that you are going to build in will be "piggy-backed" on top of the current chips, where all pins of the new chips EXCEPT RAS (pin 4) and CAS (pin 15) are soldered to the old chips equivalent pin. Thus they will end up sharing addresses, data, WriteEnable and power and ground with the existing chips.

All RAS pins of the new chips are wired together and will be supplied with the "RAS1" signal generated on pin 18 of U15 (the Memory Controller, marked 3H-2119CC or so).
The CAS pins of the 8 new high order byte chips (on top of U45..U32) are wired together and supplied from the "CAS1H" signal generated on pin 22 of U15.
Analogously, the CAS pins of the new U30 to U16 are wired together and supplied with "CAS1L" from pin 21 of U15.

how to go about it :
==========

step 1 : Open up your 520ST, pull of the keyboard connector, and remove the main circuit card from its top and bottom shielding. Make sure to remember which screws go where and note the keyboard connector orientation.

step 2 : Desolder all the capacitors adjacent to the existing RAM chips. (DO NOT SKIP THIS STEP. You'll loose time if you do, and worse, the modification will not be reliable since you can't solder the pins obstructed by the capacitors reliably (if at all)). To desolder them, I found it easiest to heat the island on the non component side, and bend the wires straight. After doing that for each capacitor, turn over to the component side and heat the islands while pulling the capacitor out with tweezers.

step 3 : Open up the holes of all the desoldered capacitors, using a combination of de-soldering wick and suction tool. Do this from

the non-component side. If certain holes are difficult to open up, you may want to use a wood splinter. (push it through while heating). Be carefull to remove all solder debris !
THE REASON for opening the holes NOW is that they will be less accessible once you've done the other steps ! Patience is a virtue.

(NOTE : Step 2 and 3 are the only ones that may damage your ST PCboard. Be sure not to use excessive force while pulling out the capacitors. If you damage your PCboard anyway, cure the problem now and not later).

step 4 : In this step we will piggyback the new RAM's on top of the old ones. Be sure to connect all pins except pin 4 (RAS) and 15 (CAS).
The best way to go about this is to do chip by chip. First bend the pins of the new RAM's suchthat they are perpendicular to the package (instead of having slightly spread "cowboy legs"). Use pliers to bend pin 4 and 15 suchthat it comes out of the I.C. package horizontal, and cut of the excess length of pins 4 and 15 (I mean part of the pin, you still need to be able to solder to it!). Make sure that the new RAM fits snugly on top of the old one (in the same orientation !!!!), without intervening space and with the new pins touching the old ones. Now solder
each pin (except the non-touching 4 and 15) to the other RAM's.
The best way to do this with least chance of damage is to touch both the new RAM's pin and the old RAM's pin. Heat them both for a second and add A LITTLE solder then. Wait till the solder flows.
After each IC, check all pins carefully to assure a good connection. (use a magnifying glass)
NOTE : This step is crucial for the long term reliability of the memory extension. A badly soldered joint may show up later as sporadic memory errors. TAKE YOUR TIME.

(NOTE : until step 6 is finished, do not in any way apply power to your ST. This intermediate state of affairs will damage your memory chips !)

step 5 : Re- mount all the desoldered capacitors. Bend the pins like they were before re-soldering, suchthat they will not touch the lower shielding. Solder from the non-component side.

step 6 : In this step you will route the 3 wires mentioned earlier. The first wire connects pin 4 (RAS) of all new RAM's to pin 18 of U15. The second wire connects pin 15(CAS) of the new U45 to U32 to pin 22 (CAS1H) of U15. The third wire connects pin 15 (CAS) of the new U30 to U16 to pin 21 of U15.
The best way to do this is to use the stripper to remove 5 inches of isolation. Solder the first IC pin to the end of the blank wire, measure the distance to the next pin in sequence and shift over that amount of isolation. Continue in this fashion untill all pins in the sequence are done.
Work from U45 to the left, soldering directly to the leftover pins on the new chips. Make sure that no wire or solder sticks out above the top plane of the new chips, since they will almost touch the top shielding !
Route the wires through the PC board hole below and to the left

of U15 to connect to U15 on the non-component side.

step 7 : Sit back. Use brain. Do you feel confident about the quality of
your work ? No mistakes ? Check everything once again if you are
but a little uncertain. Applying power with errors might make your
ST into a decorative, non-functional piece of art.
OK. Either rebuild your ST into its shielding and cabinet, or put
it onto a surface clear of wires and solder-remains and connect it
to monitor, disk and supply. Boot it.

If it boots, you're probably there. Test if the new memory works
by looking at the phystop variable ($42E) with SID if you have the
developper stuff. It should read $100000 (1M hex). Also note that
memcntlr ($424) now holds 5 instead of 4, and that v_bas_ad ($44E)
now holds $F80000 (screen bitmap origin).
If you don't have the developper stuff, try a single drive copy and
check that you get the whole disk in one buffer instead of two.

If the new memory does not seem to exist, use SID to deposit and
retrieve words on locations $80000 and up (1/2 M hex). If bit errors
occur, the ST bootROM did not detect the extension (it checks all
bits of 512 locations by testing a pseudo random sequence, before
accepting a memory bank). Try to pinpoint the faulty chip(s) and
remove the error.

If it doesn't boot, you're in trouble. I'm sorry. It is difficult
to give hints on what to do here. So many possibilities.
Desoldering the new chips probably won't work (if the old ones
were functional, the ST would still boot). Check for hidden
short-circuit on RAM pins. May also be that you have a flaky
new pin connection.
Good luck. I feel bad. Well, I might be able to help you a little,
call me when you're really stuck ! Evenings at (415) 965-7696.
Not after september - I'll be out of USA by then.

PLEASE :
========

Let me know if you did the modification and failed or succeeded. I'd like
to know how many people benefit from this and if it's safe enough for large
scale application. Mail to arpanet address gert@su-pescadero.

==========

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

---------- The "second" article ----------

> ~~~~~~~~~~~~~~~~~~pop goes the ST~~~~~~~~~~~~~~~~~~

>
> i just fried my ST and after talking to atari and my local dealer i
> have tracked down the problem. It is related to the 1 Meg upgrade
> and the new proms, it seems that the early postings of "how to
> upgrade ...." left out 4 critical resisters (60 ohm 10% tol); 2 must
> be placed on the CAS lines and 2 on the RAS lines, all 4 go on the
> MMU (i know it isnt really an MMU) side. the upgrade will work fine
> w/o the resistors until you put in the new proms, the difference in
> the current drain will cost you all your memory chips and possibly
> the MMU.
> --
>   god bless Lily St. Cyr
>   -Rocky Horror Picture Show
>
> Name: James Turner
> Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
>   Santa Clara, CA 95052-9400
> AT&T: (408) 986-9400
> UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner

After reading the above article, I downloaded the revised procedure from Compu Serve. I have had the upgrade for about 3 months, and has worked without a flaw. I would have probably added the proms without the resistors. Thanks to Mr. Turner for the warning.
Here is a copy of the revised procedure:

NOTE: This is an REVISED,TESTED version of the original text downloaded from CompuServe. December 6, 1985

(This was REVISED AND TESTED by an annonymous engineer on Atari's developement staff. The addition of the resistors should provide a long life to your machine, but the warning below is STILL IN EFFECT. This is not an official sanction of the modification. USE WITH CARE!!!)

Here's the 1 Meg upgrade directions:

I have brought this over un-editted from the arpanet info-st mailing list. I TAKE NO RESPONSIBILITY FOR ITS CONTENT OR ACCURACY. I HAVE NOT TRIED THIS MODIFICATION ON MY OWN ST AS YET. I AM PASSING THIS ALONG TO THOSE WHO DO WISH TO TRY IT. FOLLOW THE DIRECTIONS AT YOUR OWN RISK.
--Dwight McKay (75776,1521)

From: gert@pescadero

WARNING: This is a hardware modification that will void the warranty of your 520ST. If you do not have the appropriate tools or experience you have a substantial chance of ruining your 520ST. Proceed at your own risk! This modification has been in my 520ST without any problems for 6 days now. However, I have (of course) not checked with knowledgable sources at Atari to verify if this modification endangers

the long term machine reliability and/or software compatibility (I suspect it may endanger their software compatibility if enough of us do it!)

Tools & components needed :

16 256k * 1 RAM chips, 150 ns access time type, e. g. NEC 41256C-15 (avilable at e. g. Fry's Electronics, Sunnyvale, CA for $2.77 each)

A good quality, preferrably temperature controlled soldering iron, with a minature tip (tip should be narrow enough to avoid touching 2 I. C. pins at the same time). E. g. Weller type soldering station.

Good quality resin core solder (thin).

Approximately 4 foot of #24 AWG insulated wire and a good stripper for it and 2 feet of #22 AWG solid tinned copper bus wire. You will have to route 3 wires over a sequence if I.C. pins.

Desoldering wick and solder suction tool.

Philips type screwdriver (for opening your ST), tweezers, pliers, etc.

A steady hand and self-confidence.

Explaination of the modification :

(Please read the rest of this document before starting. It may save you time and an 520ST)

The current memory inside the 530ST consists of 16 256K*1 RAM chips. Address (A0..A8) lines are common to all those chips. The WriteEnable line is also common to all chips. Data (in and out) lines are of course individual. The RAS (row-address strobe) line is common to all chips. The 8 chis foring the high order byte group have one common CAS line, and the 8 forming the low order byte group have one common CAS line (CAS is used as enable for write operations, such that WriteEnable can be common to both groups). The high order group from MSB to LSB consists of U45, 44, 43, 42, 38, 34, 33, 32. The low order group of U30, 29, 28, 25, 24, 28, 27, 26. Note that all chips are adjacent, though the numbering has gaps. RAS0, CAS0H, and CAS0L are supplied from U1 pin 8,6 and 7 respectively (The 0 indicates bank 0)

Bank 1 that you are going to build in will be "piggy-backed" on top of the current chips, where all pins of the new chips EXCEPT RAS (pin 4) and CAS (pin 15) are soldered to the old chips equivalent pins. Thus they will end up sharing

addresses, data, WriteEnable and power and ground with the existing chips.

All RAS pis of the new chips are wired together and will be supplied with the "RAS1" signal generated on pin 18 of U15 (the memory controller, marked 3H-2119C or so). The CAS pins of the 8 new high order byte chips (on top of U45..U32) are wired together and supplied from the "CAS1H" signal generated on pin 22 of U15. Analogously, the CAS pins of the new U30 to U16 are wired together and supplied with "CAS1L" from pin 21 of U15.

How to go about it:

Step 1: Open up your 520ST, pull off the keyboard connector and remove the main circuit card from its top and bottom shielding. Make sure to remember which screws go where and note the keyboard connector orientation.

Step 2: Desolder all of the capacitors adjacent to the existing RAM chips. (DO NOT SKIP THIS STEP. You'll lose time if you do, and worse, the modification will no be reliable since you can't solder pins obstructed by the capacitors reliably (if at all)). To desolder them, I found it easiest to heat the island on the non component side, and bend the wires straight. After doing that or each capacitor, turn over to the component side and heat the islands wile pulling the capacitor out with the tweezers.

Step 3: Open up the holes of all the desoldered capacitors, using a combiation of de-soldering wick and suction tool. Do this from the non component side. If certain holes are difficult to open up, you may want to use a wood splinter. (push it through while heating). Be carefull to remove all solder debris!! THE REASON for opening the holes NOW is that they will be less accessible once you've done the other steps! Patience is a virtue.

(NOTE: Step 2 & 3 are the only ones that may damage your ST PC board. Be sure not to use excessive force while pullling out the capacitors. If you damage your PC board anyway, cure the problem now and not later).

Step 4: In this step we will piggyback the new RAM's on top of the old oes. Be sure to connect all pins except pin 4 (RAS) and 15 (CAS). The best way to go about this is to do chip by chip. First, bend the pins of the new RAM's suchthat hey are perpendicular to the package (instead of having slightly spread "cowboy legs"). Use pliers to bend pin 4 and 15 such that the legs are 180 degrees from their normal position, so they stick up in the air above the plane of the top surface of the chips. Don't make an absolute sharp 180 degree bend since some manufacturers' pins may snap off.

Leave a little curve in the leg, but insure that is above the plane of the top surface of the chip.

Using #22 AWG to #16 AWG tinned solid copper wire you will form three buses along the top surface of the new d-rams. Cut a #22 AWG solid copper wire the length of the 16 d-rams on the PCB. The RAS bus is formed by soldering all the pin 4's of the new d-rams to the solid copper wire. The bus wire must be seated against the top surface of the new d-rams without a gap. This insures clearance between the top shield and the pins of the d-rams.

After soldering all 16 d-rams to the bus clip off any portion of the pins that extend above the top of the bus wire. Now cut a #22 AWG solid copper wire the length of the 16 d-rams. Place the bus wire along the top surface of the new d-rams in contact with all the pin 15's of the new d-rams. Solder every pin 15 to this bus and as above insure that the wire is seated solidly against the top surface of the new d-rams. Cut off all excess pin length sticking up above the top of the bus wire. Using diagonal cutters remove the section of the bus connecting the new U30 pin 15 to the new U32 pin 15. This divides the bus in half with the new U16, 17, 18, 24, 28, 29 having a common pin 15. The new U32, 33, 34, 38, 42, 43, 44, 45 now have a common pin 15, seperated from the other common bus.

(NOTE: until step 6 is finished, do no in any way apply power to your ST. This intermediate state of affairs will damage your memory chips!!)

Step 5: Remount all the desoldered capacitors. Bend the pins like they were before resoldering, suchthat they will not touch the lower shielding. Solder from the non component side.

Step 6: Orient the 520ST PCB so that you are looking at the solder side of the PCB (non-component side), with the row of d-rams nearest you. Find the double square pattern of pads at the 68-pin socket of the memory controller, U15 (3H2119). The following is a guide to locating the six memory controller pins necessary to complete the wiring. The socket is numbered conterclockwise, starting with pin 1, the square pad (look closely) in the middle of the bottom outside row. The sequence, moving counterclockwise from pin 1, first on the outside square ONLY: (NOTE: the sequence ")(" means to make a 90-degree turn counterclockwise, i.e. around the corner)

1,3,5,7,9)(10,12,14,16,18,20,22,24,26)(27,29,31,33,35,37,39,41,43)(44,46,48,50,52,54,56,58,60)(61,63,65,67

The sequence, moving counterclockwise along the inside

square only, and starting with the left side of the bottom row:

(62,64,66,68,2,4,6,8)(11,13,15,17,19,21,23,25)(28,30,32,34,36,38,40,42)(45,47,49,51,53,55,57,59)

Six 68-ohm 1/4W plus/minus 10% carbon film resistors must be added when adding memory. These series terminating resistors minimize undershoot which may damage BOTH BANKS of d-rams if omitted. Solder a 68-ohm resistor to pin 18 of U15, RAS1. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to the pin 4 bus (RAS) of all the new d-rams. that is the new U16, 17, 18, 24, 25, 28, 29, 30, 32, 33, 34, 38, 42, 43, 44, and 45.

Solder a 68-ohm resistor to pin 22 of U15, CASH1. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to pin 15 bus (CAS) of the new U45,44,43,42,38,34,33,32.

Solder a 68-ohm resistor to pin 21 of U15, CASIL. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to pin 15 bus (CAS) of the new U30, 29,28,25,24,18,17,16.

For best results in all three cases above solder the wires coming from the resistors to the middle of the three bus wires in a "T" fashion rather than at one end of the buses.

Use a continuity tester to find the following three traces -- do not depend on visual inspection. Now install three 68-ohm series terminating resistors in the original 512K bank of ram. Be very careful while soldering to these narrow traces, since excessive heat can easily lift a trace from the board. Use an Exacto knife to gently remove solder mask from traces.

Cut the trace leading from pin 8, RAS0, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Cut the trace leading from pin 6, CAS0H, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Cut the trace leading from pin 7, CAS0L, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Step 7: Sit back. Use Brain. Do you feel confident about the quality of your work? No mistakes? Check evrything once again if you are but a little uncertain. Applying power with errors might make your ST into a decorative, nonfunctional piece of art. OK. Either rebuild your ST into its shielding and cabinet, or put it onto a surface clear of wires and solder remians and connect it to monitor, disk and supply.

Boot it.

It it boots, you're probably there. Test if the new memory works by looking at the phystop variable ($42E) with SID if you have the developer stuff. It should read $100000 (1M hex). Also note that memcntlr ($424) now holds 5 instead of 4, and that v_bas_ad ($44E) now holds $F80000 (screen bitmap origin). If you don't have the developer stuff, try a single drive copy and check that you get the whole disk in one buffer instead of two.

If the new memory does not seem to exist, use SID to deposit and retrieve words on locations $80000 and up (1/2 Meg hex). If bit errors occur, the ST bootROM did not detect the extension (it checks all bits of 512 locations by testing a psedo random sequence, before accepting a memory bank). Try to pin point the faulty chip(s) and remove the error.

If it doesn't boot, you're in trouble. I'm sorry. It is difficult to give hints on what to do here. So many possibilities. Desoldering the new chips probably won't work (if the old ones were functional, the ST would still boot). Check for hidden short:circuit on the RAM pins. May also be that you have a flaky new pin connection.

That's all there is...

--

Jwahar R. Bammi
Usenet: .....!decvax!cwruecmp!bammi
CSnet: bammi@case
Arpa: bammi%case@csnet-relay
CompuServe: 71515,155

---------- That's all folks! ----------

From 6625350234430502794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ff9d1120b18d7aca,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 11:21:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site tardis.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!harvard!talcott!tardis!tmb
From: tmb@tardis.UUCP (Thomas M. Breuel)
Newsgroups: net.micro.atari
Subject: Re: UNIX vs. MMU
Message-ID: <10127@tardis.UUCP>
Date: Wed, 8-Jan-86 14:21:07 EST
Article-I.D.: tardis.10127

Posted: Wed Jan 8 14:21:07 1986
Date-Received: Sat, 11-Jan-86 02:44:56 EST
Distribution: na
Organization: Harvard University
Lines: 32

||what about all the relocation fancy footwork that unix does
||to handle the per process data area
|< Lots more "reasons" that UNIX needs an MMU >
||simon kenyon
|Your right, UNIX DOES need an MMU. I'll call Microsoft and H-P immediately
|and tell them to stop selling Xenix and HPUX because they can't possibly
|work. Boy are they going to be pissed. Oh well, they should have asked
|if they needed an MMU before they went ahead and ported UNIX to hardware
|that doesn't contain an MMU.

Is it possible that you stop this fruitless discussion about whether
'UN*X' (whatever that means) needs an MMU (whatever that means)?

Yes, there are operating systems out there that you can call UN*X
and that get along without an MMU. Yes, none of the Berkeley versions
of UN*X will run comfortably without an MMU (although, as Berkeley
shows again and again, blind hacking can achieve anything, even if
it crashes all the time and is incredibly slow...).

One concluding remark: the 8086 (without an MMU) is probably more
suited to running UN*X than the 68000 without an MMU. The reason for
this is that the segmentation of its address space gives you some
kind of rudimentary memory management. You can, in principle, do
the same thing on the 68000 using indexed addressing and PC relative
addressing, but you sacrifice a lot of the power of the 68000 that
way.

Now, you all who claim that you can make a UN*X run on the ST would
do everybody a great service if you carried out what you claim is
possible. Failing that, I am personally eagerly awaiting OS9.

                              Thomas.

From -4112937792008601053
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d693c5efce515e6a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 12:50:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: Re: unix brings back obscurity?
Message-ID: <12173670725.8.MRC@PANDA>
Date: Wed, 8-Jan-86 15:50:32 EST

Article-I.D.: PANDA.12173670725.8.MRC
Posted: Wed Jan 8 15:50:32 1986
Date-Received: Thu, 9-Jan-86 03:06:51 EST
References: <2457@ukma.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 16

     An operating system that is "not...what [large segments of the computer industry] want" is not "absolutely wonderful." Nor is it "efficient", since Unix systems typically spend about 50% of the CPU in the operating system. One questions the flexibility of an operating system which lacks file locking, record structure, and shared writeable pages -- granted these are now being shoehorned into Unix, but they should have been in there from the beginning.

     Are you aware that Dennis Ritchie once said that if he had known about Tenex, he never would have invented Unix? The goal in designing Unix were to create an quick and dirty operating system on a discarded PDP-7 so a group in Bell Labs (which had been denied their purchase request for a newer and large CPU) could get some work done.

From -2253272639723665577
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,826422859f1c486b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 15:27:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!lll-crg!seismo!harvard!think!mit-eddie!genrad!panda!enmasse!dave
From: dave@enmasse.UUCP (Dave Brownell)
Newsgroups: net.micro.atari
Subject: Re: program needed
Message-ID: <519@enmasse.UUCP>
Date: Wed, 8-Jan-86 18:27:36 EST
Article-I.D.: enmasse.519
Posted: Wed Jan 8 18:27:36 1986
Date-Received: Mon, 13-Jan-86 01:11:52 EST
References: <12173399537.8.MRC@PANDA>
Reply-To: dave@enmasse.UUCP (Dave Brownell)
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 11

In article <12173399537.8.MRC@PANDA> (Mark Crispin) writes:
>... I've since gotten a somewhat more powerful home
>personal computer (a DEC 2020 running TOPS-20!), ...

Talk about powerful home systems!!!

Didn't your home need to get rewired to run that?
--
David Brownell
EnMasse Computer Corp
...!{harvard,talcott,genrad}!enmasse!dave

From 4500086038709005185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ae64ce568cafff0a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 16:47:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!knnngt
From: knnngt@ukma.UUCP (Alan Kennington)
Newsgroups: net.micro.atari
Subject: ST marketing
Message-ID: <2458@ukma.UUCP>
Date: Wed, 8-Jan-86 19:47:01 EST
Article-I.D.: ukma.2458
Posted: Wed Jan 8 19:47:01 1986
Date-Received: Thu, 9-Jan-86 07:15:13 EST
Reply-To: knnngt@ukma.UUCP (Alan Kennington)
Organization: Univ. of KY Mathematical Sciences
Lines: 13

Distribution:

     Has everyone seen page 34 of Tuesday's New York Times?
     "Last week Atari said it was pulling its new 520 ST out of computer
retail stores, where it fared poorly, and was moving it to mass-market
channels.
     At the Consumer Electronics Show in Las Vegas, Nev., later this
week, Atari is expected to introduce a new more powerful version of the
computer for the computer speciality stores."
     Even gloomier comments are made about the Amiga's sales:
     "They would have been lucky to get rid of 35,000."
     "What crippled Amiga sales...."
     etc.
...ak

From 8298010982266136981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b80c71fe475aca39
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-08 22:54:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU

Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Aquiring a charge in space ?
Message-ID: <8601090654.AA03195@cae780.UUCP>
Date: Thu, 9-Jan-86 01:54:17 EST
Article-I.D.: cae780.8601090654.AA03195
Posted: Thu Jan 9 01:54:17 1986
Date-Received: Fri, 10-Jan-86 05:12:26 EST
References: <860108-085152-4618@Xerox>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Tektronix, Inc. (CAE Systems Division), Sunnyvale, CA
Lines: 16

In article <860108-085152-4618@Xerox> you write:
>   If a body is in low Earth orbit will the surfaces of the object become
>charged by triboelectric effect from collisions with the molecules that
>are present, albiet scattered & few in number compared to atmosphere,
>in the space it passes through ?   Is there a reasonable guess as to
>the charge level that might result. I expect that there might be some
>equilibrium level that would be reached, but that is just a guess.

Uhhhhhhhhhhhhhhh -- net.micro.atari?????

FROM: Brian G. Gordon, CAE Systems Division of Tektronix, Inc.
UUCP: tektronix!teklds!cae780!gordon
     {ihnp4, decvax!decwrl}!amdcad!cae780!gordon
        {hplabs, resonex, qubix, leadsv}!cae780!gordon
USNAIL: 5302 Betsy Ross Drive, Santa Clara, CA 95054
AT&T: (408)727-1234

From 5995571878020514973
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25eef942e4e99d7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 00:04:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site calgary.UUCP
Path: utzoo!utcsri!ubc-vision!alberta!calgary!stone
From: stone@calgary.UUCP (Glen Stone)
Newsgroups: net.micro.atari
Subject: 1meg upgrade
Message-ID: <33@calgary.UUCP>
Date: Thu, 9-Jan-86 03:04:30 EST
Article-I.D.: calgary.33
Posted: Thu Jan 9 03:04:30 1986
Date-Received: Thu, 9-Jan-86 09:35:07 EST
References: <1241@gitpyr.UUCP>
Organization: University of Calgary, Calgary, Alberta
Lines: 8

I did the 1meg upgrade, and so far everything is working fine. I have

not installed the TOS ROMs. I used the method that involved adding 6
68 ohm resistors. A side note: with the additional memory I have
made extensive use of the RAM DISK (from Michitron) and have encountered
something I can not explain. After some random amount of compiling, editing,
and copying of files to the RAM DISK something happens in which I can no
longer access my floppy drives A and B. Anyone else encountered something
like this ???

From -5030753064639183725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dcce960097adccd9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 04:57:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: jsd@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: De Re Atari
Message-ID: <8601091257.AA09437@mitre-bedford.ARPA>
Date: Thu, 9-Jan-86 07:57:20 EST
Article-I.D.: mitre-be.8601091257.AA09437
Posted: Thu Jan 9 07:57:20 1986
Date-Received: Fri, 10-Jan-86 05:33:30 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 4

Does anyone know where I can get a copy of De Re Atari....
     - In the Boston area or by mail order

                  John Durand

From -711288096809802332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,27b277ec0320f469,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 05:20:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: [Mabry Tyson <TYSON@SRI-AI.ARPA>: Re: 'that depends' said the catapillar
'on where you want go']
Message-ID: <12173850947.9.G.ABRAMS@SU-SCORE.ARPA>
Date: Thu, 9-Jan-86 08:20:31 EST
Article-I.D.: SU-SCORE.12173850947.9.G.ABRAMS
Posted: Thu Jan 9 08:20:31 1986
Date-Received: Fri, 10-Jan-86 05:34:02 EST
Sender: daemon@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 73

I have only been moderating INFO-ATARI for a month or so. My observations may be flawed. But let me add them to the attached.

Mail re-distributed by SU-SCORE's mailer on behalf of INFO-ATARI sometimes gets the field ERRORS-TO:INFOR-ATARI-REQUEST@SU-SCORE added to the header. I think that SCORE is the only entity that knows about this address, so that is where the addition occurs. It occurs to mail sent from more sites than ucbvax. I suspect that it depends on the original host mailer's sequence of header lines.

The purpose is to reduce the amount of error messages annoying original contributors. INFO-ATARI-REQUEST is the official address to which all requests for addition and deletion from the list should be sent. It is also the only location where somebody can take action on complaints from mailers about hosts not reachable, individual users unknown, etc.

I hope this adds to the general state of knowledge.

Return-Path: <@SRI-BISHOP.ARPA:TYSON@SRI-AI.ARPA>
Received: from SRI-BISHOP.ARPA by SU-SCORE.ARPA with TCP; Wed 8 Jan 86 13:47:29-PST
Date: Wed, 8 Jan 86 13:50 PST
From: Mabry Tyson <TYSON@SRI-AI.ARPA>
Subject: Re: 'that depends' said the catapillar 'on where you want go'
To: imagen!turner@ucbvax.berkeley.edu
cc: info-atari-request@SU-SCORE.ARPA
Fcc: SRI-WARBUCKS:USR:[TYSON.MAIL]MYMAIL.MAI
In-Reply-To: <171@imagen.UUCP>
Message-ID: <860108135031.4.TYSON@SRI-BISHOP.ARPA>

I apologize. I had thought a whole bunch of people had seen the ERRORS-TO: field and were doing it themselves. Apparently it was being done without your knowledge.

Judging by the message you just sent, your host imagen talks directly to ucbvax. Then ucbvax talks to SCORE which then sends it to me at SRI-AI.

The Arpa protocols are pretty clear about what happens to message headers and such. The UUCP guys like to get in and "fix" your message (by changing the addresses deep within the header). So I suspect that someone hacked ucbvax to add the Errors-To field if it is a message to INFO-ATARI.

I just noticed that, horrors upon horrors, the ucbvax people really screw it up and put the RETURN-PATH to be info-atari-request@SU-SCORE !!! When I get mail that has come through ucbvax I get notified that it was sent by INFO-ATARI-REQUEST@SCORE. (The RETURN-PATH in the internet world is supposed to be the God's truth of how to get back to the sender. After all, the sender can put whatever he wants in the FROM: field. Each host along the way is

supposed to put in all the info to get back through him back to the previous host. So for a message from you to me via INFO-ATARI, the return path should have been
     <@SU-SCORE.ARPA:imagen!turner@UCBVAX.BERKELEY.EDU>
but is actually
     <@SU-SCORE.ARPA:info-atari-request@SU-SCORE.ARPA>.

It is my opinion that the postmaster at UCBVAX should fix this failure to follow Arpanet protocols. If I were postmaster at SCORE or the moderator for INFO-ATARI, I would point this out to him (postmaster@ucbvax).

I also apologize because when I (just today) sent in about 3 requests for address changes, I realized how automatic it was to type just the name of the mailing list and not include the -REQUEST part.

I am also concerned a little that some of the readers of INFO-ATARI may think that our glorious moderator was responsible for that message. If there is any more discussion of this on the whole list, please mention that it was not he. You should feel free to say it was me that sent that message. I kinda hate to send out a message just to say it was me and not the moderator but will gladly do so should either of you desire.

From 4886228945060996899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1f234df06a169c2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 05:32:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Resistors for the ST 1MEG upgrade
Message-ID: <500027@iuvax.UUCP>
Date: Thu, 9-Jan-86 08:32:00 EST
Article-I.D.: iuvax.500027
Posted: Thu Jan 9 08:32:00 1986
Date-Received: Tue, 14-Jan-86 05:48:05 EST
Lines: 17
Nf-ID: #N:iuvax:500027:000:1059
Nf-From: iuvax!franco   Jan 9 08:32:00 1986

Regarding the 1MEG upgrade of the 520ST, the European 1040ST is simply a piggybacked 520ST but there are no resistors in the RAS and CAS lines and they seem to be reasonably reliable even with TOS in ROM (according to my source). So why do Americans need the resistors? One theory: some, but perhaps not all, of the upgraders have damaged their DRAMs in some way when installing them and the resistors allow these DRAMs to function or prevent

further damage.

Further note: it has been said that the critical period for 1MEG upgrades
is between 3-5 months after the change (if anything will happen it usually
will happen then - assuming, of course, that the modification was successful
initally). So, if you made the upgrade without the resistors and have not
gone back to put the resistors in (perhaps because everything is fine with
your system) and it has not been 5 months since you did the upgrade it might
be wise to go back and do so. Adding the resistors shouldn't hurt performance
of the ST and may prevent you from damaging your DRAMs later.

From 3750710813709804937
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1d99d3c1da0bc6ac,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 05:32:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: New location for INFO-ATARI archives
Message-ID: <12173853187.9.G.ABRAMS@SU-SCORE.ARPA>
Date: Thu, 9-Jan-86 08:32:50 EST
Article-I.D.: SU-SCORE.12173853187.9.G.ABRAMS
Posted: Thu Jan 9 08:32:50 1986
Date-Received: Fri, 10-Jan-86 05:34:25 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 36

With the cooperation of the SU-SCORE systems staff, the INFO-ATARI
archives have been moved and made more accessable.
They are now in <BBOARD>ATARI.*. This way, in addition to
being the archives, they can be read as a bboard by Score users.

All of the old archives were copied there too. From now on,
ATARI.TXT will get pruned automatically (to ATARI.date) whenever
it gets too large (over about 250 tops20 pages).

The current contents of the archives are as follows:

```
   PS:<BBOARD>
           Bytes(SZ)

 ATARI.1981.1     62421(7)
   .1982A.1       289669(7)
   .1982B.1       524464(7)
   .1983.1        711452(7)
   .1984.1        598399(7)
   .1985.1        2480108(7)
   .APR-85.1      111435(7)
```

```
   .AUG-85.1      20427(7)
   .DEC-85.1      633738(7)
   .FEB-85.1      42303(7)
   .JAN-85.1      49069(7)
   .JUL-85.1      7481(7)
   .JUN-85.1      37291(7)
   .MAR-85.1      125669(7)
   .MAY-85.1      83566(7)
   .NOV-85.1      467815(7)
   .OCT-85.1      607148(7)
   .SEP-85.1      294156(7)
   .TXT.1         210296(7)

 Total of 2882 pages in 19 files
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From -8906067648005388260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f555670396409206,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,f555670396409206,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-09 05:54:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Atari Marketing
Message-ID: <346@ihnet.UUCP>
Date: Thu, 9-Jan-86 08:54:23 EST
Article-I.D.: ihnet.346
Posted: Thu Jan  9 08:54:23 1986
Date-Received: Fri, 10-Jan-86 05:18:15 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 16
Xref: watmath net.micro.atari:2234 net.micro.amiga:1458



There seems to be alot of anxiety about putting the 520ST into
the Mass market.  At first it looks like Atari is pulling the rug
out from under its dealers.  This is simply not true.  You see
Atari IS NOT LOWERING THE PRICE OF THE ST, but is simply selling
it unbundeled.  Actually if you bought the Total system from
a mass marketer you would not save a single penny.  Actually
this move by Atari is good news for dealers, because there will
be even a bigger base to sell monitors, drives, software, etc..
Also Atari dealers will soon be selling Personal Mini-Computers in
the near future, which will have a better profit margin for its
dealers. Yes Mini Computer not Micro computer
```

ihnet!bryan
Bryan DeLaney

From 8109815063041724508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9c97466560533b27,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 07:08:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: gaspar@ALMSA-1.ARPA (Al Gaspar)
Newsgroups: net.micro.atari
Subject: Re: 520ST to be sold by toy stores
Message-ID: <8601091514.AA03049@ucbvax.berkeley.edu>
Date: Thu, 9-Jan-86 10:08:40 EST
Article-I.D.: ucbvax.8601091514.AA03049
Posted: Thu Jan 9 10:08:40 1986
Date-Received: Fri, 10-Jan-86 05:34:54 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 97

**********just in case something gets the munchies**********

There have been a number of comments concerning Atari selling the ST in general merchandise stores at a lower price than in the computer specialty stores. Some have stated that this makes the 520ST a 'toy' computer. Others have said that it will irritate the computer specialty stores but that doesn't matter because we don't need them anyway. I disagree with both points of view. Where something is sold does not determine its quality. And, the computer specialty stores are as much a part of the computer industry as are the hardware manufacturers and software developers. Whether the computer specialty stores will be irritated by this new development depends on what Atari gives them in compensation. If this change in merchandising policy is handled correctly by Atari, it should benefit software developers and computer specialty stores alike.

You can develop gigabytes of software, but, if there is no one to buy it, what is the point? Atari sold the ST in specialty stores at the lowest price it could to build a base of developers and cash flow. Apparently Atari is satisfied that they can now go on to the next stage in marketing their product. By selling in general merchandise stores at a lower cost, Atari makes the product available to home users (as opposed to developers). These people want machines with software; they don't want to pay a lot for them. If the machines sell in the quantity one would expect from the quality and price, an enormous consumer base will be established for the developers' software, and the even greater cash flow will allow prices to remain low. This will mean more money in everyone's pockets and an enormous library of off the shelf software for *all* ST owners.

Now to the specialty stores. Specialty stores whether they sell computers, cars, furniture, or whatever are staffed by salespeople. Often salespeople are pushy and many don't know as much about the product they are selling as as one would expect. However, we can hope that the people who have given the computer specialty stores a bad reputation are increasingly in the minority. Specialty stores stock a much wider assortment of whatever their specialty is than do mass market general merchandise stores. A furniture store doesn't sell just one type of couch; a computer specialty store doesn't just sell one printer or one modem. By specializing in computer equipment, the computer store can afford to carry a wide selection of software, a number of printers, a number of modems, and, yes, a number of computers. The best stores have training and consultation services that do help the buyer. They compliment the general merchandisers by offering a wider range of goods and services. Whatever else might be said about the specialty stores they sell variety. (And, no, I do not work, and never have worked, as a salesman for computers or anything else.) If there weren't computer specialty stores (including mail order firms), the choices for all users would be severely limited. They provide the market that allows machines like the Atari to be developed and sold. In addition, computer specialty stores provide the cachet needed to enter the business market. Businesses like to deal with specialty stores because of the variety they offer, the expertise that is available from the best stores, and, since most businesses specialize, the fact that these stores specialize. Needless to say sales to the business community are nice to have.

So why undercut the computer specialty stores? The article I read in "USA Today" (12/27/85) did not make it seem like the specialty stores would be undercut by the prices of the general merchandise stores. Rather, it stated that the current version of the 520ST would be sold for an *undisclosed* lesser amount in the general merchandise stores and that a 1 megabyte version would be sold through the specialty stores at the current price ($799 mono; $999 color). We all know that a knowledgeable person can do the upgrade to 1 meg for under $50; so either the discount to the general merchandisers will be minimal, or the specialty stores will have to be offered something else to make their version of the product more attractive. I have heard rumors that a DSDD drive would be bundled with the 1 meg ST in the specialty stores. (Confirmation or other rumors would be appreciated.) Since the double sided drive retails for about $100 more than the single sided drive there might be some room for play here. With the volume sales coming from the general merchandisers, Atari might be able to eat this cost and allow the specialty stores to sell the 1 meg ST with the DSDD drive for the same price as, or at a nominal increase from, the current 520ST. At the same time, specialty stores are going to carry greater varieties of software and be the likely merchandisers of higher priced add-ons such as hard disks and CD ROMs.

Of course there are a number of people, many of them developers, that have already bought 520ST's for $799 or $999. If this change in marketing policy by Atari is going to work, these people will have to be appeased also. If the dealers are going to get a 1 meg ST for the same cost as the 520ST the current owners should be provided the upgrade at no, or minimal, cost. And, if a DSDD drive is put in the dealers package, current owners should be able to trade up to the DSDD drive or in some way be compensated. This appeasement is necessary, I think, because many of the current owners are developers. Sales through the

general merchandisers depend on software being available. Software depends on those developers; so the developers have to be kept happy.

   In conclusion, if this marketing change is handled properly, it will benefit everyone. If it isn't, *then* the ST may become a toy computer. Let's limit further discussion on this topic to facts, rumors, and titilating speculation. Puerile and sophomoric comments about machines of whatever persuasion should either be sent to net.flame or kept to oneself.

Al Gaspar <gaspar@almsa-1.arpa>
USAMC ALMSA, Box 1578, St. Louis, MO 63188-1578
(314)263-5118
!seismo!brl!gaspar@almsa-1.arpa

DISCLAIMER: These ramblings are my own, and I have no affiliation with Atari or any other computer manufacturers, sellers . . .

From -7925294851104636150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,157cefcaa652b8cc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 07:17:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: getting on the atari mailing list
Message-ID: <8601100413.AA16150@ucbvax.berkeley.edu>
Date: Thu, 9-Jan-86 10:17:01 EST
Article-I.D.: ucbvax.8601100413.AA16150
Posted: Thu Jan 9 10:17:01 1986
Date-Received: Fri, 10-Jan-86 23:24:53 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

How does one get on the atari mailing list? We have CSNET here.

Thanks in advance,

Eric Terrell   CSNET address: terrell@ohio-state

From -5858857560638897871
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1b870e295d2bb571
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 08:13:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rochester.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!ray

From: ray@rochester.UUCP (Ray Frank)
Newsgroups: net.micro.atari
Subject: Re: --- Action! (for the new owner) ---
Message-ID: <14452@rochester.UUCP>
Date: Thu, 9-Jan-86 11:13:12 EST
Article-I.D.: rocheste.14452
Posted: Thu Jan 9 11:13:12 1986
Date-Received: Sat, 11-Jan-86 05:48:46 EST
References: <8601080151.AA01300@ucbvax.berkeley.edu>
Organization: U. of Rochester, CS Dept.
Lines: 19

>
>
> 2) Aside from that, it's impossible. The Action! cart is a
>   (32k?) bank selected "super-cart", meaning that there are
>   seperate sections of the Action! system that try to run
>   in the same address space (and can do so due to the bank
>   selection scheme). You can't get that out into one binary
>   file.
>
>   -Richard Hartman
>   max.hartman@ames-vmsb
> ------

Just a little correction to an otherwise fine article. The Action! cartridge
is actually a 16k bank selectable cartridge. It uses only 8k of ram at any
one time. It would be very difficult to duplicate because of the hardware
inside the cartridge that does the bank selection.

ray's my name Action's! my game.

From 7382647685897350252
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2de70d544bf9ebc5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 08:23:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: stretching your 520ST monochrome monitor
Message-ID: <176@imagen.UUCP>
Date: Thu, 9-Jan-86 11:23:39 EST
Article-I.D.: imagen.176
Posted: Thu Jan 9 11:23:39 1986
Date-Received: Mon, 13-Jan-86 07:50:48 EST
References: <1769@utecfa.UUCP>
Organization: The Houses of the Holy
Lines: 20

> To stretch the display, turn the vertical height control with a
> cross-bladed screwdriver.

~~~~~~~~~~~~~~~~~~~~~~~~~\ lineater, \~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

NOOOOOOOOO!!!!! unless you REALLY know what you're doing use a
plastic tool designed (avail at radio shack etc.) for just this
purpose. sticking a metal screw driver into a TV monitor is a good
way to light up your life but good.
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From 3790403244535381707
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1a53ae9f2713e1ee,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 08:24:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: D-ROGERS@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari
Subject: Correction on monitor adj's
Message-ID: <8601091735.AA04963@ucbvax.berkeley.edu>
Date: Thu, 9-Jan-86 11:24:37 EST
Article-I.D.: ucbvax.8601091735.AA04963
Posted: Thu Jan 9 11:24:37 1986
Date-Received: Fri, 10-Jan-86 05:37:00 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 27

> Date: 6 Jan 86 15:31:12 GMT
> From: cbosgd!clyde!watmath!utzoo!utcsri!utai!uthub!utecfa!
logicwa@ucbvax.berkeley.edu
> Subject: stretching your 520ST monochrome monitor
> Sender: usenet@ucbvax.berkeley.edu
> On the front left, are the vertical alignment, vertical height,
> and vertical hold.
> On the back right are the focus, horizontal center, and brightness.
> To stretch the display, turn the vertical height control with a
> cross-bladed screwdriver.
~~~~~~~~~~~~~~~~~~~~~~~~~

> On my monitor, this gives a very nice full-screen display.
> I found I had to slightly adjust the focus, and the vertical line
> (width of a line at the top of the screen vs. the bottom) as well.
> The one drawback I've noticed (I only did it two days ago) is that
> graphics are stretched noticeably out of shape (eg circles look like
> ellipses).
>   Earl Fogel @ Logicware Inc.

That Vert. Line. stands for Verticle *Linearity* and simply establishes the proportion of spacing between lines of scan top relative to bottom. The effect is to make possible *TALLER* char's at the top and decreasing in height in each line closer to the bottom (or vice versa). The Vert. Ht. increases the spacing between ALL lines (or decreases). If you do this adjustment without pro-portionately adjusting the Horiz. Width of the scan, you get the stretched up display described. **For safety's sake, please use a plastic screwdriver to make this adjustment; metal blades can result in an electrifying experience**
der,FIELD@EDWARDS-VAX

From -2693470992349225850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d693c5efce515e6a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 08:24:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: unix brings back obscurity?
Message-ID: <8601091624.AA03662@pc.Purdue.EDU>
Date: Thu, 9-Jan-86 11:24:47 EST
Article-I.D.: pc.8601091624.AA03662
Posted: Thu Jan 9 11:24:47 1986
Date-Received: Fri, 10-Jan-86 05:39:48 EST
References: <12173670725.8.MRC@PANDA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Cybotech Product Development Laboratory
Lines: 36

In article <12173670725.8.MRC@PANDA> you write:
>
>   An operating system that is "not...what [large segments of
>the computer industry] want" is not "absolutely wonderful." Nor
>is it "efficient", since Unix systems typically spend about 50%
>of the CPU in the operating system.

   Who cares? CPU time is cheap, programmer time is not.

>One questions the flexibility
>of an operating system which lacks file locking, record structure,
>and shared writeable pages -- granted these are now being shoehorned

>into Unix, but they should have been in there from the beginning.

   Why should they have been in there since the beginning? Some of the
   most powerful database systems in existence run under UNIX. They seem
   to get by just fine. What type of record system would you like? One
   like VMS, one like RSX, one like MACE? And what happens when you
   want to move software between the systems? Some people feel that these
   type of things do not belong in an operating system; I am one of them.

>
>   Are you aware that Dennis Ritchie once said that if he had
>known about Tenex, he never would have invented Unix?

    So?
>The goal in
>designing Unix were to create an quick and dirty operating system
>on a discarded PDP-7 so a group in Bell Labs (which had been denied
>their purchase request for a newer and large CPU) could get some work
>done.

   And the Greeks invention of geometry was so that they could settle
   land disputes. That doesn't make the invention of geometry any less
   significant: "Necessity is the mother of invention." That's not
   original, but it is relevant.

From -5123031722862151182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fba827ec0dbee822
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 08:31:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!qantel!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari
Subject: Re: 520ST to be sold by toy stores
Message-ID: <422@aum.UUCP>
Date: Thu, 9-Jan-86 11:31:42 EST
Article-I.D.: aum.422
Posted: Thu Jan 9 11:31:42 1986
Date-Received: Sat, 11-Jan-86 06:20:59 EST
References: <12172635152.9.MRC@PANDA> <14365@rochester.UUCP>
Organization: The Aurora Systems Bunch
Lines: 25

> >
> >   Well, Tramiel has done it again. It was just announced that
> > the 520ST will sell without a monitor in toy stores for less than
> > $300. The computer specialty stores are *furious*, many "I told
> > you so"'s are floating around. It's just what he did with the
> > C64 when he was at Commodore. I wouldn't be at all surprised if
> > the computer stores dump the ST en masse, even with Tramiel's

> > promised 1040ST for them only (we know how much THAT promise is
> > worth).
> >
> What is the difference where the 520ST is sold? Just as long as the price is
> cheaper. Why should anyone want to supplement a 'computer store?' where
> half the time, the saleperson is just as ignorant about the machine as a

Hear, Hear. I would think that the people on the net who do not need the hand-
holding and advice of someone who knows less than them, Computer store salesman,
would welcome the opportunity to get the best deal possible. Are you guys
against a good deal?! Since Atari makes the development kit available, then the
money you save can be spent on it. Making it cheap *AND* easy to use.
--

Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From 181215194961423197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fba827ec0dbee822
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 09:10:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site csd2.UUCP
Path: utzoo!linus!philabs!cmcl2!csd2!dimitrov
From: dimitrov@csd2.UUCP (Isaac Dimitrovsky)
Newsgroups: net.micro.atari
Subject: Re: 520ST to be sold by toy stores
Message-ID: <3280003@csd2.UUCP>
Date: Thu, 9-Jan-86 12:10:00 EST
Article-I.D.: csd2.3280003
Posted: Thu Jan 9 12:10:00 1986
Date-Received: Fri, 10-Jan-86 05:48:09 EST
References: <12172635152.9.MRC@PANDA>
Organization: New York University
Lines: 18

[]
>What is the difference where the 520ST is sold? Just as long as the price is
>cheaper. Why should anyone want to supplement a 'computer store?' where
>half the time, the saleperson is just as ignorant about the machine as a
>typical K-Mart salesperson. What is the advantage of paying 300.00 more just
>because it is sold in a computer store?

Wow! For once, something that I agree totally with Ray about!
Give me a machine with this kind of horsepower and you can
sell it in Crackerjack boxes if you want - I'll still buy it.

Isaac Dimitrovsky
allegra!cmcl2!csd2!dimitrov   (l in cmcl2 is letter l not number 1)

251 Mercer Street, New York NY 10012   (212) 674-8652

You know the great thing about tv? If something important happens anywhere at all in the world, no matter what time of the day or night, you can always change the channel - Jim Ignatowski

From -6412948262592096953
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,723e162d5dd5e77e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 09:40:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 1meg upgrade killer
Message-ID: <8601091740.AA02556@RDCF.SDC.UUCP>
Date: Thu, 9-Jan-86 12:40:43 EST
Article-I.D.: RDCF.8601091740.AA02556
Posted: Thu Jan 9 12:40:43 1986
Date-Received: Fri, 10-Jan-86 23:16:24 EST
References: <8601071849.AA02091@sdcc6.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: TRW EDS, Redondo Beach, CA
Lines: 299

Here is a copy of the article you requested:

> ~~~~~~~~~~~~~~~~~~~pop goes the ST~~~~~~~~~~~~~~~~~~~
>
> i just fried my ST and after talking to atari and my local dealer i
> have tracked down the problem. It is related to the 1 Meg upgrade
> and the new proms, it seems that the early postings of "how to
> upgrade ...." left out 4 critical resisters (60 ohm 10% tol); 2 must
> be placed on the CAS lines and 2 on the RAS lines, all 4 go on the
> MMU (i know it isnt really an MMU) side. the upgrade will work fine
> w/o the resistors until you put in the new proms, the difference in
> the current drain will cost you all your memory chips and possibly
> the MMU.
> --
>   god bless Lily St. Cyr
>   -Rocky Horror Picture Show
>
> Name: James Turner
> Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
>   Santa Clara, CA 95052-9400
> AT&T: (408) 986-9400
> UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner

After reading the above article, I downloaded the revised procedure from Compu Serve. I have had the upgrade for about 3 months, and has

worked without a flaw. I would have probably added the proms without the resistors. Thanks to Mr. Turner for the warning.
Here is a copy of the revised procedure:

NOTE: This is an REVISED,TESTED version of the original text downloaded from CompuServe. December 6, 1985

(This was REVISED AND TESTED by an annonymous engineer on Atari's developement staff. The addition of the resistors should provide a long life to your machine, but the warning below is STILL IN EFFECT. This is not an official sanction of the modification. USE WITH CARE!!!)

Here's the 1 Meg upgrade directions:

I have brought this over un-editted from the arpanet info-st mailing list. I TAKE NO RESPONSIBILITY FOR ITS CONTENT OR ACCURACY. I HAVE NOT TRIED THIS MODIFICATION ON MY OWN ST AS YET. I AM PASSING THIS ALONG TO THOSE WHO DO WISH TO TRY IT. FOLLOW THE DIRECTIONS AT YOUR OWN RISK.
--Dwight McKay (75776,1521)

From: gert@pescadero

WARNING: This is a hardware modification that will void the warranty of your 520ST. If you do not have the appropriate tools or experience you have a substantial chance of ruining your 520ST. Proceed at your own risk! This modification has been in my 520ST without any problems for 6 days now. However, I have (of course) not checked with knowledgable sources at Atari to verify if this modification endangers the long term machine reliability and/or software compatibility (I suspect it may endanger their software compatibility if enough of us do it!)

Tools & components needed :

16 256k * 1 RAM chips, 150 ns access time type, e. g. NEC 41256C-15 (avilable at e. g. Fry's Electronics, Sunnyvale, CA for $2.77 each)

A good quality, preferrably temperature controlled soldering iron, with a minature tip (tip should be narrow enough to avoid touching 2 I. C. pins at the same time). E. g. Weller type soldering station.

Good quality resin core solder (thin).

Approximately 4 foot of #24 AWG insulated wire and a good stripper for it and 2 feet of #22 AWG solid tinned copper bus wire. You will have to route 3 wires over a sequence if I.C. pins.

Desoldering wick and solder suction tool.

Philips type screwdriver (for opening your ST), tweezers, pliers, etc.

A steady hand and self-confidence.

Explaination of the modification :

(Please read the rest of this document before starting. It may save you time and an 520ST)

The current memory inside the 530ST consists of 16 256K*1 RAM chips. Address (A0..A8) lines are common to all those chips. The WriteEnable line is also common to all chips. Data (in and out) lines are of course individual. The RAS (row-address strobe) line is common to all chips. The 8 chis foring the high order byte group have one common CAS line, and the 8 forming the low order byte group have one common CAS line (CAS is used as enable for write operations, such that WriteEnable can be common to both groups). The high order group from MSB to LSB consists of U45, 44, 43, 42, 38, 34, 33, 32. The low order group of U30, 29, 28, 25, 24, 28, 27, 26. Note that all chips are adjacent, though the numbering has gaps. RAS0, CAS0H, and CAS0L are supplied from U1 pin 8,6 and 7 respectively (The 0 indicates bank 0)

Bank 1 that you are going to build in will be "piggy-backed" on top of the current chips, where all pins of the new chips EXCEPT RAS (pin 4) and CAS (pin 15) are soldered to the old chips equivalent pins. Thus they will end up sharing addresses, data, WriteEnable and power and ground with the existing chips.

All RAS pis of the new chips are wired together and will be supplied with the "RAS1" signal generated on pin 18 of U15 (the memory controller, marked 3H-2119C or so). The CAS pins of the 8 new high order byte chips (on top of U45..U32) are wired together and supplied from the "CAS1H" signal generated on pin 22 of U15. Analogously, the CAS pins of the new U30 to U16 are wired together and supplied with "CAS1L" from pin 21 of U15.

How to go about it:

Step 1: Open up your 520ST, pull off the keyboard connector and remove the main circuit card from its top and bottom shielding. Make sure to remember which screws go where and note the keyboard connector orientation.

Step 2: Desolder all of the capacitors adjacent to the existing RAM chips. (DO NOT SKIP THIS STEP. You'll lose time if you do, and worse, the modification will no be reliable

since you can't solder pins obstructed by the capacitors reliably (if at all)). To desolder them, I found it easiest to heat the island on the non component side, and bend the wires straight. After doing that or each capacitor, turn over to the component side and heat the islands wile pulling the capacitor out with the tweezers.

Step 3: Open up the holes of all the desoldered capacitors, using a combiation of de-soldering wick and suction tool. Do this from the non component side. If certain holes are difficult to open up, you may want to use a wood splinter. (push it through while heating). Be carefull to remove all solder debris!! THE REASON for opening the holes NOW is that they will be less accessible once you've done the other steps! Patience is a virtue.

(NOTE: Step 2 & 3 are the only ones that may damage your ST PC board. Be sure not to use excessive force while pullling out the capacitors. If you damage your PC board anyway, cure the problem now and not later).

Step 4: In this step we will piggyback the new RAM's on top of the old oes. Be sure to connect all pins except pin 4 (RAS) and 15 (CAS). The best way to go about this is to do chip by chip. First, bend the pins of the new RAM's suchthat hey are perpendicular to the package (instead of having slightly spread "cowboy legs"). Use pliers to bend pin 4 and 15 such that the legs are 180 degrees from their normal position, so they stick up in the air above the plane of the top surface of the chips. Don't make an absolute sharp 180 degree bend since some manufacturers' pins may snap off. Leave a little curve in the leg, but insure that is above the plane of the top surface of the chip.

Using #22 AWG to #16 AWG tinned solid copper wire you will form three buses along the top surface of the new d-rams. Cut a #22 AWG solid copper wire the length of the 16 d-rams on the PCB. The RAS bus is formed by soldering all the pin 4's of the new d-rams to the solid copper wire. The bus wire must be seated against the top surface of the new d-rams without a gap. This insures clearance between the top shield and the pins of the d-rams.

After soldering all 16 d-rams to the bus clip off any portion of the pins that extend above the top of the bus wire. Now cut a #22 AWG solid copper wire the length of the 16 d-rams. Place the bus wire along the top surface of the new d-rams in contact with all the pin 15's of the new d-rams. Solder every pin 15 to this bus and as above insure that the wire is seated solidly against the top surface of the new d-rams. Cut off all excess pin length sticking up above the top of the bus wire. Using diagonal cutters remove the section of the bus connecting the new U30 pin 15 to the

new U32 pin 15. This divides the bus in half with the new U16, 17, 18, 24, 28, 29 having a common pin 15. The new U32, 33, 34, 38, 42, 43, 44, 45 now have a common pin 15, seperated from the other common bus.

(NOTE: until step 6 is finished, do no in any way apply power to your ST. This intermediate state of affairs will damage your memory chips!!)

Step 5: Remount all the desoldered capacitors. Bend the pins like they were before resoldering, suchthat they will not touch the lower shielding. Solder from the non component side.

Step 6: Orient the 520ST PCB so that you are looking at the solder side of the PCB (non-component side), with the row of d-rams nearest you. Find the double square pattern of pads at the 68-pin socket of the memory controller, U15 (3H2119). The following is a guide to locating the six memory controller pins necessary to complete the wiring. The socket is numbered conterclockwise, starting with pin 1, the square pad (look closely) in the middle of the bottom outside row. The sequence, moving counterclockwise from pin 1, first on the outside square ONLY: (NOTE: the sequence ")(" means to make a 90-degree turn counterclockwise, i.e. around the corner)

1,3,5,7,9)(10,12,14,16,18,20,22,24,26)(27,29,31,33,35,37,39,41,43)(44,46,48,50,52,54,56,58,60)(61,63,65,67

The sequence, moving counterclockwise along the inside square only, and starting with the left side of the bottom row:

(62,64,66,68,2,4,6,8)(11,13,15,17,19,21,23,25)(28,30,32,34,36,38,40,42)(45,47,49,51,53,55,57,59)

Six 68-ohm 1/4W plus/minus 10% carbon film resistors must be added when adding memory. These series terminating resistors minimize undershoot which may damage BOTH BANKS of d-rams if omitted. Solder a 68-ohm resistor to pin 18 of U15, RAS1. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to the pin 4 bus (RAS) of all the new d-rams. that is the new U16, 17, 18, 24, 25, 28, 29, 30, 32, 33, 34, 38, 42, 43, 44, and 45.

Solder a 68-ohm resistor to pin 22 of U15, CASH1. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to pin 15 bus (CAS) of the new U45,44,43,42,38,34,33,32.

Solder a 68-ohm resistor to pin 21 of U15, CASIL. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm

resistor to pin 15 bus (CAS) of the new U30, 29,28,25,24,18,17,16.

For best results in all three cases above solder the wires coming from the resistors to the middle of the three bus wires in a "T" fashion rather than at one end of the buses.

Use a continuity tester to find the following three traces -- do not depend on visual inspection. Now install three 68-ohm series terminating resistors in the original 512K bank of ram. Be very careful while soldering to these narrow traces, since excessive heat can easily lift a trace from the board. Use an Exacto knife to gently remove solder mask from traces.

Cut the trace leading from pin 8, RAS0, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Cut the trace leading from pin 6, CAS0H, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Cut the trace leading from pin 7, CAS0L, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Step 7: Sit back. Use Brain. Do you feel confident about the quality of your work? No mistakes? Check evrything once again if you are but a little uncertain. Applying power with errors might make your ST into a decorative, nonfunctional piece of art. OK. Either rebuild your ST into its shielding and cabinet, or put it onto a surface clear of wires and solder remians and connect it to monitor, disk and supply. Boot it.

It it boots, you're probably there. Test if the new memory works by looking at the phystop variable ($42E) with SID if you have the developer stuff. It should read $100000 (1M hex). Also note that memcntlr ($424) now holds 5 instead of 4, and that v_bas_ad ($44E) now holds $F80000 (screen bitmap origin). If you don't have the developer stuff, try a single drive copy and check that you get the whole disk in one buffer instead of two.

If the new memory does not seem to exist, use SID to deposit and retrieve words on locations $80000 and up (1/2 Meg hex). If bit errors occur, the ST bootROM did not detect the extension (it checks all bits of 512 locations by testing a psedo random sequence, before accepting a memory bank). Try to pin point the faulty chip(s) and remove the error.

If it doesn't boot, you're in trouble. I'm sorry. It is difficult to give hints on what to do here. So many possibilities. Desoldering the new chips probably won't work (if the old ones were functional, the ST would still boot).

Check for hidden short:circuit on the RAM pins. May also be
that you have a flaky new pin connection.

That's all there is...

--

Richard E. Sansom
{decvax,ucbvax,ihnp4}!trwrb!trwrba!sansom

From 6884005274376901270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5f19d13b00838bc7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 10:06:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: Bicer.ES@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Times Tribune (Palo Alto) Article, 1/3/86
Message-ID: <860109-112757-1060@Xerox>
Date: Thu, 9-Jan-86 13:06:30 EST
Article-I.D.: Xerox.860109-112757-1060
Posted: Thu Jan 9 13:06:30 1986
Date-Received: Fri, 10-Jan-86 07:28:45 EST
References: <3113@sun.uucp>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 18

     The new 520ST will be similar to the original machine, but will
sell without a monitor for less than $300, Katz said. The original model
sells for $799. Unlike the first machine, users will be able to connect
the new 520ST to their televisions.

...The new 520ST will be distributed through
mass merchandisers, such as K Mart and through regional discounters, said
Atari Executive Vice President Michael Katz.

Does anyone know when and where this machine is going to be available?

     Jack Bicer

Bicer.ES@Xerox.ARPA

From 6370471344525781962

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25eef942e4e99d7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 11:07:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!druhi!lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari
Subject: Re: 1meg upgrade
Message-ID: <116@druhi.UUCP>
Date: Thu, 9-Jan-86 14:07:10 EST
Article-I.D.: druhi.116
Posted: Thu Jan 9 14:07:10 1986
Date-Received: Fri, 10-Jan-86 05:39:01 EST
References: <1241@gitpyr.UUCP> <33@calgary.UUCP>
Organization: AT&T Information Systems Laboratories, Denver
Lines: 20

>I did the 1meg upgrade, and so far everything is working fine. I have
>not installed the TOS ROMs. I used the method that involved adding 6
>68 ohm resistors. A side note: with the additional memory I have
>made extensive use of the RAM DISK (from Michitron) and have encountered
>something I can not explain. After some random amount of compiling, editing,
>and copying of files to the RAM DISK something happens in which I can no
>longer access my floppy drives A and B. Anyone else encountered something
>like this ???

Not to worry - this is the result of a bug in the memory management routines
in the current TOS. I understand the problem has been fixed in the ROM
version of TOS. This is one of several reasons I want to get my hands on
those ROMs ASAP!!!

Barry Locklear
AT&T Information Systems Labs
Denver, CO
ihnp4!druhi!lbl
(303)451-7245

From 9188189350692961678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3bcfc7a723b8505
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,a3bcfc7a723b8505
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,a3bcfc7a723b8505
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-09 11:17:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site aero.ARPA
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!trwrb!
trwrba!aero!foy

From: foy@aero.ARPA (Richard Foy)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: The real debate begins: Atari ST vs Commodore 128
Message-ID: <197@aero.ARPA>
Date: Thu, 9-Jan-86 14:17:32 EST
Article-I.D.: aero.197
Posted: Thu Jan 9 14:17:32 1986
Date-Received: Sat, 11-Jan-86 07:48:11 EST
References: <330@3comvax.UUCP>
Reply-To: foy@aero.UUCP (Richard Foy)
Distribution: net
Organization: The Aerospace Corporation, El Segundo, CA
Lines: 12
Xref: watmath net.micro.amiga:1479 net.micro.atari:2268 net.micro.mac:4033

In article <330@3comvax.UUCP> mykes@3comvax.UUCP (Mike Schwartz) writes:

>the Mac could very well disappear. After all, you can't beat the price
>for such comparable machines. The humor of it all is that Commodore Amiga
>was in a real awkward price position in the market, and now they stand alone
>as the mid-priced REAL Computer (I can't help but think of a $400 computer
>as anything but a TOY - albeit a great toy).

What is it about dropping the price on a machine (which can do more than
computers selling for many thousands of $ a few years ago) changes it to
a toy?

From -8103239781573600812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3b198eb4ef7688be,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 11:34:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!druhi!lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari
Subject: MODULA-2 reviews wanted
Message-ID: <117@druhi.UUCP>
Date: Thu, 9-Jan-86 14:34:12 EST
Article-I.D.: druhi.117
Posted: Thu Jan 9 14:34:12 1986
Date-Received: Fri, 10-Jan-86 05:39:23 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 14

A while back, a couple of people posted articles about an implementation
of MODULA-2 for the ST from a company in England. Did anyone actually
receive it? How complete is it in respect to Wirth's MODULA-2 book, rev. 3?
How do you like the environment it gives to the user? Is the documentation
complete and accurate?

Thanks in advance for the info. I have been looking for a good implementation
of MODULA-2. I'll definitely get this package if the responses are positive.

Barry Locklear
AT&T Information Systems Labs
Denver, CO
ihnp4!druhi!lbl
(303) 451-7245

From -622685808658438071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fba827ec0dbee822
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 12:40:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!ssc-bee!eve
From: eve@ssc-bee.UUCP (Michael Eve)
Newsgroups: net.micro.atari
Subject: Re: 520ST to be sold by toy stores
Message-ID: <454@ssc-bee.UUCP>
Date: Thu, 9-Jan-86 15:40:32 EST
Article-I.D.: ssc-bee.454
Posted: Thu Jan 9 15:40:32 1986
Date-Received: Sat, 11-Jan-86 07:38:18 EST
References: <12172635152.9.MRC@PANDA>
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 16

>
>   Well, Tramiel has done it again. It was just announced that
> the 520ST will sell without a monitor in toy stores for less than
> $300...

  Hooray! I bought a C64 at Toys'r'Us a couple of years ago, and now I
  will probably by an ST520 there. Soon there will we millions of ST's
  in use with reams of software at reasonable prices. No more supporting
  some flaky, overagressive, undereducated speciality salesperson.

  Thanks, Jack Tramiel, you HAVE done it again!

  Bye, bye Amiga (with a tinge of regret).
--
     Mike Eve   Boeing Aerospace, Seattle
     ...uw-beaver!ssc-vax!ssc-bee!eve

From 2413645708416562142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e0123e07588afdf,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1986-01-09 12:43:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: how mail works
Message-ID: <12173931662.10.MRC@PANDA>
Date: Thu, 9-Jan-86 15:43:54 EST
Article-I.D.: PANDA.12173931662.10.MRC
Posted: Thu Jan 9 15:43:54 1986
Date-Received: Fri, 10-Jan-86 07:29:31 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 32

Folks -

     I am getting rather tired of explaining this over and over again, when the Internet protocols are available for all to read (RFC's 821 and 822).

     Please rest assured that I know what I am talking about. I was a member of the committees that designed the Internet mail protocols, and have been the developer of the mail system used on SU-SCORE (and other TOPS-20's) for years.

     There is no such thing as "Errors-To" in the Internet protocols. It is a fantasy invented by certain Unix-based mailers to compensate for deficiencies in Unix software and protocols. You can be quite confident that "Errors-To" was generated by some Unix system.

     The TOPS-20 mail system uses upper case for things such as host names. In general, if you see something that has a lower case host name you can be confident that it came from some Unix system.

     The purpose of "Return-Path" is ***** NOT ***** to be the "true sender of the message" which Mabry Tyson erroneously states. The "Return-Path" is the path by which errors in delivering the message should take.

     In other words, for once, the Unix mailers which are generating return paths (which are not really in the header; they are outside in the "envelope") are doing something quite correct and reasonable. By setting the return path to be INFO-ATARI-REQUEST@SU-SCORE.ARPA they are stating that delivery error notifications should be sent to the maintainer of the INFO-ATARI list.

-- Mark --

From -4731641907471469907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,88e656532995893,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 14:53:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site well.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!well!espen
From: espen@well.UUCP (Peter Espen)
Newsgroups: net.micro.atari
Subject: Re: Public domain assembler for the ST; uuENcoded, long
Message-ID: <455@well.UUCP>
Date: Thu, 9-Jan-86 17:53:17 EST
Article-I.D.: well.455
Posted: Thu Jan 9 17:53:17 1986
Date-Received: Sat, 11-Jan-86 06:02:49 EST
References: <1766@utecfa.UUCP>
Organization: Whole Earth Lectronic Link, Sausalito, CA
Lines: 13
Summary: RE: uuENcoded format

> /* ----------------I'm Edible ----------------------------*/
>
>   The version below is uuencoded. You should be able to
>   uudecode this either using the standard uudecode on your
>   Unix system, or using the uudecode for the ST.

Could someone out in net-land explain what 'uudecode for the
ST' is and how I can get run it on my uuENcoded PD assembler file so
that I can convert it into an ST executable form.
     Thanks!
     Peter Espen

>

From 3113074227919523142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4120e1a3a0514c28,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 15:50:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihwpt.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihwpt!knudsen
From: knudsen@ihwpt.UUCP (mike knudsen)
Newsgroups: net.micro.atari
Subject: K-Mart 520st's
Message-ID: <628@ihwpt.UUCP>
Date: Thu, 9-Jan-86 18:50:13 EST
Article-I.D.: ihwpt.628
Posted: Thu Jan 9 18:50:13 1986
Date-Received: Fri, 10-Jan-86 07:24:19 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 39

KMart (or whoever) can hardly be charged with undercutting
the computer stores by selling unbundled 520STs for $350-$400.
Last month after I first saw an ST, I mentally calculated the
price of the bare computer as follows:

```
System Price  $800 $1000 (color)
- Monitors    $150 $350 (reasonable guesstimates)
SUBTOTAL  $650 $650 (Same either way)
- Disk (SS)   $250     (price quoted for 2nd drive)
SUBTOTAL  $400     (for BARE machine w/ Mouse)
- Mouse       $ 50     (guesstimate)
BARE CPU  $350
```

So, $400 for CPU plus mouse is just "list" price.
$350 for them would be good buy but not "undercutting."
Of course, mail-order already has $100 off the system price.

I like to look at things in computer stores (quiet surroundings)
but would NEVER buy anything major there -- they all want
list prices (I remember $900 for an Atari 800 back in late '82)
and their salespeople, while better-mannered than at KMart,
are no more knowledgeable in some cases than at Radio Shack.

Trouble is, you can't hook any standard types of disk drives
or monitors to the ST (what military surplus depot sold them
all those Cannon connectors?! Talk about DELIBERATE
incompatibility! Try and buy one of those!).
Hopefully, the KMart version will allow not only a TV,
but standard mono and RGB monitors as well.

That raises another disturbing question: Can the KMart ST
also support the Atari monitors, especially the 70-Hz
non-interlaced mono job? Sure hope they put ALL these options
in the GEM desktop. In other words, I hope they don't rip
anything out of the current ST to go to KMart.
     mike k
PS: Look at the Jan/86 BYTE photo of the ST board.
See that big blank area in upper center?
Room for a TV RF modulator? Or a REAL power supply?

```
From 1195711200585978767
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,723e162d5dd5e77e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 16:10:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: 1meg upgrade killer
```

Message-ID: <179@imagen.UUCP>
Date: Thu, 9-Jan-86 19:10:08 EST
Article-I.D.: imagen.179
Posted: Thu Jan 9 19:10:08 1986
Date-Received: Mon, 13-Jan-86 07:51:52 EST
References: <11106150@ucbvax.UUCP> <500025@iuvax.UUCP>
Organization: The Houses of the Holy
Lines: 17

> P.S. If the above fails I will buy the board from you (with everything
> on it) for, say $50.

~~~~~~~~~~~~~~~~~~~~~~~~~~~\ lineater, \~~~~~~~~~~~~~~~~~~~~~~~~~~~

you're TOO kind (-:) and i aint saying which two, $50 for a couple
hundred worth of salvagable chips! com'on
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
         Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
CompuServe: 76327,1575

From 955947747384655828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f0c74d724df4fc20,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 17:45:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- ST competition ---
Message-ID: <8601100156.AA14053@ucbvax.berkeley.edu>
Date: Thu, 9-Jan-86 20:45:00 EST
Article-I.D.: ucbvax.8601100156.AA14053
Posted: Thu Jan 9 20:45:00 1986
Date-Received: Fri, 10-Jan-86 23:23:11 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 13

I wish people would stop saying that they "can't help thinking of
a $400 computer as a toy".... It's not the PRICE that makes a toy
computer, but the capabilities!
~~~~~~~~~~~~~~~~~~~~~~~~~~~

Anyway. A recent msg mentioned that the C-128 will give the re-located ST a stiff competitor, stating that it can run CP/M programs. If I remember right, there is a CP/M emulator for the ST (somewhere), similar to the PD-DOS emulator claimed for the Amiga. N'est pas?

-Richard Hartman
max.hartman@ames-vmsb

From 2335506913742697592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,219c74c5db70c4ed
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,219c74c5db70c4ed
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1986-01-09 17:50:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!qantel!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro,net.micro.atari
Subject: Re: Atari to introduce TT?
Message-ID: <423@aum.UUCP>
Date: Thu, 9-Jan-86 20:50:28 EST
Article-I.D.: aum.423
Posted: Thu Jan 9 20:50:28 1986
Date-Received: Sat, 11-Jan-86 06:20:21 EST
References: <4759@alice.UUCP> <33@mit-vax.UUCP>
Organization: The Aurora Systems Bunch
Lines: 18
Xref: linus net.micro:12233 net.micro.atari:2200

> way Jack does business, so this "TT" promise might just be an
> attention-getter.
>
> Look at his two biggest successes: the VIC-20 and the Commodore 64.
> Neither are particularly amazing computers. The VIC-20 sold because it
> was offered so cheap that nobody could undercut the price (Jack T.
> tactic #1). Jack's marketing plan for the C64 was simply that he would
> offer "more bytes for the buck".
>
The TT is supposedly going to be an expansion type deal for the ST. I don't think that it is going to be a 32032. About the undercutting the price:
     Whats wrong with that??
--

Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From 9000821726974406206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6281fb7bc6e0cd0f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-09 18:45:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!think!mit-eddie!genrad!panda!enmasse!dave
From: dave@enmasse.UUCP (Dave Brownell)
Newsgroups: net.micro.atari
Subject: Re: Unix without an MMU
Message-ID: <520@enmasse.UUCP>
Date: Thu, 9-Jan-86 21:45:47 EST
Article-I.D.: enmasse.520
Posted: Thu Jan 9 21:45:47 1986
Date-Received: Sat, 11-Jan-86 08:08:27 EST
References: <8601071721.AA03900@ucbvax.berkeley.edu> <11372@ucbvax.BERKELEY.EDU>
Reply-To: dave@enmasse.UUCP (Dave Brownell)
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 16

It was recently asserted here that UNIX runs on the IBM PC without an
MMU. Well ... sort of.

The segment registers can be used as an MMU, if you keep programmers
from using them. Since that can't really be done on an 8086/88, PC/IX
(and VENIX, Xenix, ...) on IBM PCs doesn't really count as secure.
(Ergo it's not UNIX.) Processes can mangle each other at will.

In short, it's not really UNIX there, and it pretty much DOES have an
MMU. Better than nothing, but I wouldn't buy it. UNIX needs at LEAST
memory mapping. This can be real cheap! but the 520ST doesn't have it.

--
David Brownell
EnMasse Computer Corp
...!{harvard,talcott,genrad}!enmasse!dave

From 5790730736243698353
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,acf349457bac796e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-02 17:17:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site drutx.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!pmr
From: pmr@drutx.UUCP (RastocnyP)
Newsgroups: net.micro.atari
Subject: What printer are you using with your 520ST?
Message-ID: <122@drutx.UUCP>
Date: Thu, 2-Jan-86 20:17:54 EST

Article-I.D.: drutx.122
Posted: Thu Jan 2 20:17:54 1986
Date-Received: Sat, 4-Jan-86 05:02:14 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 24

[Does this bug still exist?]

I'd be interested in finding out what different types of printers people are successfully using with their Atari 520STs. From the budget dot-matrix to the esoteric laser, any and all replies are sought. Please email your replies with the following format:

```
Manufacturer:          Model:
Retail Price: $             Price Paid: $
Where Purchased:
Type (letter/.matrix):
Print Speed:
Replacement Ribbon Prices: $
General Description: (e.g., 10" carriage, ink jet, friction only, 7 fonts)
Problems: (e.g., registration is OK with tractor feed; friction is the pits)
       (this thing is a boat anchor because it's too noisy and unreliable)
       (I should have bought model Z; the control codes are a disaster)
Caveats:  (this model is no longer in production/no longer available)
       (the manufacturer is no longer in business)
Comments: (this thing is the greatest thing since sliced bread because...)
```

Thanks in advance,
Phil Rastocny
..!drutx!pmr

From 2338974504625264562
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b0aeee978775bcb8
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,b0aeee978775bcb8
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-03 05:47:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!pyrnj!topaz!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Commodore and ST debate
Message-ID: <1874@uwmacc.UUCP>
Date: Fri, 3-Jan-86 08:47:50 EST
Article-I.D.: uwmacc.1874
Posted: Fri Jan 3 08:47:50 1986
Date-Received: Sun, 5-Jan-86 01:12:40 EST
References: <447@ssc-bee.UUCP>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)

Distribution: net
Organization: UWisconsin-Madison Academic Comp Center
Lines: 12
Xref: watmath net.micro.amiga:1401 net.micro.atari:2168

In article <447@ssc-bee.UUCP> ditzel@ssc-bee.UUCP (Charles L Ditzel) writes:
>
>>4) Commodore/Amiga has been fairly open and honest about the internal
>>structure and functioning of their machine, while by comparison
>>Atari has been relatively secretive (specific examples furnished upon
>>request).
>more nonsense.

   The first opinion above (>>) is probably due to the fact that Atari is not using the resources (i.e. $$$) of the thousands of universities on USENET to provide product support, whereas the folks at Commodore are. Must be because Atari just doesn't care about it's customers, eh?

From -3173842550098534037
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2b61c54ff307b890
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-03 05:50:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site inuxd.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!inuxd!gat
From: gat@inuxd.UUCP (G Taylor)
Newsgroups: net.micro.atari
Subject: Re: ACTION! vs. C/65
Message-ID: <834@inuxd.UUCP>
Date: Fri, 3-Jan-86 08:50:19 EST
Article-I.D.: inuxd.834
Posted: Fri Jan 3 08:50:19 1986
Date-Received: Sat, 4-Jan-86 05:04:59 EST
References: <8601021929.AA29703@ucbvax.berkeley.edu>
Organization: AT&T Consumer Products, Indianapolis
Lines: 30

> Can anyone discuss the relative merits or otherwise of OSS's ACTION! cartridge
> vs. their C/65 compiler. Which would you recommend I purchase? I know that
> C/65 requires MAC/65, but that's ok. I'm more interested in things like
> ease of programming in one lang vs. the other, development environment
> provided, known bugs, speed, etc. I'm leaning toward C/65 mainly because
> learning C at least would be of use with other machines, whereas ACTION!
> is presumably of no use outside 8-bit Atariland. I have an Atari 800.
>
There has been considerable recent discussion of the merits of ACTION!
To summarize, buy ACTION! if you have any real interest in programming
the Atari, otherwise stick with Atari Basic.

Mild Flame! Before I encountered ACTION! I was able to use a friend's
system who had the MAC/65 and C/65 conglomeration. I was appalled by

the list of C constructs not supported by C/65, e.g. "for statements, do-while statements, switch statement," and all of the more exotic C constructs. That was a bad start, but I found it to be quirky as well, e.g. keywords had to be in UPPER CASE to be recognized. Finally, the bother of shifting between editors, compiler, assembler to get an executable was a real pain (this is one of the *main advantages* of ACTION! -- it is easy to do this with ACTION!).

I encourage you to learn C, but I have yet to find a C in the Atari 800 world where you will learn anything very useful except frustration tolerance.

Glen A. Taylor
AT&T (Consumer Products Division)
Indianapolis, IN
(317) 845-3709   inuxd!gat

From -1073454919688863646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,64eb701ffd23c92e,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-03 08:30:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Reply to: Questions about ST vs. AMIGA
Message-ID: <1761@trwrba.UUCP>
Date: Fri, 3-Jan-86 11:30:47 EST
Article-I.D.: trwrba.1761
Posted: Fri Jan 3 11:30:47 1986
Date-Received: Sun, 5-Jan-86 01:26:56 EST
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Distribution: net
Organization: TRW EDS, Redondo Beach, CA
Lines: 45
Xref: watmath net.micro.amiga:1404 net.micro.atari:2170

In article <370@well.UUCP> perry@well.UUCP (Perry S. Kivolowitz) writes:
>Some people wage religious wars over the silliest things...

Yourself (and now, myself) included, obviously!

>The debate over which machine is better currently resurging yet again in
>this newsgroup is damned silly. Those poor folks who bought atari's have
>to justify their brain damage and will do so now matter what arguments
>from the AMIGA side are tendered. Leave them alone!

Excuse me, I was unaware that buying a faster (yes, faster!!! 8 Mhz CPU,
16 Mhz memory - not just "fast memory", but the entire addressing range
of the computer - 32 Mhz graphics chip) machine for less than 1/2
the price of the _amiga_ qualified one for brain damage!

>It is beneath the dignity of owners of the AMIGA P.C. to respond to atari
>people's claim of machine supremacy...It's a waste of time:
>
>   you bought your - they bought theirs
>   lets say one side (even theirs) is right - are you going to go out
>   and buy another machine lest ye be cast down by society? Neither are
>   they.
>
>Just leave them alone.
>
>(as my firend dave (@heurikon) says:
>
>take a 520 st, put it in a dark closet and leave it alone. when it grows
>up it'll be an amiga).

So which is it? Leave_them_alone or sling_more_silly_insults? Make up
your mind!!! Maybe the above quote should be re-stated:

     take an _amiga peecee_ owner, put them in a dark closet. when (if)
     they grow up they'll be more consistent in their arguments.

I will agree that it is a waste of time to continue this debate over
the two respective nets. Why don't we move the discussion to
net.silly.insults where it belongs?

Richard E. Sansom
{decvax,ucbvax,ihnp4}!trwrb!trwrba!sansom

From -7450726689530801550
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8030fff87f5c2bdd,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,335c907238f12e02
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-03 09:42:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: recent Amiga vs ST debate
Message-ID: <1762@trwrba.UUCP>
Date: Fri, 3-Jan-86 12:42:52 EST
Article-I.D.: trwrba.1762
Posted: Fri Jan 3 12:42:52 1986
Date-Received: Sun, 5-Jan-86 01:27:31 EST

References: <800@caip.RUTGERS.EDU>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Distribution: net
Organization: TRW EDS, Redondo Beach, CA
Lines: 96
Xref: watmath net.micro.amiga:1405 net.micro.atari:2172

In article <800@caip.RUTGERS.EDU> roberts@nbs-vms.ARPA writes:
>
>Several Points of Comparison in the Amiga vs ST Debate
>
>1) The official Atari price of the ST system that has received so much
>praise in this mailing list is actually $1798 (799 for the monochrome
>version, plus 999 for the color version). Each version will do things
>that the other will not, and it is usually the composite of these
>functions that is represented as the overall capability of the ST.
>Atari has not to my knowledge offered to sell the monitors other than
>as part of a package deal. (I personally tend to favor the monochrome
>version - it seems to be best for the things the ST does the best.)

This is simply not true. A color monitor may be added to the
monochrome system for less than $300. Alternatively, a monochrome
monitor may be added to the color system for less than $200.

>2) I expect a computer to be good for handling text, but for a
>*personal* computer, I also enjoy sound and graphics capabilities. If
>Atari users were all the sensible sort who want only the minimal
>graphics required for text, one would expect only monochrome STs to
>be sold. I don't have any national figures, but a local dealer
>(admittedly a small sample) claims they are going about 50-50. Perhaps
>even some sensible Atari users enjoy graphics.
>   With the ST, there is a choice between optimized color graphics
>and optimized text that must be made at purchase time.

Although the monochrome monitor is optimal for text processing, the
color monitor is more than adequate for the job (I own both).

>4) Commodore/Amiga has been fairly open and honest about the internal
>structure and functioning of their machine, while by comparison
>Atari has been relatively secretive (specific examples furnished upon
>request).

On the contrary, Atari is willing to furnish development kits to anyone
willing to spend $300. Until recently, Commodore/Amiga refused to sell
their development kits to anyone other than "official" developers.

>5) I have not heard much about ST expandability in terms of processors,
>more memory, etc. The Amiga was designed with such expandability in
>mind,and has bus ports, etc. for that purpose.

This, for me at least, is the ST's biggest shortcoming. Although
expansion boxes are currently under development, the designers of the
ST should be chastised for this serious omission :-(

>6) Most of the Dhrystone benchmarks run on the Amiga (showing slightly
>slower execution than the ST) have been run with the processor using
>the same memory as the specialized chips. With an expanded memory
>space (which could be desired for its own sake) performance should be
>enhanced, especially for graphics-intensive applications. A faster
>processor (the 68020) should give a greater increase in performance.
>What should really give floating point performance a boost is the
>addition of a good floating point processor chip (of which the 68881
>is a logical choice for the 68000 family). I expect a 68881 to be
>available for the Amiga long before the ST gets one (if ever).

I would say that ~500(?) v.s. 1092 Dhrystones is somewhat more
than "slightly slower". Also, I thought the Amiga was not bogged down
by the specialized chips. Needless to say, both the Amiga and the ST
would execute the Dhrystone benchmark test faster with 68020's. And
what makes you think (seriously) that the Amiga will have a 68881
before the ST?

>7) A minimal Amiga system I would buy (512K, RGB monitor) costs
>considerably more than a minimal Atari 520ST system I would buy.
>I think the Amiga would better suit my intended applications.

There is no doubt about the fact that the ST is less expensive than the
Amiga. If the Amiga suits your needs better, then buy an Amiga.

>8) Jack Tramiel of Atari has announced an intention (as of a few
>months ago) to eventually sell hard disk and CD drives for ~$500.
>Even if this figure cannot be met, Atari may still come out with
>peripherals at much lower prices than those Tecmar is expected to
>charge for peripherals for the Amiga. Following this observed
>disparity, prices may be driven to more reasonable levels, to the
>benefit of the consumer. In general, competition between the two
>machines may help to keep prices in check.
>
>9) The fact that the markets for the two machines do not completely
>overlap may help both companies to survive. My perception of local
>market conditions is that STs, Amigas, and C-128s (surprisingly) are
>being sold as fast as the dealers can get them, at least for the
>time being. Perhaps market share will be determined by which company
>can produce computers most quickly.

Good points.

Even though I took exception to several of the points stated in the
included article, I am glad to see that some people are capable of
posting articles which contain more substance than mud-slinging.

Richard E. Sansom
{decvax,ucbvax,ihnp4}!trwrb!trwrba!sansom

From -9104706263497935330

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3f3b98e104e8caf7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-03 09:55:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site spp2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwspp!spp2!rroux
From: rroux@spp2.UUCP (Ray Roux)
Newsgroups: net.micro.atari
Subject: Re: KERMIT and ACTION
Message-ID: <837@spp2.UUCP>
Date: Fri, 3-Jan-86 12:55:10 EST
Article-I.D.: spp2.837
Posted: Fri Jan 3 12:55:10 1986
Date-Received: Sun, 5-Jan-86 01:27:12 EST
References: <8601021348.AA25062@ucbvax.berkeley.edu>
Reply-To: rroux@spp2.UUCP (Ray Roux)
Organization: TRW, Redondo Beach CA
Lines: 19

Randy Magruder,

I suggest you pickup an ANTIC magazine and in their catalog section look
at a program called Chameleon. It's a modem program that emulates a vt52
and can handle xmodem and kermit file transfers. I believe it costs about
$19 from them and I've seen it for about $12 in the stores. They also
sell ($10) just kermit but I don't know if you need Action! to use it or
not.

By the way, Action! is a terrific language for the 800 series, and the price
has gotten VERY reasonable (less than $50).

--

   Ray Roux
     {ucbvax|decvax}!trwrb!trwspp!spp3!rroux

From 5899435466688486823
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2b61c54ff307b890
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-03 10:11:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: ACTION! vs. C/65

Message-ID: <860103-101140-1298@Xerox>
Date: Fri, 3-Jan-86 13:11:33 EST
Article-I.D.: Xerox.860103-101140-1298
Posted: Fri Jan 3 13:11:33 1986
Date-Received: Sat, 4-Jan-86 05:28:42 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 44

>Can anyone discuss the relative merits or otherwise of OSS's ACTION! cartridge
>vs. their C/65 compiler.

I have both and wish I could give a detailed comparison, but, in truth I haven't used the C compiler much at all (this is by choice, not chance). On the other hand I have used the ACTION! compiler extensively. The way I see it, if you want portability then use the C compiler. If you want the most powerful high level language available for the Atari then use ACTION!. What makes ACTION! so powerful is that it was designed specifcally for the Atari, so it provides better access to the Atari's special features. Another big plus is that ACTION provides such a nice programming environment. It's integrated editor and compiler and it's fast compile times make it a joy to use. With C/65 you must ...

1. load an editor
2. edit and save your program
3. load C/65 and compile your program
4. load Mac/65 and assemble your program
5. run your program

With ACTION! (with small programs)

1. edit program
2. compile (less than 5 sec.)
3. run

With big ACTION! programs the source code must be saved to disk and compiled from there. This is still much faster than C/65.

On the other hand ACTION! is only available for the Atari so for portability it is as bad as you can get. However, I have been told that Clinton Parker is working on a version of ACTION! for the Atari ST.

I hope this helps and I hope that someone who has used C/65 more extensively can give it's good points (such a person will be harder to find because ACTION! out sells C/65 100:1).

JOHN

From 3781299176758093492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b0aeee978775bcb8
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,b0aeee978775bcb8
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-03 12:13:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site unirot.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!ut-sally!im4u!caip!unirot!grr
From: grr@unirot.UUCP (George Robbins)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Commodore and ST debate
Message-ID: <272@unirot.UUCP>
Date: Fri, 3-Jan-86 15:13:12 EST
Article-I.D.: unirot.272
Posted: Fri Jan 3 15:13:12 1986
Date-Received: Sun, 5-Jan-86 01:12:53 EST
References: <447@ssc-bee.UUCP> <1874@uwmacc.UUCP>
Reply-To: grr@unirot.UUCP (George Robbins)
Distribution: net
Organization: The Soup Kitchen, Piscataway NJ
Lines: 21
Xref: watmath net.micro.amiga:1402 net.micro.atari:2169

In article <1874@uwmacc.UUCP> oyster@uwmacc.UUCP (Vicious Oyster) writes:
>In article <447@ssc-bee.UUCP> ditzel@ssc-bee.UUCP (Charles L Ditzel) writes:
>
>   The first opinion above (>>) is probably due to the fact that Atari is not
>using the resources (i.e. $$$) of the thousands of universities on USENET to
>provide product support, whereas the folks at Commodore are. Must be because
>Atari just doesn't care about it's customers, eh?

Vicious - nasty - argh.

Please note that Amiga is providing their primary online discussion on the
COMMERCIAL networks - BIX, Delphi, Compuserve and their own developers
bulletin board.

Would you rather that they didn't read this group and respond to questions?

--
George Robbins   uucp: ...!ihnp4!tapa!grr
P.O. Box 177   ...!caip!unirot!grr
Lincoln U, PA 19352   [Any ideas herein are not responsible for themselves!]

From 2772149689959725808
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,a031dec024433c72
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,a031dec024433c72
X-Google-Attributes: gid129c11,public
X-Google-Thread: 142096,a031dec024433c72
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-03 14:34:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ism780c.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ism780c!tim
From: tim@ism780c.UUCP (Tim Smith)
Newsgroups: net.micro,net.micro.amiga,net.micro.atari
Subject: Re: 1986 predictions
Message-ID: <208@ism780c.UUCP>
Date: Fri, 3-Jan-86 17:34:21 EST
Article-I.D.: ism780c.208
Posted: Fri Jan 3 17:34:21 1986
Date-Received: Sun, 5-Jan-86 01:52:27 EST
References: <341@ihnet.UUCP>
Reply-To: tim@ism780c.UUCP (Tim Smith)
Distribution: net
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 21
Xref: watmath net.micro:13370 net.micro.amiga:1407 net.micro.atari:2174

In article <341@ihnet.UUCP> bryan@ihnet.UUCP (b. k. delaney) writes:
>
>What will happen next year ?
>
>Here are my 1986 predictions for the Amiga, ST, MAC.
>
This should either be "AMIGA, ST, MAC" or "Amiga, ST, Mac".

>Apple may be in VERY DEEP trouble, but with Fat MACs for
>$1500.00 and the new APPLE IIxt 16 bit computer that runs
>in two modes ,8 and 8/16 bit, will pull out of trouble.
>The new apple will use the new 8/16 bit 6502 micro.
>It looks like the first Personal Computer will never
>die, (who says you can't teach an old dog new tricks).
>

Why do you think Apple is in "VERY DEEP" trouble? $50 million in
profit / quarter and $300 million in the bank sure doesn't sound
like deep trouble to me!
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim

From -6784518851150372497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4b9f6705ee9de7a4,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1986-01-03 17:35:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Action! VS. C ---
Message-ID: <8601040144.AA01496@ucbvax.berkeley.edu>
Date: Fri, 3-Jan-86 20:35:00 EST
Article-I.D.: ucbvax.8601040144.AA01496
Posted: Fri Jan 3 20:35:00 1986
Date-Received: Sun, 5-Jan-86 01:04:49 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 16

I have used C/65. My big problem w/ it is that it does not compile
into binary, but it produces MAC/65 assembly code. It is nice to have
this OPTION, but not to be forced into it. DISK SPACE GOES FAST!.
Forget about the extra time to assemble it! Unless you have a hard
disk it does not seem worth it.

Deep Blue C (from APX) produces a small intermediate code file (similar
to the p-code used by UCSD Pascal systems...but it is a c-code I guess)
that needs to be run with an interpreter package. It is not as bad
as it sounds, but Action! is definately faster.

So long for now,
              -Richard Hartman
              max.hartman@ames-vmsb

From 4518150417012470942
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5f19d13b00838bc7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-03 20:12:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 SMI; site sun.uucp
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!ut-sally!pyramid!decwrl!sun!boylan
From: boylan@sun.uucp (Lee Boylan)
Newsgroups: net.micro.atari
Subject: Times Tribune (Palo Alto) Article, 1/3/86
Message-ID: <3113@sun.uucp>
Date: Fri, 3-Jan-86 23:12:34 EST
Article-I.D.: sun.3113
Posted: Fri Jan 3 23:12:34 1986
Date-Received: Sun, 5-Jan-86 01:47:12 EST
Reply-To: boylan@sun.UUCP (Lee Boylan)

Organization: Sun Microsystems, Inc.
Lines: 28
Keywords: cheap, 1040ST, dealers, discount houses
Summary: New Chain Store ST Machine <$300.

Excerpts from article by Ken Siegmann, Times Tribune Staff:

Atari Corp. Chairman Jack Tramiel is trying a strategy that infuriated computer retailers once before. Atari will on Jan. 15 roll out a cheaper version of its 520ST computer...The new 520ST will be distributed through mass merchandisers, such as K Mart and through regional discounters, said Atari Executive Vice President Michael Katz.

While chair of Commodore International Ltd. in the early 1980's, Tramiel won infamy among specialty computer dealers when he sold the C64 through mass merchandisers at a price less than it had cost dealers.

The new 520ST is one of two new machines Atari plans to ship this month. The other more sophisticated machine -- called 1040ST -- will go exclusively through computer specialty stores, Katz said. He thinks it should keep them happy because it will keep them "on the cutting edge of Aatari's technology."

The new 520ST will be similar to the original machine, but will sell without a monitor for less than $300, Katz said. The original model sells for $799. Unlike the first machine, users will be able to connect the new 520ST to their televisions.

The 1040ST will have twice the internal memory of the 520ST. It will store up to 1 million characters of information, or 500 typewritten pages. With a b/w monitor, Atari has priced the machine at $999. With a color monitor the 1040ST will sell for about $1200.

The article quoted several analysts as saying the dealers are gonna be upset. I guess the 1040ST will be out in time for people to do their taxes on it (sorry :-))!

From 8249556305303390608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bc4448637433ac55,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-03 20:14:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site iheds.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!iheds!dlm
From: dlm@iheds.UUCP (Daryl Monge)
Newsgroups: net.micro.atari
Subject: C on the ATARI 800
Message-ID: <479@iheds.UUCP>
Date: Fri, 3-Jan-86 23:14:14 EST
Article-I.D.: iheds.479
Posted: Fri Jan 3 23:14:14 1986
Date-Received: Sat, 4-Jan-86 17:11:41 EST
Distribution: net
Organization: AT&T Bell Laboratories

Lines: 11

I have the DEEP BLUE C compiler on order for the ATARI 800 from ANTIC/APX.
I should get it in a week or two and will post a summary then.

Heck, it's only $20, how can you go wrong?

Daryl Monge
AT&T
Bell Labs, Naperville, Ill

...!ihnp4!ihelp!dlm

From 7811401554414476751
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,723e162d5dd5e77e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-03 20:23:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: ugjohna@BUFFALO.CSNET (John Arrasjid)
Newsgroups: net.micro.atari
Subject: 1meg upgrade killer
Message-ID: <8601040742.AA05555@ucbvax.berkeley.edu>
Date: Fri, 3-Jan-86 23:23:51 EST
Article-I.D.: ucbvax.8601040742.AA05555
Posted: Fri Jan 3 23:23:51 1986
Date-Received: Sun, 5-Jan-86 01:07:41 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 18

For those of you who read the article in net.micro.atari about upgrading to
1meg of memory on the ST, DON'T!!!! First of all, the references to the
different gauge tinned bus wires and non-tinned bus wires are not clear as
are the directions for adding the resisters to pins 6, 7 and 8 of the memory
controller. Second of all, when you finally get all the wiring done and turn
on the computer, the screen comes on for about 2 seconds and then goes blank
without booting the drive. Trying to reboot again does the same thing. I
suggest to all of you to wait for some kind of commercial memory upgrade
before you fool with your ST. If anyone can tell me what chips I fried from
my description, I'd appreciate it. I hope they were just the memory chips. (I
tried the two TOS chips, the drive controller, and the graphics chip in another
520ST and they work fine, so that just leaves the MMU, GLUE, and the memory
chips.

John Arrasjid   SUNY/Buffalo Computer Science
UUCP: [decvax,dual,rocksanne,watmath,rocksvax]!sunybcs!ugjohna
CSnet: ugjohna@buffalo
ARPAnet: ugjohna%buffalo@CSNET-RELAY

From 5850042907312784902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,723e162d5dd5e77e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-04 10:04:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gitpyr.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: Re: 1meg upgrade killer
Message-ID: <1229@gitpyr.UUCP>
Date: Sat, 4-Jan-86 13:04:15 EST
Article-I.D.: gitpyr.1229
Posted: Sat Jan 4 13:04:15 1986
Date-Received: Mon, 6-Jan-86 03:06:56 EST
References: <8601040742.AA05555@ucbvax.berkeley.edu>
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Organization: Georgia Institute of Technology
Lines: 20

In article <8601040742.AA05555@ucbvax.berkeley.edu> ugjohna@BUFFALO.CSNET (John
Arrasjid) writes:
>For those of you who read the article in net.micro.atari about upgrading to
>1meg of memory on the ST, DON'T!!!!

I guess I was a lucky one. I've upgraded to 1Meg and everything worked
right the first time. I have to disagree about the clarity of Gert's
instructions. I found them very easy to follow, providing step-by-step
guidance through the procedure. My guess is that you fried a DRAM (they're
very intolerant of static electricity... Did you ground yourself to a
local ground every time you handled them?

=-=
No problem is so formidable that you can't just walk away from it.

    Steve Tynor
    Georgia Instutute of Technology

 ...{akgua, allegra, amd, harpo, hplabs,
     ihnp4, masscomp, ut-ngp, rlgvax, sb1,
     uf-cgrl, unmvax, ut-sally} !gatech!gitpyr!tynor

From 6628256253920358557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fba827ec0dbee822,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-04 14:01:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ucbvax!info-atari
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: 520ST to be sold by toy stores
Message-ID: <12172635152.9.MRC@PANDA>
Date: Sat, 4-Jan-86 17:01:58 EST
Article-I.D.: PANDA.12172635152.9.MRC
Posted: Sat Jan 4 17:01:58 1986
Date-Received: Mon, 6-Jan-86 03:07:22 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 37

Well, Tramiel has done it again. It was just announced that the 520ST will sell without a monitor in toy stores for less than $300. The computer specialty stores are *furious*, many "I told you so"'s are floating around. It's just what he did with the C64 when he was at Commodore. I wouldn't be at all surprised if the computer stores dump the ST en masse, even with Tramiel's promised 1040ST for them only (we know how much THAT promise is worth).

I'm glad I didn't waste my money on an ST the way I did on the 8 bit series (400,800,1200XL). I saw what once were serious graphics engines (that happened to play neat games too) become toys only, and it's happening all over again.

Bye Bye Atari Pie

Bye, Bye, Atari Pie
Tramiel did it with the C64 and now with the 520ST
It'll sell at toy stores for less than $100 times 3
So much for stores where computers are the speciality
So much for stores where computers are the speciality

Have you heard about deja vu?
Do you have faith in Tramiel too,
Just cause his salesmen tell you so?
Now do you believe that it'll continue to sell
When the computer stores tell Atari to "Go to Hell"
And can you see Amiga sales really grow?

Well I know you love your 520ST
Cause I saw you hacking on it 'till 3
You all felt it was great news
Now what'll you do about the Tramiel bad marketing blues?

...etc...

From -9175282921075906075
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,723e162d5dd5e77e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-04 15:21:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 1meg upgrade killer
Message-ID: <500025@iuvax.UUCP>
Date: Sat, 4-Jan-86 18:21:00 EST
Article-I.D.: iuvax.500025
Posted: Sat Jan 4 18:21:00 1986
Date-Received: Thu, 9-Jan-86 02:58:19 EST
References: <11106150@ucbvax.UUCP>
Lines: 20
Nf-ID: #R:ucbvax:-1110615000:iuvax:500025:000:1242
Nf-From: iuvax!franco   Jan 4 18:21:00 1986

The fact that your screen has raster for two seconds and then goes blank
does not mean that you fried anything. My guess is that all chips are
fine. Look for solder bridges (your new connections) in the following
way: hold the board up to a strong light (light is on the underside of the
board and you are looking from topside of board) and USING A 10X MAGNIFYING
GLASS (important - use a GOOD magnifying glass) scan all new connections
visible from topside for bridges. Then, turn the board over and inspect
all new capacitor connections. If you bent the capacitor leads too much
one or more may be making contact with some trace. Then, reseat the
memory controller chip. Sometimes board flexing will unseat that chip.
I suggest you do all this work on a table covered with sheets of aluminum
foil and make sure you, the board and anything that contacts the board are
at the same electrical potential by keeping everthing in contact with the
foil (with the power off, of course) as often as possible. When you power
up make sure the aluminum foil is somewhere else. This message is being
brought to you by a fully functioning 1MEG 520ST.

P.S. If the above fails I will buy the board from you (with everything
on it) for, say $50.

From -7469266920217779129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6c259dc442c831b4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-05 08:23:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari

Subject: Re: unix DOES need an MMU (well I think so!)
Message-ID: <1014@lsuc.UUCP>
Date: Sun, 5-Jan-86 11:23:44 EST
Article-I.D.: lsuc.1014
Posted: Sun Jan 5 11:23:44 1986
Date-Received: Sun, 5-Jan-86 11:43:38 EST
References: <933@mcvax.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 47
Summary: I'm getting tired of this.

I'm *really* getting tired of this discussion. I have answer Mr. Kenyon privately via 'mail' but this posting shows that it is likely he has not been receiving my mail. As such, I hope the Atari fans will bear with me and we'll all hope he reads this:

In article <933@mcvax.UUCP> simon@mcvax.UUCP (Simon Kenyon) writes:
>
>what about all the relocation fancy footwork that unix does
>to handle the per process data area

OS-9 does the same or similar 'fancy footwork' without an MMU

>what about multiple processes

OS-9 handles multiple processes without an MMU

>are we proposing going back to the dark ages of rsx (unmapped)
>where programs were linked for different load addresses

No. If OS-9 can do it, then you can do it with some other Unix or Unix clone. Then again, why bother, you'll have OS-9 anyway. :-)

>memory mangement is required for two reasons
>protection and reloxcation
>the first you can live without (that is if you never have pointers
>which point nowhere)
>the second is kind of hard to live without

I can live without the protection. I *have* been living without it on my Color Computer, running OS-9 (6809) for some time now. I think most Atari 520ST users will find it quite satisfactory. Please go look at OS-9 68K before you do any further posting. I read net.micro.atari to read about Atari.

>--
>simon kenyon
>simon@mcvax.UUCP
>national software centre, dublin, ireland

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
(416) 652-3880

From -7538162009763335949
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,acf349457bac796e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-05 14:00:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Re: What printer are you using with your 520ST?
Message-ID: <1366@cwruecmp.UUCP>
Date: Sun, 5-Jan-86 17:00:12 EST
Article-I.D.: cwruecmp.1366
Posted: Sun Jan 5 17:00:12 1986
Date-Received: Mon, 6-Jan-86 03:43:34 EST
References: <122@drutx.UUCP>
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 35

Manufacturer: Epson   Model: DX 20
Retail Price: $ Don't Remember   Price Paid: $ 290
Where Purchased: Lyco (Mail Order)
Type (letter/.matrix): Daisy Wheel
Print Speed: 20 cps
Replacement Ribbon Prices: $ (uses standard epson ribbon cartridges)

General Description: Diablo 630 Compatible, Bidirectional Priniting,
Uses standard diablo print wheels, uses stamdard epson ribbon
cartridges, Character Pitches: 10 cpi pica 12 cpi elite 15 cpi
condensed Propotional Spacing (1/120 inch programmable),
Line Spacing: 1/6 inch or 1/48 inch programmable,
Paper: friction feed 7 o 13 inches, Pin Feed with optional tractor,
Universal Interface senses 8 bit parallel (centronics), or Rs232 or
Ieee 488 (GPIB). 1K buffer built in. Nice manual.
Works nicely with STWRITER. The printer configuration file was very
easy to make up because of the excellent documentation.

Problems: Slow (but what do you expect from a < $300 daisy wheel printer),
       on the noisy side (about the same as the diablo).
Caveats: Difficult to print 66 lines on a 11" sheet of paper as the
     paper out sensor goes off at about the 63'rd line. To get
     66, the top margin has to be reduced, resulting in a page
     that has too much space at the bottom.
Comments: This printer was purchased for writing letters, short memos

etc. In my opinion, this printer serves that purpose perfectly. The
print quality is excellent (at least as good as any other daisy wheel
that I have seen). The price i believe is the lowest of any daisy
wheel printer (except it brother the Dx-10) on the market.
--

Jwahar R. Bammi
Usenet: .....!decvax!cwruecmp!bammi
CSnet: bammi@case
Arpa: bammi%case@csnet-relay
CompuServe: 71515,155

From -6299133379420495153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6436abbfd2a0614b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-05 14:37:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: ugjohna@BUFFALO.CSNET (John Arrasjid)
Newsgroups: net.micro.atari
Subject: st_assembler docs
Message-ID: <8601061354.AA10364@ucbvax.berkeley.edu>
Date: Sun, 5-Jan-86 17:37:08 EST
Article-I.D.: ucbvax.8601061354.AA10364
Posted: Sun Jan 5 17:37:08 1986
Date-Received: Tue, 7-Jan-86 04:21:30 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

I recently received the assembler program and docs. Unfortunately the docs
were not saved correctly and were consequently lost. Could someone please
mail me them again? Thanks in advance.
Preferrably one letter will suffice (the original author?).

:wq

From 4748755744585324654
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,776a89be2cdd00e0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-05 19:54:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!dual!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari
Subject: Re: USA today article of December 30, 1985
Message-ID: <418@aum.UUCP>
Date: Sun, 5-Jan-86 22:54:47 EST

Article-I.D.: aum.418
Posted: Sun Jan 5 22:54:47 1986
Date-Received: Wed, 8-Jan-86 07:46:00 EST
References: <2687@sunybcs.UUCP>
Organization: The Aurora Systems Bunch
Lines: 15

> An article in USA today (12/30/85) talked about Atari announcing that the
> 512k st would be sold in chain stores, and a 1 meg version of the st would
> be carried by those stores currently carrying the 520st. Sounds like the 260ST
> will be dropped!!?!?!!

Some very reliable sources tell me that there is going to be a 1024ST announced
this month. It will be $999 (monochrome) and have 1meg memory, and a built in
DSDD floppy. Also the $599 20 meg disk. Don't know about when they are
shipping...
--

Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From 2718325011726915313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,493e16f3a187f7f5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-05 23:20:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2b.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!hou2b!dwc
From: dwc@hou2b.UUCP (D.CHEN)
Newsgroups: net.micro.atari
Subject: any light pens for 520st?
Message-ID: <681@hou2b.UUCP>
Date: Mon, 6-Jan-86 02:20:08 EST
Article-I.D.: hou2b.681
Posted: Mon Jan 6 02:20:08 1986
Date-Received: Tue, 7-Jan-86 03:54:53 EST
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 6

anyone one out there know if there is a light pen
or light pen type device for the 520st?

danny chen
ihnp4!hou2b!dwc

From 5173480715379594931
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,6281fb7bc6e0cd0f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 00:51:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: Unix without an MMU
Message-ID: <12173015456.10.MRC@PANDA>
Date: Mon, 6-Jan-86 03:51:02 EST
Article-I.D.: PANDA.12173015456.10.MRC
Posted: Mon Jan 6 03:51:02 1986
Date-Received: Tue, 7-Jan-86 04:17:01 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 48

Instead of flaming about whether or not Unix* can run without memory management, why not examine the actual problem. Bringing up whether or not OS-9 can run without an MMU is silly. That's like saying that since both wood and gasoline burn, you can put logs in your car's gas tank.

Most people consider Unix to comprise a full Unix environment including all the system services and multiprocess facilities provided by a Unix system. In other words, a shell and some package that emulates Unix system calls is *not* Unix. If you have multiple processes running in a non-memory managed system, you are restricted to one of the following:

. each process absolute-assembled into a different partition of memory (ala DEC RSX-11)
. only one process in memory at a time -- each process swapped out when it blocks or its quantum expires
. all software assembled to perform all memory references indexed by a base register, which is loaded by the operating system and which the program must not change (ala old IBM OS)

These are big problems. Remember, anybody can write software that does 90% of what Unix does without any of these problems. It's called CP/M or MS-DOS or DOS-II or GEM or TOS or OS/A+ or...ad nauseum. It's that last 10% that's difficult.

To be honest, I believe it is more economical to upgrade an ST to have an MMU than to do the required software hacking. What about the license cost? Gee, I'd think if you are going to fork over for a Unix license you might as well get a more competant engine to run it!

This isn't to say that some clever individual couldn't do something about "Unix for the ST". I'd suspect that what would be presented is a Unix-lookalike environment with some

shell and the Unix system calls, but not a real Unix. It's that
last 10% all over again...

-- Mark --

* Unix (TM) is a trademark of Bell Labs to describe the
absolutely terrible operating system they have conned large
segments of the computer industry to adopt simply because there
is no other portable operating system with the necessary
facilities. It also describes the philsophy of those individuals
who wish to make computers mysterious to the general public again
after 20 years of effort to make computers understandable.

From 7500462625126516478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bb0dd64d2fc2ad30,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 04:55:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: Where`s the XL`s gone?
Message-ID: <8601061302.AA10011@ucbvax.berkeley.edu>
Date: Mon, 6-Jan-86 07:55:54 EST
Article-I.D.: ucbvax.8601061302.AA10011
Posted: Mon Jan 6 07:55:54 1986
Date-Received: Tue, 7-Jan-86 04:19:29 EST
References: <ekijak@ARDC.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

edmund,
The Newell OS has a provision for changing the baud rate of the cassette
save/load. This OS is a part of the OMNIMON XL which comes with the
Ramrod XL for $79.95. Send me your address if you would like some literature.

David Young

From -424081581376575192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d693c5efce515e6a,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 13544e,d693c5efce515e6a,start
X-Google-Attributes: gid13544e,public
X-Google-ArrivalTime: 1986-01-06 06:16:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/5/84; site cvl.UUCP
Path: utzoo!linus!decvax!decuac!cvl!gyuri
From: gyuri@cvl.UUCP (Gyorgy Fekete)
Newsgroups: net.micro.atari,net.unix
Subject: unix brings back obscurity?
Message-ID: <1092@cvl.UUCP>
Date: Mon, 6-Jan-86 09:16:59 EST
Article-I.D.: cvl.1092
Posted: Mon Jan 6 09:16:59 1986
Date-Received: Tue, 7-Jan-86 06:55:06 EST
Distribution: net
Organization: Computer Vision Lab, U. of Maryland, College Park
Lines: 21
Xref: linus net.micro.atari:2129 net.unix:6208

In a recent article about whether or not the ST is good enough to UNIX,
a topic which is getting boring, Mark Crispin <MRC%PANDA@SUMEX-AIM.ARPA>
concludes his posting with an appropriate post scriptum (?):

> * Unix (TM) is a trademark of Bell Labs to describe the
> absolutely terrible operating system they have conned large
> segments of the computer industry to adopt simply because there
> is no other portable operating system with the necessary
> facilities. It also describes the philsophy of those individuals
> who wish to make computers mysterious to the general public again
> after 20 years of effort to make computers understandable.

But if they were not so mysterios, then consultants wouldn't be able
to get away with charging for ten hours what can be done in two. :-)

--
USPS: Gyorgy Fekete | ARPA: gyuri@cvl.umd.edu
      Center for Automation Research | ATT: (301) 454-5858
      University of Maryland | UUCP: ..{seismo,allegra,brl-bmd}\
      College Park, MD 20742 | !umcp-cs!cvl!gyuri

From 1452539252487893439
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6281fb7bc6e0cd0f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 07:27:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site iheds.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!iheds!dlm
From: dlm@iheds.UUCP (Daryl Monge)
Newsgroups: net.micro.atari
Subject: Re: Unix without an MMU
Message-ID: <481@iheds.UUCP>
Date: Mon, 6-Jan-86 10:27:33 EST
Article-I.D.: iheds.481
Posted: Mon Jan 6 10:27:33 1986

Date-Received: Tue, 7-Jan-86 04:22:43 EST
References: <12173015456.10.MRC@PANDA>
Organization: AT&T Bell Laboratories
Lines: 21

> If you have multiple processes running in a non-memory managed
> system, you are restricted to one of the following:
> . each process absolute-assembled into a different partition of
>   memory (ala DEC RSX-11)

Not altogether true. If you process activator can handle relocation
information in an executable file, you can have multiple processes without
memory management. I see no reason why UNIX would not run.

Still, I agree with the opinion that it is much preferable to run with
an MMU for protection. It is cheaper to add an MMU than to spend alot
of development time getting around its ommision.

Rumor has it that the TT is the correction for this.

Daryl Monge
AT&T
Bell Labs, Naperville, Ill

...!ihnp4!ihelp!dlm

From 2695860016985425820
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2de70d544bf9ebc5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 07:31:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site utecfa.UUCP
Path: utzoo!utcsri!utai!uthub!utecfa!logicwa
From: logicwa@utecfa.UUCP
Newsgroups: net.micro.atari
Subject: stretching your 520ST monochrome monitor
Message-ID: <1769@utecfa.UUCP>
Date: Mon, 6-Jan-86 10:31:12 EST
Article-I.D.: utecfa.1769
Posted: Mon Jan 6 10:31:12 1986
Date-Received: Mon, 6-Jan-86 13:38:13 EST
Sender: logicwa@utecfa.UUCP
Organization: Engineering Computing Facility, University of Toronto
Lines: 25

Someone was asking how to make their 520ST monochrome monitor
use the entire screen.

If you remove the monitor's cover (taking due note of the warning
messages plastered on the back and inside) you will find six

controls.

On the front left, are the vertical alignment, vertical height,
and vertical hold.

On the back right are the focus, horizontal center, and brightness.

To stretch the display, turn the vertical height control with a
cross-bladed screwdriver.

On my monitor, this gives a very nice full-screen display.
I found I had to slightly adjust the focus, and the vertical line
(width of a line at the top of the screen vs. the bottom) as well.

The one drawback I've noticed (I only did it two days ago) is that
graphics are stretched noticeably out of shape (eg circles look like
ellipses).

Earl Fogel @ Logicware Inc.

From -6287140291376325604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8ec6c4b0cb6ff2dd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 07:58:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site oce-rd2.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!oce-rd1!oce-rd2!tw
From: tw@oce-rd2.UUCP (Theo Wilbers)
Newsgroups: net.micro.atari
Subject: wanted list of available software
Message-ID: <92@oce-rd2.UUCP>
Date: Mon, 6-Jan-86 10:58:36 EST
Article-I.D.: oce-rd2.92
Posted: Mon Jan 6 10:58:36 1986
Date-Received: Tue, 7-Jan-86 07:09:38 EST
Organization: OCE R&D dept., Venlo, The Netherlands
Lines: 8

I want to know which software is available for the Atari 520 ST,
including development systems?
If there is new software to come please give me a indication of
the date the stuff will be released.

Please mail to Theo Wilbers.
(... {seismo,philabs,decvax,ucbvax}!mcvax!oce-rd1!tw)

From 4833345492906579088
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,723e162d5dd5e77e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 08:35:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 1meg upgrade killer
Message-ID: <8601061635.AA08275@gatech.GTNET>
Date: Mon, 6-Jan-86 11:35:57 EST
Article-I.D.: gatech.8601061635.AA08275
Posted: Mon Jan 6 11:35:57 1986
Date-Received: Fri, 10-Jan-86 07:29:06 EST
References: <8601040742.AA05555@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

You probably got your wires on the bottom of u15 in the wrong places.
The instructions are a bit wrong in that the chip counts clockwise from the
bottom(wirng side). You probably haven't fried anything. You should,
however, install the other three 68 ohm resistors in series with
the RAS and CAS lines for the original memory chips. I just did 3
units this weekend and all work well. The symptom you describe can
be duplicated by moving the wires on u15. Also, if you don't put
the filter capacitors back in, the exact same symptom will occur, with
 NO damage if not left on for too long.

From -774431693089219107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,44b1c58ff0ed4dea,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 08:52:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: dlc@AEROSPACE.ARPA
Newsgroups: net.micro.atari
Subject: Chamelian Terminal Emulator - help requested
Message-ID: <8601061652.AA17691@aero.ARPA>
Date: Mon, 6-Jan-86 11:52:23 EST
Article-I.D.: aero.8601061652.AA17691
Posted: Mon Jan 6 11:52:23 1986
Date-Received: Tue, 7-Jan-86 04:27:21 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 21

I recently purchased the Chamelian Terminal Emulator from Antic.
I like it, but for one problem. In half duplex mode (at least)

it appears to convert the ATASCII EOL character to CR only, with
no LF attached. This gives me trouble when communicating with
friends on Apple IIs and Macs (the Mac running the Hayes Smartcom
program). In full duplex, running on Compuserve or my local unix
machine, all is OK. Perhaps these systems append a LF in their
echo (I dunno).
I have the same problem with the same author's version of kermit
running in connect mode between my ST and my 800.

Has anyone out there had a similar problem? Better yet, does
anyone have an easy solution?

Please mail responses to me, I will summarize solution.

Thanks in advance,

Dave Chenette
(213) 648-5024
ARPA: dlc@aero.ARPA

From 1473852678329204426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fba827ec0dbee822
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 09:35:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rochester.UUCP
Path: utzoo!linus!decvax!decwrl!pyramid!ut-sally!seismo!rochester!ray
From: ray@rochester.UUCP (Ray Frank)
Newsgroups: net.micro.atari
Subject: Re: 520ST to be sold by toy stores
Message-ID: <14365@rochester.UUCP>
Date: Mon, 6-Jan-86 12:35:59 EST
Article-I.D.: rocheste.14365
Posted: Mon Jan 6 12:35:59 1986
Date-Received: Fri, 10-Jan-86 06:18:43 EST
References: <12172635152.9.MRC@PANDA>
Organization: U. of Rochester, CS Dept.
Lines: 30

>
>   Well, Tramiel has done it again. It was just announced that
> the 520ST will sell without a monitor in toy stores for less than
> $300. The computer specialty stores are *furious*, many "I told
> you so"'s are floating around. It's just what he did with the
> C64 when he was at Commodore. I wouldn't be at all surprised if
> the computer stores dump the ST en masse, even with Tramiel's
> promised 1040ST for them only (we know how much THAT promise is
> worth).
>
>   I'm glad I didn't waste my money on an ST the way I did on
> the 8 bit series (400,800,1200XL). I saw what once were serious
> graphics engines (that happened to play neat games too) become

> toys only, and it's happening all over again.
>
>   Bye Bye Atari Pie
>
What is the difference where the 520ST is sold? Just as long as the price is cheaper. Why should anyone want to supplement a 'computer store?' where half the time, the saleperson is just as ignorant about the machine as a typical K-Mart salesperson. What is the advantage of paying 300.00 more just because it is sold in a computer store?
And the machine doesn't magically turn into a toy just because it happens to be sold from K-Mart. If it is a good machine then it is a good machine, period. It is strange attitudes that hurt machines, not marketing. The public has been duped long enough with outrageously over-priced machines such as the likes of all Apple products.

ray (mass marketing is OK if you don't mind being out-programmed by a 10 year old kid who was able to afford to get one for his birthday.)

From 7269518315507106188
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6281fb7bc6e0cd0f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 09:55:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 SMI; site sun.uucp
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!ut-sally!pyramid!decwrl!sun!wmb
From: wmb@sun.uucp (Mitch Bradley)
Newsgroups: net.micro.atari
Subject: Re: Unix without an MMU
Message-ID: <3120@sun.uucp>
Date: Mon, 6-Jan-86 12:55:26 EST
Article-I.D.: sun.3120
Posted: Mon Jan 6 12:55:26 1986
Date-Received: Wed, 8-Jan-86 06:12:56 EST
References: <12173015456.10.MRC@PANDA>
Reply-To: wmb@sun.UUCP (Mitch Bradley)
Organization: Sun Microsystems, Inc.
Lines: 33

> If you have multiple processes running in a non-memory managed
> system, you are restricted to one of the following:
> . each process absolute-assembled into a different partition of
>   memory (ala DEC RSX-11)
> . only one process in memory at a time -- each process swapped
>   out when it blocks or its quantum expires
> . all software assembled to perform all memory references
>   indexed by a base register, which is loaded by the operating
>   system and which the program must not change (ala old IBM OS)
>   ...Mark Crispin

I know of one other alternative:

The binary file can contain a relocation list which identifies locations
that need to have a base address added when the program is loaded into
memory. When the program is loaded into memory, the load function ("exec"
in Unix terminology) relocates these addresses before the program is started.

This is exactly what TOS does. The relocation list is stored as a stream
of byte offsets to the next longword that has to be fixed up. There is
a reserved byte value that skips without relocating, so it is possible to
relocate any program with less than 25% file storage space overhead.
The maximum overhead would only occur if every single longword had to be
relocated. A typical C program requires much less overhead, below 5%.

It does take some time to do this, but not very much; the time is not
noticeable compared to the disk access time necessary for loading the
program.

It seems to work pretty well in TOS. Of course, one program can disable
another by writing to memory that it doesn't own, but that is a separate
issue.

Mitch

From 7792353339026894382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,723e162d5dd5e77e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 10:30:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: RE: 1meg upgrade killer
Message-ID: <1735@druxu.UUCP>
Date: Mon, 6-Jan-86 13:30:43 EST
Article-I.D.: druxu.1735
Posted: Mon Jan 6 13:30:43 1986
Date-Received: Tue, 7-Jan-86 04:29:06 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 9

In reference to article from: ugjohna@BUFFALO.CSNET (John Arrasjid)

The instructions for the 1 meg upgrade seemed fine to me and my machine
worked just fine after installation. Sure is nice to have a 360K
RAMdisk and memory to spare for $42. I'm not sure this
task is for everyone, but if you've got the tools and skills, go for it!

--
Terry Zrust AT&T-ISL Denver, CO   (303) 538-4547

From 639953049014853580
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,723e162d5dd5e77e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 11:45:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!druhi!lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari
Subject: Re: 1meg upgrade killer
Message-ID: <92@druhi.UUCP>
Date: Mon, 6-Jan-86 14:45:53 EST
Article-I.D.: druhi.92
Posted: Mon Jan 6 14:45:53 1986
Date-Received: Tue, 7-Jan-86 04:33:10 EST
References: <8601040742.AA05555@ucbvax.berkeley.edu>
Organization: AT&T Information Systems Laboratories, Denver
Lines: 35

I have successfully upgraded my 520ST to 1MEG using the original
instructions posted to the net. I have the following questions to ask:

1) has anyone successfully upgraded to 1MEG using the new,
   revised instructions?

2) has anyone who successfully upgraded using the old instructions
   gone back and successfully retro-fitted the resistors?

3) has anyone with the 1MEG upgrade installed ROMS (not EPROMS)
   successfully? (either with or without the extra resistors)

Thanks in advance for the info.

Barry Locklear
AT&T Information Systems Labs
Denver, CO
ihnp4!druhi!lbl
(303) 538-7245

>For those of you who read the article in net.micro.atari about upgrading to
>1meg of memory on the ST, DON'T!!!! First of all, the references to the
>different gauge tinned bus wires and non-tinned bus wires are not clear as
>are the directions for adding the resisters to pins 6, 7 and 8 of the memory
>controller. Second of all, when you finally get all the wiring done and turn
>on the computer, the screen comes on for about 2 seconds and then goes blank
>without booting the drive. Trying to reboot again does the same thing. I
>suggest to all of you to wait for some kind of commercial memory upgrade
>before you fool with your ST. If anyone can tell me what chips I fried from
>my description, I'd appreciate it. I hope they were just the memory chips. (I
>tried the two TOS chips, the drive controller, and the graphics chip in another
>520ST and they work fine, so that just leaves the MMU, GLUE, and the memory
>chips.

>John Arrasjid   SUNY/Buffalo Computer Science

From 8414425396450124270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,52499f480551c111,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 13:06:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site houligan.UUCP
Path: utzoo!linus!decvax!decwrl!amdcad!amd!pesnta!peora!ucf-cs!novavax!houligan!
daemon
From: daemon@houligan.UUCP
Newsgroups: net.micro.atari
Subject: Re: Modems revisited again
Message-ID: <248@houligan.UUCP>
Date: Mon, 6-Jan-86 16:06:55 EST
Article-I.D.: houligan.248
Posted: Mon Jan 6 16:06:55 1986
Date-Received: Wed, 8-Jan-86 20:10:38 EST
Sender: daemon@houligan.UUCP
Organization: Gould Electronics, Ft. Lauderdale, Florida.
Lines: 31

In article <906@nmtvax.UUCP> pickle@nmtvax.UUCP writes:
> ... Atari 830 and telelink cartridge from Atari for $25.
> ... Rumor has
> it that the modem is a Novation in an Atari box....

Take a look at the power supply (plug-in) box. It's a Novation.

>   I'm not sure if Atari still has any, but for the price, it would be
> worth finding out (if you need a modem, of course). There was an 3 page ad
> in Analog about 2 months back.

I got mine at Sears on a huge Clearance table (lots of calculator, computer
and camera stuff) in a beat-up carton with numerous price stickers, starting
at $189, marked down through the ages to $6.00 (bright pink sticker).
At that price, I don't mind having a spare modem around, even if it is a bit
dumb.

> Patrick Madden, at a dusty terminal in a dusty town in a dusty state....
>   And now with a dusty modem.
> !cmcl2!lanl!unmc!nmtvax!pickle | "And through the wire
> !ucbvax!unmvax!nmtvax!pickle | I see your face."

--tgi

```
     while (--tgi) /* my mind continues to decay */
          ;    /* even though I do nothing.. */
```

{brl-bmd,ccvaxa,pur-ee,sun}!csd-gould!midas!tgi (Craig Strickland @ Gould)

305/587-2900 x5014 CompuServe: 76545,1007   Source: BDQ615   MCIMail: 272-3350

```
(echo ".ft B"; echo ".ps 999"; echo "$disclaimer") | troff -t
     # :-)
```

From -5847837310838919099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,117525160d4daf15,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 13:16:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site utecfa.UUCP
Path: utzoo!utcsri!utai!uthub!utecfa!logicwa
From: logicwa@utecfa.UUCP
Newsgroups: net.micro.atari
Subject: GEM, VDI, AES Documentation Request
Message-ID: <1770@utecfa.UUCP>
Date: Mon, 6-Jan-86 16:16:09 EST
Article-I.D.: utecfa.1770
Posted: Mon Jan 6 16:16:09 1986
Date-Received: Mon, 6-Jan-86 18:42:48 EST
Sender: logicwa@utecfa.UUCP
Organization: Engineering Computing Facility, University of Toronto
Lines: 7

Can anyone suggest where I can get some of the above-mentioned
documentation without paying $300 for an entire development system?

(And just what is in the developers package? I've forgotten)

Thanks,
          Earl Fogel @ Logicware Inc.

From -627599815862941587
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,96f23460164f6c87
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 13:52:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Amiga vs. ST
Message-ID: <8601062152.AA17375@ucbvax.berkeley.edu>
Date: Mon, 6-Jan-86 16:52:56 EST
Article-I.D.: ucbvax.8601062152.AA17375
Posted: Mon Jan 6 16:52:56 1986
Date-Received: Wed, 8-Jan-86 06:05:58 EST
References: <12167890272.7.MRC@PANDA>,
Sender: daemon@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 5

I'm disappointed too. But the ST CAN do 640x400 mono!
What bugs me is that Atari can't just turn off two of the guns in
their color monitor and run it mono at 400 lines non-interlaced.
     mike k

From 6145971229237647782
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3f3b98e104e8caf7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 14:46:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!decvax!genrad!panda!talcott!harvard!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: KERMIT and ACTION
Message-ID: <1877@uwmacc.UUCP>
Date: Mon, 6-Jan-86 17:46:18 EST
Article-I.D.: uwmacc.1877
Posted: Mon Jan 6 17:46:18 1986
Date-Received: Wed, 8-Jan-86 02:53:32 EST
References: <8601021348.AA25062@ucbvax.berkeley.edu>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 35

>
>The suggested alternative was to build my
>own AUTORUN.SYS which would compile automatically the stuff, and save
>me time. Does anyone know how I would go about writing such a system?
>And what software I need? (remember please I am a very new Atari owner
>with an 800XL --> please don't look down on me, ST owners).
>
   First off, this is an Atari newsgroup, not exclusively an ST newsgroup.
You are more than welcome to abuse it (:-). Secondly, as a former new
8-bit owner, I strongly suggest purchasing the following: a memory map
book (e.g. Compute!s Mapping the Atari), De Re Atari (a technical manual),
and possibly Compute!s Third Book of Atari. The memory map will tell you all
kinds of good things about how to get the most out of your machine, and where
to go to do it; De Re Atari will explain what all the stuff in the memory map
book means; and the Compute compendium will have some nice examples of using
all this (I think it has an autorun example). I find the first two
indispensable.

>Also, I know that they'd LIKE Me to get the cartridge rather than have
>action! put onto a diskette, but is it possible to have someone put it
>on diskette for me? Would I still be able to run the stuff? and compile

>it?

   This is known as software piracy, and is generally considered bad netiquette to refer to openly on USENET. I would suggest buying the cartridge. I just did, and it's as nice as others have been saying. The time saved (over things like Deep Blue C) in the edit/compile cycle alone makes it worth the price. The only thing I really don't like is the cartridge dependency (though for a price one can get around that). (Oh, and the thing comes with the rapidly-becoming-standard license agreement wherein the cartridge could be an empty casing, and they wouldn't be responsible. However, it might be in bad taste to include this, so just forget I even mentioned it, OK?)

 - Joel ({allegra,ihnp4,seismo}!uwvax!uwmacc!oyster)

From -3299440247578247397
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3f3b98e104e8caf7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 15:21:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: KERMIT and ACTION
Message-ID: <8601062321.AA13485@ittatc.UUCP>
Date: Mon, 6-Jan-86 18:21:42 EST
Article-I.D.: ittatc.8601062321.AA13485
Posted: Mon Jan 6 18:21:42 1986
Date-Received: Wed, 8-Jan-86 06:32:28 EST
References: <8601021348.AA25062@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

If you are a member of Compuserve, check out the download
libraries for the atari8 SIG. I posted a binary (i.e. compiled
Action!) version of kermit some time ago. Otherwise, you may find this
floating around the various atari oriented boards.

From 330427413173091238
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,afb6028c0fa71d42,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,afb6028c0fa71d42,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-06 20:52:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!fluke!ssc-

vax!ssc-bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Amiga vs ST information
Message-ID: <451@ssc-bee.UUCP>
Date: Mon, 6-Jan-86 23:52:45 EST
Article-I.D.: ssc-bee.451
Posted: Mon Jan 6 23:52:45 1986
Date-Received: Thu, 9-Jan-86 00:11:33 EST
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 44
Xref: watmath net.micro.amiga:1447 net.micro.atari:2215

>From: dave@heurikon.UUCP (Dave Scidmore)
>Subject: ST vs Amiga information

>First off, not every Amiga sold needs a monitor, this
>is not true for the Atari whos 70Hz non standard video rate requires that you
>purchase their monitor. This means that for people who have a TV/monitor or an
>existing monitor that will accept the Amiga output, an Amiga without monitor
>vs Atari with monitor comparison would be more accurate.
Not really. My suspicion is that most people that buy Amigas also buy a
monitor.

>The Amiga as it is shipped now really has 512K built in, 256K of user RAM
>and 256 of kickstart RAM.
Does the average user have access to that kickstart RAM?
A store i saw the Amiga displayed at couldn't run many of its demos because
the programs needed 512K. SOOO? WHAT gives ... what good is RAM you
can't access (just as Atari's TOS gobbles up ~206k currently)? The people
selling the machines INSIST you need a to buy 256k more to bring the machine
up to 512K. I think in a pragmatic way...they are right. The machine may
come with 512k but you can only use 256k. Please feel free to correct me
if i'm wrong but i think you are talking about vapor ram.

>The Atari has 512K of RAM of which 206K is used for the operating system.
>This leaves a little over 300K for user RAM.
>This is about comparable to (though
>slightly better than) a 256K Amiga.
ok. TOS/GEM (Atari's Operating system) is (as of the first of January) in
rom. So owners will be able to free up that 206k if they want...for instance
in my case it will cost me nothing. $0.00 . I don't know what will be
the typical cost if any. I imagine somewhere around $25

>The double sided double density floppy
>lists out at about $100 more than the single sided floppy. If you add this up
>you get $1099 for the Atari and $1795 for the Amiga.
>This makes the Amiga about 63% more expensive.
>This is much closer to 50% than it is to twice as much.

I would add $200 to get your machine up to 512k. $1995.00
I am still confused by your pricing...does this include a monitor. if
not you should really throw one in.
Is this all semantics. out of all this i am still left with the impression
i would be shelling out about twice as much money in order to buy an Amiga.

From 1095048532708103720
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9c0e3d3020e6ee75,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-06 23:36:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!linus!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: ST help!
Message-ID: <1367@cwruecmp.UUCP>
Date: Tue, 7-Jan-86 02:36:03 EST
Article-I.D.: cwruecmp.1367
Posted: Tue Jan 7 02:36:03 1986
Date-Received: Wed, 8-Jan-86 20:05:17 EST
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 73

Has anyone had any luck with the xbios Xbtimer() trap. Every time I
try to use it I get 2 Mushrooms. I have tried my code in supervisor
mode and get the same result. Here is a short test program I wrote
to see what was going on. I use a control register value of 7 which
should give me a prescale value of 200, and data register value of 0
that should give me a count of 256 for timer 'a' on the 68901.
Theoretically i should get an interrupt frequency of 48 Hz.
(2.4576 Mhz / 256 / 200).

```
#include <osbind.h>
#define VOID int

long counter;

/* Interrupt handler */
VOID my_handler()
{
     counter++;
}

/* Start_timer */
VOID start_timer()
{
     VOID my_handler();

     /* Start the timer */
     counter = 0L;
```

```
     Xbtimer(0, 7, 0, my_handler);
}

/* Stop the timer */
VOID stop_timer()
{
     VOID my_handler();

     /* Stop the timer by clearing the timer a control register */
     Xbtimer(0, 0, 0, my_handler);

}


/* Stack pointer save area */
long ssp_save;

main()
{

     /* Save the super stack, get into super mode using USR stack */
     ssp_save = Super(0L);

     start_timer();
     while(counter == 0L)
          /* twiddle thumb */;

     /* Got interrupt */
     stop_timer();

     /* get out of supervisor mode */
     Super(ssp_save);

     Cconws("I made it!!\r\n");
     /* I never get the message */
}
```

Any help will be much appreciated.

--

Jwahar R. Bammi
Usenet: .....!decvax!cwruecmp!bammi
CSnet: bammi@case
Arpa: bammi%case@csnet-relay
CompuServe: 71515,155

From -6130928101093052076
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7edda2b606a9f585,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 03:06:49 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!linus!decvax!bellcore!petrus!sabre!zeta!epsilon!gamma!ulysses!mhuxr!
mhuxt!houxm!ihnp4!cbosgd!ukma!knnngt
From: knnngt@ukma.UUCP (Alan Kennington)
Newsgroups: net.micro.atari
Subject: Pub domain C progs
Message-ID: <2456@ukma.UUCP>
Date: Tue, 7-Jan-86 06:06:49 EST
Article-I.D.: ukma.2456
Posted: Tue Jan 7 06:06:49 1986
Date-Received: Wed, 8-Jan-86 08:13:41 EST
Reply-To: knnngt@ukma.UUCP (Alan Kennington)
Distribution: net.micro.atari
Organization: Univ. of KY Mathematical Sciences
Lines: 19
Summary: Where do you get them?

Now that I've got my developer's kit (after less than 4 weeks over the Christmas break!) my mind is starting to turn to all that public domain C software out there. Only trouble is, I don't know where it is. Do I have to subscribe to Compuserve (and pay money!) to obtain such software?

It's seems odd to me that net.micro.amiga has so many C programs on it, while there is very little on net.micro.atari. Is this because of qualms of conscience on the part of ST programmers (<-- this is a term formerly used to describe "developers"), while Amiga programmers let their passions overtake them? Why is it that net.micro.atari consists almost entirely of hardware discussions and anti-Amiga rhetoric, while "they" spend most of their time talking about software? Does this indicate that ST discussion is going on elsewhere? If so, does anyone have a comprehensive list of the forums for ST software discussion and communication of public domain stuff? If so, I think this information should be posted for the benefit of those who would like to escape the soul searching of this newsgroup and get stuck into the programming side of things. Thanks in advance, ...ak.

From -6761984862510426312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,375a920e3c8f342d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 08:24:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site brl-smoke.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!brl-tgr!brl-smoke!geoffs
From: geoffs@brl-smoke.ARPA (Geoffrey Sauerborn)
Newsgroups: net.micro.atari
Subject: Give me a "break"
Message-ID: <600@brl-smoke.ARPA>
Date: Tue, 7-Jan-86 11:24:26 EST
Article-I.D.: brl-smok.600

Posted: Tue Jan 7 11:24:26 1986
Date-Received: Fri, 10-Jan-86 06:43:42 EST
Distribution: net
Organization: Ballistic Research Lab
Lines: 13

Does anyone have any ideas for sending a "break" from the 520ST's vt52
emulator?

Has the ^C^C worked for anyone? - What BAUD rate were you using? I've
tried all bauds.
Right now I have to plug the RS-232 cable into a regular terminal, hit
the break key, unplug the cable from the terminal and plug it into the
ST, then type a return!!! (WHat a terminal emulator, all you need is
another terminal to make it work! {:-]}).

                        Thanks,
                        Geoff
geoffs@brl.arpa

From 4389239664018860814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6281fb7bc6e0cd0f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 08:24:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: dan@BBN-PROPHET.ARPA (Dan Franklin)
Newsgroups: net.micro.atari
Subject: Re: Unix without an MMU
Message-ID: <8601071639.AA03270@ucbvax.berkeley.edu>
Date: Tue, 7-Jan-86 11:24:57 EST
Article-I.D.: ucbvax.8601071639.AA03270
Posted: Tue Jan 7 11:24:57 1986
Date-Received: Wed, 8-Jan-86 09:06:45 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 22

Mark Crispin's message did indeed list all the practical or semi-practical ways
to implement Unix w/o an MMU. The people who responded to his message don't
seem to understand what the Unix fork() system call does; the Amiga TOS method
will not work in Unix. The fork() system call, remember, generates a new
process which is an EXACT COPY of the old process. Any pointers in the old
process's data are copied to the new process. But the semantics of fork()
require that those copied pointers now magically point to the COPY of the data
in the NEW PROCESS. Mark's message listed all the possible ways this could be
accomplished w/o MMU, save one, which is to somehow figure out which random
words of data in the data space are pointers and readjust them at fork time.
This is quite impractical, as anyone who knows something about C will realize.

As an aside, the Sage IV 68000 system had no MMU, and did run Unix. Or rather, it ran IDRIS, the Unix look-alike (which does have a Unix-style fork()). I don't know which of the methods Mark listed they used, but I suspect the first one: running only one process at a time in memory, and swapping it out before starting another one. At any rate, let the Sage IV be the existence proof that you CAN run Unix w/o an MMU, and let Mark's message be the explanation of how, and let's get on with topics more closely related to the 520 ST, which I don't believe will ever run Unix (though something else from Atari might).

     Dan Franklin (dan@bbn-prophet.arpa)

From 4252955345178258192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,219c74c5db70c4ed
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,219c74c5db70c4ed
X-Google-Attributes: gid129c11,public
X-Google-Thread: 15cf62,219c74c5db70c4ed
X-Google-Attributes: gid15cf62,public
X-Google-ArrivalTime: 1986-01-07 08:59:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mit-vax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!mit-vax!csdf
From: csdf@mit-vax.UUCP (Charles Forsythe)
Newsgroups: net.micro,net.micro.atari,net.rumor
Subject: Re: Atari to introduce TT?
Message-ID: <33@mit-vax.UUCP>
Date: Tue, 7-Jan-86 11:59:40 EST
Article-I.D.: mit-vax.33
Posted: Tue Jan 7 11:59:40 1986
Date-Received: Wed, 8-Jan-86 23:20:33 EST
References: <4759@alice.UUCP>
Reply-To: csdf@mit-vax.UUCP (Charles Forsythe)
Organization: MIT, Cambridge, MA
Lines: 25
Xref: watmath net.micro:13406 net.micro.atari:2203 net.rumor:1199
Summary:

In article <4759@alice.UUCP> aer@alice.UucP (D. Rosenberg) writes:
>   A friend just told me he was expecting Atari to introduce a
>"TT" line of computers- the "TT" standing for "thirty-two/thirty-two", using
> ...
>   Anyone else heard of this beast? (Post replies to net.micro.atari,

Jack Tramiel would promise the moon if he thought he could get money for it.

I haven't heard anything about the "TT", but I do know a bit about the way Jack does business, so this "TT" promise might just be an attention-getter.

Look at his two biggest successes: the VIC-20 and the Commodore 64.

Neither are particularly amazing computers. The VIC-20 sold because it was offered so cheap that nobody could undercut the price (Jack T. tactic #1). Jack's marketing plan for the C64 was simply that he would offer "more bytes for the buck".

I don't think anybody's buying computers on that criterion anymore. Most consumers want to know: what can I do with it? How has the ST been doing?
--
-Charles

From 711199117167499441
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6281fb7bc6e0cd0f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 09:05:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: dan@BBN-PROPHET.ARPA
Newsgroups: net.micro.atari
Subject: Re: Unix without an MMU
Message-ID: <8601071721.AA03900@ucbvax.berkeley.edu>
Date: Tue, 7-Jan-86 12:05:41 EST
Article-I.D.: ucbvax.8601071721.AA03900
Posted: Tue Jan 7 12:05:41 1986
Date-Received: Wed, 8-Jan-86 09:07:41 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 22

Mark Crispin's message did indeed list all the practical or semi-practical ways to implement Unix w/o an MMU. The people who responded to his message don't seem to understand what the Unix fork() system call does; the Amiga TOS method will not work in Unix. The fork() system call, remember, generates a new process which is an EXACT COPY of the old process. Any pointers in the old process's data are copied to the new process. But the semantics of fork() require that those copied pointers now magically point to the COPY of the data in the NEW PROCESS. Mark's message listed all the possible ways this could be accomplished w/o MMU, save one, which is to somehow figure out which random words of data in the data space are pointers and readjust them at fork time. This is quite impractical, as anyone who knows something about C will realize.

As an aside, the Sage IV 68000 system had no MMU, and did run Unix. Or rather, it ran IDRIS, the Unix look-alike (which does have a Unix-style fork()). I don't know which of the methods Mark listed they used, but I suspect the first one: running only one process at a time in memory, and swapping it out before starting another one. At any rate, let the Sage IV be the existence proof that you CAN run Unix w/o an MMU, and let Mark's message be the explanation of how, and let's get on with topics more closely related to the 520 ST, which I don't believe will ever run Unix (though something else from Atari might).

Dan Franklin (dan@bbn-prophet.arpa)

From -7656265865325521845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c64f7300c84acfce
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 10:27:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site sdcarl.UUCP
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!sdcc3!sdcarl!andy
From: andy@sdcarl.UUCP (Andrew Voelkel)
Newsgroups: net.micro.atari
Subject: Re: Atari 520ST DMA Specs
Message-ID: <280@sdcarl.UUCP>
Date: Tue, 7-Jan-86 13:27:51 EST
Article-I.D.: sdcarl.280
Posted: Tue Jan 7 13:27:51 1986
Date-Received: Thu, 9-Jan-86 05:43:13 EST
References: <161@uvicctr.UUCP>
Reply-To: andy@sdcarl.UUCP (Andrew Voelkel)
Distribution: net
Organization: Computer Audio Research Lab, UCSD, San Diego, Calif.
Lines: 21

In article <161@uvicctr.UUCP> collinge@uvicctr.UUCP (Doug Collinge) writes:
>Dear Netters,
>   Has anyone got the specs for the DMA port yet? If so where did
>you get the information? Has anyone verified that there is an easy way
>to convert it to SCSI? Yes, I have the January Byte.
>   Please post or mail according to your feeling about general
>interest in your information.

Since the dma port is the only high-bandwidth port on the machine a detailed
description of it seems necessary. The rom port has no read write line so
it's useless for this and I think the moral to the MAC's "serial is all we
need" philosophy should be obvious by now. It all hinges on how general the
data that can be sent from the dma controller is. I sure hope that one can
use this port in a general purpose way and not just in disk-like protocol.
If I can't I probably won't buy one. Who knows how the port-dma controller
work? The information in the BYTE article gives no clues.

--
Andrew Voelkel
{ucbvax,ihnp4,akgua,hplabs,sdcsvax}!sdcarl!andy

From -8355645309319739907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3bcfc7a723b8505,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,a3bcfc7a723b8505,start

X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,a3bcfc7a723b8505,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1986-01-07 10:44:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site 3comvax.UUCP
Path: utzoo!linus!decvax!decwrl!sun!idi!oliveb!3comvax!mykes
From: mykes@3comvax.UUCP (Mike Schwartz)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: The real debate begins: Atari ST vs Commodore 128
Message-ID: <330@3comvax.UUCP>
Date: Tue, 7-Jan-86 13:44:38 EST
Article-I.D.: 3comvax.330
Posted: Tue Jan 7 13:44:38 1986
Date-Received: Thu, 9-Jan-86 06:20:07 EST
Distribution: net
Organization: 3Com Corp; Mountain View, CA
Lines: 59
Xref: linus net.micro.amiga:5321 net.micro.atari:2156 net.micro.mac:3993

Does Jack Tramiel think he can get away with undercutting his competition, retailing his products at K-MART type outlets, and forcing the competition to drop their prices (and eventually drop out of business) again? The latest I have heard is that Tramiel has (for the second time now) got all of his distributors upset by lowering the price of the ST to about $400, and diverting his distribution to K-MART. Apparently AT&T will also sell the ST as a low end UNIX terminal.

I see a little bit of humor in this, as well as a bit of sadness. If software developers support GEM (and produce MAC quality stuff), then the Mac could very well disappear. After all, you can't beat the price for such comparable machines. The humor of it all is that Commodore Amiga was in a real awkward price position in the market, and now they stand alone as the mid-priced REAL Computer (I can't help but think of a $400 computer as anything but a TOY - albeit a great toy).

If Mr. Tramiel is trying to drive Commodore to its knees by forcing it to drop its Amiga price down near the ST's new price, he may be in for a rude awakening. What he has actually done is downgraded the 'a-priori' notion of the ST that we all have, and turned it into a real tough competitor for the COMMODORE 128. If the Amiga prices don't fall, then (MY OPINION) people might just give the machine the respect it deserves. There is a saying that goes "you get what you pay for", and to most people, the Amiga will still be worth the price.

At this point, I think we ought to stop the silly Amiga vs. ST debate and get on with one that is more worthwhile: ST vs. 128...

We all know about the ST, but the 128 is actually going to give it a run for its money (MY OPINION). On the software front, the 128 runs a few THOUSAND C64 programs, including the largest selection of graphics-arcade-etc. games. The 128 ALSO runs a few THOUSAND CP/M programs in 128 mode. The 128 is also packaged quite nicely, and is actually a

real "sexy" machine. To the mass market consumer, these things might outweigh other minor details like higher resolution, more horsepower, better (this is open to debate) peripherals, etc.

The Japanese tried to create a new standard a few years back called MSX. Although the MSX machines could never compete over here with the C64, I always felt that their reasoning was pretty sound. The buyer really doesn't care if he has a 1MHz 6502 or a 1GHz 68090 (I like inventing future chips) just as long as it runs the software they need to run - effectively.

I would also like to mention the possibility that Tramiel will end up selling thousands of UNIX terminals before he DROPS the ST altogether in favor of the TT, which is supposed to have a 32032 instead of a 68000 (I hope they still use GEM and 'C' so you ST owners will be able to move on up with ATARI products.

---------- don't flame me, I'm doused with gasoline ----------

This may or may not be what you want to hear, but it may be true, but is only my humble opinion (and therefore might not be).

/mykes

At $400, the ST might make a nice printer buffer for my Amiga....

From 5047465556007082506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,723e162d5dd5e77e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 10:48:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 1meg upgrade killer
Message-ID: <8601071848.AA02085@sdcc6.ARPA>
Date: Tue, 7-Jan-86 13:48:53 EST
Article-I.D.: sdcc6.8601071848.AA02085
Posted: Tue Jan 7 13:48:53 1986
Date-Received: Wed, 8-Jan-86 23:22:28 EST
References: <8601040742.AA05555@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Burroughs Advanced Systems Group, San Diego
Lines: 5

I missed the article about the 1 Meg upgrade. Could you
please send a copy to me. Maybe I can figure out what is
wrong.   Thanks

terry

From -4393345986097289897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,723e162d5dd5e77e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 10:49:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 1meg upgrade killer
Message-ID: <8601071849.AA02091@sdcc6.ARPA>
Date: Tue, 7-Jan-86 13:49:04 EST
Article-I.D.: sdcc6.8601071849.AA02091
Posted: Tue Jan 7 13:49:04 1986
Date-Received: Wed, 8-Jan-86 23:24:03 EST
References: <8601040742.AA05555@ucbvax.berkeley.edu>
Sender: kevin@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

I missed the 1 Meg upgrade article. Would you send
a copy to me. I may be able to correct the problem
or have a better understanding of what is involved.
Thanks in advance......

Terry McNeill
13941 Olive Mesa Ct.
Poway, Ca. 92064

or Via Electronic Mail

From 8323582847578060649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,826422859f1c486b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-07 12:00:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!decwrl!amdcad!lll-crg!ucdavis!ucbvax!info-atari
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: program needed
Message-ID: <12173399537.8.MRC@PANDA>
Date: Tue, 7-Jan-86 15:00:51 EST
Article-I.D.: PANDA.12173399537.8.MRC
Posted: Tue Jan 7 15:00:51 1986
Date-Received: Wed, 8-Jan-86 20:50:34 EST
Sender: daemon@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 17

I have 4 8-bit Atari's (a 48K 400, a 52K 400, a 160K 800, and a 64K 1200XL) sitting around mostly gathering dust (although I do use the 1200XL for printing my invoices). I've since gotten a somewhat more powerful home personal computer (a DEC 2020 running TOPS-20!), and I'd like to use one of the Atari's as a graphics front end. My idea is to connect one or more of my RS232 serial ports to the joystick ports and speak some flavor of ASCII commands (e.g. like REGIS on the late lamented DEC GIGI, but taking full advantage of what an Atari can do).

I'd probably use the 800 because it has a video output, so there'd be lots of memory for multiple frame buffers, etc. I'd prefer something that is either cartridge based or could be put in cartridge so it could run diskless. Reliability is important too.

Has anybody done anything like this?

From -7505063341921159022
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cb6482603809d781,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-12 13:53:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site gargoyle.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!gargoyle!ed
From: ed@gargoyle.UUCP (Ed Friedman)
Newsgroups: net.micro.atari
Subject: Text on 520ST
Message-ID: <274@gargoyle.UUCP>
Date: Thu, 12-Dec-85 16:53:02 EST
Article-I.D.: gargoyle.274
Posted: Thu Dec 12 16:53:02 1985
Date-Received: Fri, 13-Dec-85 20:40:48 EST
Distribution: net
Organization: U. of Chicago, Computer Science Dept.
Lines: 13

Does anyone know how to produce programs which will print 40 column
text on the hi-res monitor? (using the C development kit)

How do you invoke the init function in Atari's Line A Interface in
C, especially in reference to obtaining the Font addresses.

It would have been nice if Atari could have answered these questions,
but according to Richard Frick, Atari has nobody who is an expert
at programming the ST (apparently only DRI does), and he was unable
to answer these questions.

Thanks in advance,
Ed Friedman

From -5285418017123214296
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d005d89ea03088af
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12da6b,d005d89ea03088af
X-Google-Attributes: gid12da6b,public
X-Google-Thread: 142096,d005d89ea03088af
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,d005d89ea03088af
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-12-12 17:59:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site uscvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!uscvax!
papa
From: papa@uscvax.UUCP (Marco Papa)
Newsgroups: net.lang.c,net.micro.mac,net.micro.atari,net.micro.amiga
Subject: Re: Windows (Really porting between Mac, Amiga, and ST
Message-ID: <78@uscvax.UUCP>
Date: Thu, 12-Dec-85 20:59:17 EST
Article-I.D.: uscvax.78
Posted: Thu Dec 12 20:59:17 1985
Date-Received: Sat, 14-Dec-85 23:19:42 EST
References: <-13400@brl-tgr.UUCP> <116@ISM780C.UUCP> <424@tekig4.UUCP>
Organization: CS&CE Depts, U.S.C., Los Angeles, CA
Lines: 16
Xref: watmath net.lang.c:7396 net.micro.mac:3796 net.micro.atari:1962
net.micro.amiga:1107

> >Until someone actually writes those libraries, I don't think one will
> >see a lot of portable code between these machines, except for programs
> >that use a simple command line user interface.
> >

The new issue of AmigaWorld has an ad by Lattice that mentions the "Lattice
MacLibrary with more than sixty C functions for those who feel close to
the Mac". Has anybody tried this?

Marco Papa
USC - Computer Science Dept.

UUCP: ...!{decvax,ucbvax,hplabs}!sdcsvax!sdcrdcf!uscvax!papa
        ...!{allegra,trwrb,trwspp,ism780,cithep,oberon}!uscvax!papa
CSNET: papa@usc-cse.csnet
ARPA: papa%usc-cse@csnet-relay.arpa

From 206300593703547762
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,6b44f9342878d1fb,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,6b44f9342878d1fb,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 15517a,6b44f9342878d1fb,start
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-12-12 23:48:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site sdcarl.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!
sdcsvax!sdcc3!sdcarl!andy
From: andy@sdcarl.UUCP (Andrew Voelkel)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.68k
Subject: developing standalone 68k C code
Message-ID: <268@sdcarl.UUCP>
Date: Fri, 13-Dec-85 02:48:38 EST
Article-I.D.: sdcarl.268
Posted: Fri Dec 13 02:48:38 1985
Date-Received: Sat, 14-Dec-85 23:11:28 EST
Organization: Computer Audio Research Lab, UCSD, San Diego, Calif.
Lines: 57
Xref: watmath net.micro.pc:6204 net.micro.atari:1961 net.micro.68k:1407

I have been looking for a while now for tools to develop code in C and assembler for a free standing 68000 board environment. Here is a summary on what I have found so far. Any additional information on any of these products would be appreciated. I need to be able to write interrupt and hardware drivers and incorporate them with C code to build up an environment. Also relevant is register usage (how many register ints and does the function call only push the ones used etc.) and compiler efficiency. I will summarize to the net.

Lattice - cross compiler from msdos to generic 68000. It sells for $1095 which include the Quelo Assembler. The literature they sent me doesn't say much about provisions for a free standing rom based target. I have heard good things about the Quelo Assembler and the literature they sent on it looked real good. But what about when I have to port 'printf()' and have to substitute my own character put and get routines which I've written in assembler? I'm sure they don't furnish source for printf and they don't mention how this is dealt with so I am leery. They do have a good reputation though. The price strikes me as steep.

Whitesmith - cross compiler from msdos to cpm68k or free standing. Sells for $1100. They sent me literature which describes pretty well how they deal with the issue of free standing romable code. Their compiler produces assembly and there is a separate assembler. This would make examining code efficiency and such very straightforward. They give the impression of being more familiar with this kind on development. Their standard library is built in such a way as to allow the programmers low level drivers to be linked in with it so the library is portable. Sounds like it would be better than the Lattice. Any comments? Stikes me as

expensive.

DRI - development package for the Atari ST. The price of $300 would allow me to buy an ST system and still not pay any more than for an msdos cross compiler! It includes a bunch of stuff (could someone send me a current list?) which includes assembler, linker, loader, a small shell with history and aliases and emacs - at least this is what I have been told. I have also heard that portions of TOS were developed in C with this package. If this is true it would mean that this is a trodden path which is very good. Someone commented that "the compiler is not so hot - but it works". I would appreciate any comments on what this might mean. In general I would like to hear a review of this package as it seems like the best deal to me. The Lattice compiler for the ST will be out soon for $150. Any comments on using this one for standalone code?

Have I missed any options? I have a ibmpc clone with a hard disk currently. I would like to think this subject is of general interest but replies to previous compiler inquiries would indicate that this is not the case. However, if anyone can be of any help please reply by mail and I will summarize to the net.

Thanks in advance.

--

Andrew Voelkel
{ucbvax,ihnp4,akgua,hplabs,sdcsvax}!sdcarl!andy

From 8545832887438908701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1588de0a7d2e6f0
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,1f77569756eaca3f
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-13 01:28:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cadovax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!trwrb!
trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Amiga sound capabilities
Message-ID: <984@cadovax.UUCP>
Date: Fri, 13-Dec-85 04:28:46 EST
Article-I.D.: cadovax.984
Posted: Fri Dec 13 04:28:46 1985
Date-Received: Sat, 14-Dec-85 23:33:12 EST
References: <8512062142.AA07057@ucbvax.berkeley.edu> <977@cadovax.UUCP>
<267@sdcarl.UUCP>
Reply-To: keithd@cadovax.UUCP (Keith Doyle)
Organization: CONTEL CADO Systems, Torrance, CA
Lines: 23

Keywords: Sampling???
Xref: watmath net.micro.atari:1964 net.micro.amiga:1109

In article <267@sdcarl.UUCP> tre@sdcarl.UUCP (Tom Erbe) writes:
>
>How does the Amiga sample sound?? I have heard this many, many times, yet no-
>one has ever mentioned an ADC in the machine, only an 8-bit DAC. (By the way,
>does this DAC have the proper anti-aliasing filters?)
>
>   thomas r. erbe

The Amiga can't sample an input sound given the basic machine, however it has
the ability to playback sampled sounds once you figure how to get the
sampled data into the machine. Right now, I have to use a s-100 machine
that does know how to sample to do this. I expect it won't be too long before
it can be done directly with the Amiga once a simple ADC board is available
for it.

Offhand, I don't know about what kind of output filtering the Amiga has,
though it certainly sounds better than the raw 8-bit DAC output I'm using
with my s-100 system.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
cadovax!keithd@ucla-locus.arpa

From -5877124692251986632
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-13 05:29:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site unmg.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!cmcl2!lanl!unm-la!unmvax!unmc!unmg!tvillan
From: tvillan@unmg.UUCP
Newsgroups: net.micro.amiga,net.micro.atari
Subject: ST enthusiasts
Message-ID: <342@unmg.UUCP>
Date: Fri, 13-Dec-85 08:29:52 EST
Article-I.D.: unmg.342
Posted: Fri Dec 13 08:29:52 1985
Date-Received: Wed, 18-Dec-85 02:45:40 EST
Distribution: net
Organization: University Of New Mexico Computing Center, Albuquerque, NM
Lines: 16
Xref: watmath net.micro.amiga:1154 net.micro.atari:1992

Ok all you 520st enthusiasts, its time to stop dreaming. The atari
st is an incredible low end home computer. But it is NOT an Amiga.

Sure, with some very difficult assembly language code (counting cycles!
egad!) - you can copy the bouncing ball, but if anyone seriously thinks
a ST can match up to the Amiga, they are crazy.

I don't own either machine, and probably never will, however I have
researched both. Both have merits of their own, but they are two
completely different machines. The Amiga is a better computer, flat
out, and it also costs twice as much. Which is better for the money?
I don't know, but I am tired of hearing atari salesmen, and atari
owners, blabbing that the ST is "the same thing as an Amiga". That
quote came directly from an atari salesman.

I am not about to list features, but if this letter makes you red, grab
the specs for both machines and see for yourself. No comparison.

From 2643172390668314920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1588de0a7d2e6f0
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,1f77569756eaca3f
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-13 05:50:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ecsvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!mcnc!
ecsvax!mjg
From: mjg@ecsvax.UUCP (Michael Gingell)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Amiga sound capabilities
Message-ID: <904@ecsvax.UUCP>
Date: Fri, 13-Dec-85 08:50:56 EST
Article-I.D.: ecsvax.904
Posted: Fri Dec 13 08:50:56 1985
Date-Received: Sun, 15-Dec-85 00:23:53 EST
References: <8512062142.AA07057@ucbvax.berkeley.edu> <977@cadovax.UUCP>
<267@sdcarl.UUCP>
Organization: North Carolina Educational Computing Service
Lines: 22
Xref: watmath net.micro.atari:1973 net.micro.amiga:1115

>
> How does the Amiga sample sound?? I have heard this many, many times, yet no-
> one has ever mentioned an ADC in the machine, only an 8-bit DAC. (By the way,
> does this DAC have the proper anti-aliasing filters?)
>
>   thomas r. erbe
The Amiga does not have any built in analog to digital converter
for digitizing sound. It only has digital to analog converters - two
to give stereo capability, each is 8 bit linear with a 4 bit (I think)
scaling volume control. There are proper anti aliasing filters which
cut off starting at around 7 kHz. Sound samples stored in memory can
be played through the D/As using DMA completely transparent to and

without slowing down the 68000. The Amigas bus operates at 14.4 MHz
half of which is used by the 68000 (i.e. at 7.2 MHz) and half by the
coprocessors which do DMA for video, disk I.O, sound etc. If things
get really busy then the video coproccessors can steal extra time
and slow down the 68K.

As far as I know digitizing sound must be done by an external device.

Hope this helps. Mike Gingell, ...decvax!mcnc!ecsvax!mjg
>   {ucbvax,ihnp4,akgua,hplabs,sdcsvax}!sdcarl!tre

From 5593495633936266593
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b22b3120221c9bd9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 06:06:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uokvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!
okstate.UUCP!uokvax.UUCP!emjej
From: emjej@uokvax.UUCP
Newsgroups: net.micro.atari
Subject: Finally!!!
Message-ID: <38700005@uokvax.UUCP>
Date: Fri, 13-Dec-85 09:06:00 EST
Article-I.D.: uokvax.38700005
Posted: Fri Dec 13 09:06:00 1985
Date-Received: Sun, 15-Dec-85 00:21:58 EST
Lines: 25
Nf-ID: #N:uokvax.UUCP:38700005:000:1145
Nf-From: uokvax.UUCP!emjej   Dec 13 08:06:00 1985

Perhaps this belongs in net.rumor, but if not there, I think people would
agree it could stand being here--I've for the most part held off from notes
of the form "gee, somebody should port OS-9 to the 520ST so we can avoid
the sucko OS they have on it" save at the very beginning of 520ST discus-
sion, but since this is at least a confident rumor, I post it...

                              James Jones

(thanks to Dwight McKay for passing it on to the info-68k mailing list,
from which I snarfed it)

Permission to reprint or excerpt is granted only if the following line
appears at the top of the article:

The CompuServe OS9 Sig. Copyright 1985. Reprinted by permission.

*** Attention Atari ST owners: You say you want a powerful, flexible,
multitasking, multiuser operating system for your Atari ST? Well,
you're going to get it! A company, whose name I can not yet mention, is

now in the process of porting OS9 to the Atari ST! Believe me, I know.
I will also be a beta tester for ST/OS9, so as time goes on, I will be
able to answer most questions you may have....

Wm. A. Van Nest "Van" 76703,467 SysOp of the CompuServe OS9 Sig

From -4401590940778547706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,60f1870b051be846
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 07:18:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gitpyr.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: Re: 520ST malloc help!
Message-ID: <1184@gitpyr.UUCP>
Date: Fri, 13-Dec-85 10:18:17 EST
Article-I.D.: gitpyr.1184
Posted: Fri Dec 13 10:18:17 1985
Date-Received: Sat, 14-Dec-85 03:33:30 EST
References: <673@mprvaxa.UUCP>
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Organization: Georgia Institute of Technology
Lines: 17

In article <673@mprvaxa.UUCP> jackson@mprvaxa.UUCP (Taylor Jackson) writes:
>I'm having trouble with malloc, e.g. any function call previous to malloc
>causes it to fail (can't allocate memory for x bytes). Any suggestions?
>Taylor Jackson
>

I had the same problem and called Richard Frick... It turns out that TOS
gives up all of memory to the application. (seems pretty stupid to me). So
in order to use Malloc, you have to first use Mfree to free up some memory.
Now what I haven't figured out is how to determine where to start the
Mfree????? It seems non-deterministic since depending on how many
desk-accessories are loaded, the application will be loaded at various
locations in memory...

Any ideas?

Steve Tynor

From -1154033131982350961
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d005d89ea03088af
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,d005d89ea03088af
X-Google-Attributes: gid152df8,public

X-Google-Thread: 142096,d005d89ea03088af
X-Google-Attributes: gid142096,public
X-Google-Thread: 125017,46cc8eed3449850d,start
X-Google-Attributes: gid125017,public
X-Google-Thread: 12da6b,d005d89ea03088af
X-Google-Attributes: gid12da6b,public
X-Google-ArrivalTime: 1985-12-13 10:14:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!decwrl!nsc!
saber!skinner
From: skinner@saber.UUCP (Robert Skinner)
Newsgroups: net.lang.c,net.micro.mac,net.micro.atari,net.micro.amiga,net.graphics
Subject: Re: Windows (Really porting between Mac, Amiga, and ST
Message-ID: <1886@saber.UUCP>
Date: Fri, 13-Dec-85 13:14:03 EST
Article-I.D.: saber.1886
Posted: Fri Dec 13 13:14:03 1985
Date-Received: Sun, 15-Dec-85 00:14:33 EST
References: <-13400@brl-tgr.UUCP> <116@ISM780C.UUCP> <424@tekig4.UUCP>
Organization: Saber Technology, San Jose, CA
Lines: 54
Xref: watmath net.lang.c:7401 net.micro.mac:3804 net.micro.atari:1970
net.micro.amiga:1113 net.graphics:1343

> >Until someone actually writes those libraries, I don't think one will
> >see a lot of portable code between these machines, except for programs
> >that use a simple command line user interface.
> >
> >Sounds like a job for an ANSI committee! :-)
>
> Unfortunately, the ANSI bureaucracy has done just that, and called the result
> GKS. If anything it serves only to show the futility of the effort. In order
> to be all things to all people in all ways, any such implementation must be
> huge, slow, unwieldy, and generally unusable. Guess what? GKS is huge, slow,
> unwieldy, and generally unusable. It is appropriate only for those with
> giant machines, the likes of which the world doesn't use much any more.
>
> -Brian Diehm

To the best of my knowledge, GKS was never intended to solve the
problems of windowing software. It is Device Independent Graphics
Application Utility. It supports output to multiple devices, in
multiple viewports and Graphic windows, but only from one process. It
never attempts to address overlapping windows belonging to different
processes. I suppose one could build a window manager on top of GKS
and treat different windows as different devices (workstations) and
using segments to restore obscured windows. But that is just using a
good program badly. It just doesn't apply.

ANSI X3H3 met in October to discuss the issues of display management
(such as window assignment and priority), color table arbitration
(which window controls the color table), and communication between

mouse, keyboard, and icons. "We won't be standardizing the user interface, but we'er looking to standardize ways the programmer tells the operating system what he wants to happen on the screen", Peter Bono. I haven't heard the results of this meeting.

Every window manager has different syntax for defining a window, moving it around, creating subordinate windows. Whether a window is updated implicity or explicitly after a change. Where the graphics information is stored that restores obscured windows (is it a BitBlt, or a display-list?). How the graphics information is defined is the job of GKS, or CGI. Both of those standards have features which are applicable to the window problem, but they are not intended to be solutions to it.

I have cross-posted this to net.graphics, I believe the discussion should continue there. I think it should be removed from net.lang.c.

Name: Robert Skinner
Snail: Saber Technology, 2381 Bering Drive, San Jose, California 95131
AT&T: (408) 945-0518, or 945-9600 (mesg. only)
UUCP: ...{decvax,ucbvax}!decwrl!saber!skinner
     ...{amd,ihnp4,ittvax}!saber!skinner

From -4911038534759250290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c5c25c3b940752f2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 10:20:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!inuxc!iubugs!iuvax!
franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Large Arrays In Sight
Message-ID: <500017@iuvax.UUCP>
Date: Fri, 13-Dec-85 13:20:00 EST
Article-I.D.: iuvax.500017
Posted: Fri Dec 13 13:20:00 1985
Date-Received: Mon, 16-Dec-85 05:00:47 EST
Lines: 8
Nf-ID: #N:iuvax:500017:000:356
Nf-From: iuvax!franco   Dec 13 13:20:00 1985

Well, I guess I am the newest member of the ONE MEG club. Anyone wanting to convert can use me as another data point. I will be happy to answer any questions about reliability or the installation itself. Also, I would

like to receive reports from other ONE MEGers about reliability and about possible side-effects. Thanks.

franco.indiana@csnet-relay

From -7151769130527471598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1588de0a7d2e6f0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 10:37:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Re: set fol atari-mail
Message-ID: <1345@cwruecmp.UUCP>
Date: Fri, 13-Dec-85 13:37:03 EST
Article-I.D.: cwruecmp.1345
Posted: Fri Dec 13 13:37:03 1985
Date-Received: Mon, 16-Dec-85 03:42:32 EST
References: <8512062142.AA07057@ucbvax.berkeley.edu> <977@cadovax.UUCP>
<615@unisoft.UUCP>
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 34

.....
>
> By the way, you didn't mention the command line interface on the amiga.
> I would sorely miss this on the atari.
>
> In all, I thing both are nice little machines, and I hope they both
> do well in the marketplace.
>
> -Fred

There are three command line interfaces available right now for the ST
     - command.com : comes with the developers package. I have also
seen it on more than one bulletin board. Msdos like.
     - Micro C Shell : very nice includes history, history editing,
pipes, redirection, limited shell scripts, utilities like cc, pr, more
etc etc, from Beckemeyer Dev. Systems in Oakland, CA (for only 49.95).
The multitasking version is due in Jan. They are also putting out a
real time executive.
     - Hos : comes with Habba C. Again unix like, though not even
10% as nice as Micro C Shell.

BTW. your DBUG package is doing great on my ST.

Jwahar R. Bammi
Usenet: .....!decvax!cwruecmp!bammi
CSnet: bammi@case
Arpa: bammi%case@csnet-relay

CompuServe: 71515,155

--

Jwahar R. Bammi
Usenet: .....!decvax!cwruecmp!bammi
CSnet: bammi@case
Arpa: bammi%case@csnet-relay
CompuServe: 71515,155

From -4595211133825059997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,350972f023c832a2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 10:43:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Re: More Memory Wanted for Large Arrays
Message-ID: <1346@cwruecmp.UUCP>
Date: Fri, 13-Dec-85 13:43:11 EST
Article-I.D.: cwruecmp.1346
Posted: Fri Dec 13 13:43:11 1985
Date-Received: Mon, 16-Dec-85 03:42:44 EST
References: <500016@iuvax.UUCP>
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 29

>
> I plan to expand my 520ST to 1meg according to the instructions given
> by gert@su-pescadero and posted on the net by someone else. Is there
> anything I should know that is not given in the instructions? Has
> reliability been affected by such modifications? How many people have
> made these modifications?
> Thanks
>
> John Franco - franco.indiana@csnet-relay

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
I just followed the instructions step by step and had no problem. I
have had this expansion in my ST for over three months, and have'nt
had any problem. The San Leandro Computer club is selling memory
expansion plug in boards (see this months S/T applications journal)
in case you don't feel like piggy backing the chips. There are also
some people who will perform the expansion for you for the cost of
parts, labor and postage, and guarantee it for 30 days. On of them i
seem to recall is the ST users group in florida.

--

                        Jwahar R. Bammi
                    Usenet: .....!decvax!cwruecmp!bammi
                     CSnet: bammi@case
                   Arpa: bammi%case@csnet-relay
                CompuServe: 71515,155

From 2226846164724975036
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1a0a58f6744e603
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 10:46:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Re: BREAK on the ST
Message-ID: <1347@cwruecmp.UUCP>
Date: Fri, 13-Dec-85 13:46:56 EST
Article-I.D.: cwruecmp.1347
Posted: Fri Dec 13 13:46:56 1985
Date-Received: Mon, 16-Dec-85 03:42:56 EST
References: <1464@mtgzz.UUCP>
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 13

> How does one generate a BREAK on the ST in VT52 emulation mode? Failing that,
> is it possible to generate it through an xbios call? Thanks for any help.

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
I hit a lot of CTRL-C in rapid succession in the VT emulator. I don't
recall seeing an xbios call to generate a break.
                            bammi
--

                        Jwahar R. Bammi
                    Usenet: .....!decvax!cwruecmp!bammi
                     CSnet: bammi@case
                   Arpa: bammi%case@csnet-relay
                CompuServe: 71515,155

From -1880244264568056658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,487f8ffe41533f2c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 11:04:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari

Subject: Re: ST Questions
Message-ID: <1348@cwruecmp.UUCP>
Date: Fri, 13-Dec-85 14:04:52 EST
Article-I.D.: cwruecmp.1348
Posted: Fri Dec 13 14:04:52 1985
Date-Received: Mon, 16-Dec-85 03:43:09 EST
References: <2000002@orstcs.UUCP>
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 39

> Quick Question:
>
> Does the Atari 520ST have video display circuitry or is the 68000 bogged down
> hopelessly like the Macintosh? I have this friend that keeps bugging me, say
> that the cpu will be operating at only one third of its full capability,
> because of the need for video refresh, etc. Hearing "Its processor is as slow
> as a Mac" is making me get homicidal <heavy breathing, flared nostrils,
> clenched fists!> :^)

It does have hardware to support graphics. The 68000 is certainly not
bogged down. The Nov. 85 Byte article comparing C compilers for the
Mac. had some benchmarks. The ST (using AClyon C compiler) ran these
benchmarks at 2 to 3 times the speed of the best figures published
there. The sizes were in the same league. So now you can make your
friend eat his words :-)
>
> And a few more questions:
>
> Does TOS (or whatever the OS is called) support the same, standard prompt-based,
> line-oriented interaction as do UNIX and MS-DOS and CPM? Or am I going to be
> forced to use the GEM metaphor (ugh!). I much prefer sitting there looking at
> a prompt and seeing the screen scroll for most of my work.

Tos itself does not have a command processor. There are three that i
have used.
     - Micro C Shell: extermely nice. Much like the one i am using
now.
     - command.prg : comes with the development system. Msdos
like.
     - Hos: comes with Habba C. Unix like, not quite as nice as
Micro C Shell.

--
                      Jwahar R. Bammi
                  Usenet: .....!decvax!cwruecmp!bammi
                   CSnet: bammi@case
                  Arpa: bammi%case@csnet-relay
               CompuServe: 71515,155

From 9185270965878108969
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,9ae8430e790cd505
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 11:14:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Re: misc. questions from an ST novice
Message-ID: <1349@cwruecmp.UUCP>
Date: Fri, 13-Dec-85 14:14:40 EST
Article-I.D.: cwruecmp.1349
Posted: Fri Dec 13 14:14:40 1985
Date-Received: Mon, 16-Dec-85 03:43:21 EST
References: <8512091957.AB00272@ucbvax.berkeley.edu>
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 27

> Can anyone recommend a C or Pascal compiler for the ST?
I use the Aclyon C compiler that comes with the Dev. system. I am
quite happy with it. I also have Habba C, that I would'nt recommend to
anyone.
I have'nt used any of the Pascals, but they are available from OSS and
Antic. How about Modula-2. It is available from TDI (Dallas) for
69.95. I am awaiting my copy. I have read two very favorable reviews.
Bsides I much rather have Modula than Pascal.

>
> Can anyone recommend a disk copying program (that handles protected
disks)?
Side Track from Monarch Dev. does a good job.
It only 24.95, and they also throw in a fast disk copy program.

>
> Can anyone recommend a RAM disk program?
>
I use M-Disk from Michtron. The new relese has the auto load feature.
The public domain one is not bad either. Using the source you can set
up your preferred size.
--

                      Jwahar R. Bammi
                  Usenet: .....!decvax!cwruecmp!bammi
                   CSnet: bammi@case
                  Arpa: bammi%case@csnet-relay
              CompuServe: 71515,155

From 4146029524232905071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9e4c04960e5d4b39,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 12:15:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uiucuxa
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!
uiucuxc!uiucuxa!djk611
From: djk611@uiucuxa.CSO.UIUC.EDU
Newsgroups: net.micro.atari
Subject: 130xe expansion bus
Message-ID: <9900009@uiucuxa>
Date: Fri, 13-Dec-85 15:15:00 EST
Article-I.D.: uiucuxa.9900009
Posted: Fri Dec 13 15:15:00 1985
Date-Received: Sun, 15-Dec-85 00:21:42 EST
Lines: 15
Nf-ID: #N:uiucuxa:9900009:000:465
Nf-From: uiucuxa.CSO.UIUC.EDU!djk611   Dec 13 14:15:00 1985

for the great line eater...

has anyone made any interfaces using the 130xe expansion buss?

I have made a simple parallel port off of it and I have a question.
do I need the 65XXA type chips (2Mhz) or with the 1Mhz versins work?

please reply to: Scott Cothrell
University of Illinois
106 Forbes Hall
101 E. Gregory Dr.
Champaign,IL 61820

this account will go away after finals(class accoutn)

From -7565811940022557588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,28b2f8ec8c87cc92,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 12:52:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site pur-ee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!inuxc!pur-ee!mckay
From: mckay@pur-ee.UUCP (Dwight D McKay)
Newsgroups: net.micro.atari
Subject: VIP professional: software review (long)
Message-ID: <3572@pur-ee.UUCP>
Date: Fri, 13-Dec-85 15:52:28 EST
Article-I.D.: pur-ee.3572
Posted: Fri Dec 13 15:52:28 1985
Date-Received: Sat, 14-Dec-85 08:12:02 EST
Reply-To: mckay@pur-ee.UUCP (Dwight D McKay)
Organization: Electrical Engineering Department , Purdue University
Lines: 65
Keywords: atari 520st VIP professional review

NOTE: the following is a review of software for the 520ST.

INTRODUCTION: Yesterday I purchased the long awaited VIP professional integrated spreadsheet for my 520ST. I've used both multiplan and a Visicalc-clone writen by VIP technologies before. I use a spread sheet for home budgeting and analysis of my stock portfolio.

PRICE: $89.95

VENDOR: VIP Technologies

SOURCE: Von's Computer's, West Lafayette, IN

DESCRIPTION: The VIP professional is an integrated spreadsheet, database and graphics package, modeled closely after the popular Lotus 1-2-3. It comes with a 1/2 inch thick manual and a key-disk copy-protected disk. Also included is a "year" of telephone support (more on this later), an order form for adding longer support, an order form for an additional key-disk, a disk replacement order form, a GEM coupon (more on this later too), a registration card and a quick reference. The system boots off a backup copy but requires a look at the key-disk to start running.

My initial impression was extremely good. The program loaded easily and with a few glances at the quick reference I was building a spreadsheet and popping up a quick pie chart or two. After running a Visicalc-clone on an 8-bit machine (a Radio Shack color computer) this was heaven! Very fast, and very easy to use. Keep in mind that I'm experienced with using spread sheets, beginners might find this package a bit complex at first.

MINUS: First, the bad news. The VIP professional uses a lot of memory. So, much that it does not run with GEM-and-the-mouse as you may have seen in the demo. (I understand that is why it was delayed) The version you get now runs and looks like the IBM-PC version of Lotus 1-2-3. Text and cursor, no mouse. Also, to fit into the remaining memory, VIP removes GEM, forcing you to reboot via the reset switch when you leave the program. Crude. Finally, you are left with about 37k to biuld your spreadsheet in. For large two to three screen sheets that will not be enough (depends on what you do. My stuff *just* fits). Of course the copy-protection is not very nice either, but at least it's only a key-disk system.

PLUS: It is exactly like Lotus 1-2-3. I typed in a small sheet in a third party Lotus 1-2-3 book last night; worked exactly as written. I intend to try downloading some of the spread sheet templates from the CompuServe Lotus 1-2-3 sig. The VIP manual claims they should work if they were saved in "worksheet" mode instead of native mode. I tend to believe them, but we'll see after I try it.

Really nice manual; not good as a toturial (but you can use any of those Lotus ones (they list their favourites in the back of the manual)), but a good reference. You get a "year" of support which means 12 months or five solutions or 60 minutes of on the phone help. You can order more of that if you'd like (sorry I forgot the price for that). You can order additional key-disks, $15.00. You can order replacement disks, $20.00 (why the

difference? I dunno.) When you upgrade to 1 Meg memory or you get TOS in ROM, you can upgrade to the new version, $20.00. (I'm going to order an upgrade board after Christmas...) Finally, they'll write about upgrading to new releases. You also get a graph-enhancing program (let's you add special fonts for titles, etc).

COMMENTS: On the whole I'm very pleased with the package. Yes, it does have some serious problems, but after keying in my two and a half screen full budget, I find that the problems are not getting in my way. For a quarter of the price of Lotus this program is worth it, bugs and all.

--Dwight Mckay, ECN Software Support [mckay@purdue-ecn]

From 7885338012410253020
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,43dd089ed937a07c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 15:00:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: atari word processing & 80-column mods
Message-ID: <8512132300.AA01632@mitre-bedford.ARPA>
Date: Fri, 13-Dec-85 18:00:12 EST
Article-I.D.: mitre-be.8512132300.AA01632
Posted: Fri Dec 13 18:00:12 1985
Date-Received: Sat, 14-Dec-85 23:52:17 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 40

Thanks to all who contributed information. A compendium of the full text of responses is available on request. Attached is a brief summary of the recommendations. My apologies to those uninterested in the info.

SpeedScript 3.0 Public Domain (free) package that is better than most commercial (expensive) ones. Distributed free with...

OMNIVIEW 80-column software modification by David Young.

Letter Perfect - LKJ Enterprises, St. Louis. A+ ratings except that it takes some effort to learn and uses a nonstandard DOS format on the disk, "a disadvantage" as Consumer Reports would say. Translation program, LP DOS to Atari DOS, available from vendor.

Action! Contains a very nice built-in editor and is itself a useful high-level language.

Paper Clip By Batteries Included. Has two-window capability. Mentioned favorably by several both on and off this net.

Bit-3 Hardware 80-col mod for Atari (someone confirm?) Does this give prettier results than the software ones?

Atariwriter Atari's own WP. OK but "very limited" e.g. 3-page limit.

Bank Street Writer - Broderbund Software, Inc. Good for beginners (easy to

learn) but cumbersome to use for heavy editing because
of menu format. Well-written manual, capabilities for
manually chaining files to page-number large documents etc.
Austin-Franklin 80-col conversion source mentioned by David Young;
no further information.
Letter Wizard Easy to use WP system, 40 col only, 3 pages maximum length!
Homeword Super-Text - aconversion of very good Apple system which
didn't retain all the good stuff from Apple implementation.
Wordman Merely mentioned by David Young.
MEDIT + FORMS Atari program editor and formatter. David Young says he
has used this as a Word Processor (powerful but slow).

I am beginning to conclude that one can indeed do serious word processing with an Atari 800XL. SpeedScript, Paper Clip and Letter Perfect all seem to be good choices, with various pros and cons. 80-column display capability seems likely to be useful to check formatting, but one might want to operate in 40-column mode (would you believe 38?) for ease of reading.

Thanks again for all the help.
-John Sangster,
jhs at mitre-bedford

From -3596149026796776384
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,873b454fa5eeb5c7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 15:00:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Yet another info request
Message-ID: <8512132300.AA01638@mitre-bedford.ARPA>
Date: Fri, 13-Dec-85 18:00:14 EST
Article-I.D.: mitre-be.8512132300.AA01638
Posted: Fri Dec 13 18:00:14 1985
Date-Received: Sat, 14-Dec-85 23:51:46 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 15

As if I hadn't already caused enough trouble, my next question is what are the best printers to use for (a) Near Letter Quality and (b) no holds barred (except price) all-out camera ready Letter Quality printing? If high-quality graphics printing is desired, which ones emerge as best?

Also, is there (please dont laugh) a Fortran available for the 800XL? If not, is there another language suitable for semi-serious scientific calculations, if you don't mind waiting a little? Finally, are there any facilities for setting up a useable library of programs that will be linked automatically just because they are referenced in a calling

program? Thanks for any assistance that is available.

John Sangster
jhs at MITRE-Bedford

From -5565438505728633187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-13 18:19:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbjade.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ucbjade!mwm
From: mwm@ucbopal.BERKELEY.EDU (Mike (I'll be mellow when I'm dead) Meyer)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga
Message-ID: <204@ucbjade.BERKELEY.EDU>
Date: Fri, 13-Dec-85 21:19:30 EST
Article-I.D.: ucbjade.204
Posted: Fri Dec 13 21:19:30 1985
Date-Received: Sat, 14-Dec-85 23:54:18 EST
References: <617@ihlpm.UUCP>
Sender: network@ucbjade.BERKELEY.EDU
Reply-To: mwm@ucbopal.UUCP (Mike (I'll be mellow when I'm dead) Meyer)
Distribution: net
Organization: Missionaria Phonibalonica
Lines: 28
Xref: watmath net.micro.amiga:1110 net.micro.atari:1967

In article <617@ihlpm.UUCP> rtb@ihlpm.UUCP (Todd) writes:
> After reading a lot of articles about this years Comdex it is
>becoming more obvious that Atari has already won in the ST vs.
>Amiga wars.
technically

So Atari follows in IBM's footsteps, and succeeds with a technically
inferior product :-).

Seriously, I don't own either machine. I'm probably going to be buying one
in the near future (january), and haven't decided which. However, I want a
machine for twiddling LISP, which means (to me - I want to load the editor
and MasterScope and the online help and ...) lotsa-memory. Say, 4 Meg or so.
Atari doesn't seem to want to market a machine to do that. The Amiga is
open, and there are 2Meg boards on the market.

Of course, the plaintiff cries from people trying to twiddle the mouse from
C doesn't help the ST any.

And I'm going to ignore the prospects of Commodore going under. I'll pick

the machine that best does what I want, then support the company that makes it.

Final thought: I'd be suprised if the ST doesn't outsell the Amiga, by 2:1 or better. After all, I expect most people to look at them, see windows and two price tags (one roughly 1/2 the other), and buy the smaller price tag.

<mike

From 5784454990975322588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d23c85ea2b98f125,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 20:02:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Temporary out of service
Message-ID: <12166933606.9.G.ABRAMS@SU-SCORE.ARPA>
Date: Fri, 13-Dec-85 23:02:26 EST
Article-I.D.: SU-SCORE.12166933606.9.G.ABRAMS
Posted: Fri Dec 13 23:02:26 1985
Date-Received: Sun, 15-Dec-85 00:07:06 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

I made an error which put info-atari off the air for}i}i about 48 hours.
If you submitted a message which didn't get distributed, please
resubmit it.

From -5252646633443093328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1588de0a7d2e6f0
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,1f77569756eaca3f
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-13 21:56:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site amiga.amiga.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!ut-sally!pyramid!amiga!sam
From: sam@amiga.UUCP (Samuel C. Dicker)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Amiga sound capabilities
Message-ID: <399@amiga.amiga.UUCP>
Date: Sat, 14-Dec-85 00:56:26 EST
Article-I.D.: amiga.399

Posted: Sat Dec 14 00:56:26 1985
Date-Received: Mon, 16-Dec-85 04:21:36 EST
References: <8512062142.AA07057@ucbvax.berkeley.edu> <977@cadovax.UUCP>
<267@sdcarl.UUCP>
Reply-To: sam@snidely.UUCP (Samuel C. Dicker)
Organization: Commodore-Amiga Inc., 983 University Ave #D, Los Gatos CA 95030
Lines: 24
Keywords: Sampling???
Xref: watmath net.micro.atari:1980 net.micro.amiga:1137

>>But for me, I bought an Amiga, the least expensive system that could do what
>>*I* needed in a machine, because the 520ST couldn't do those things at all
>>(imaging at 640x400, NTSC video compatibility, and digital sampling of
>>sound).
>>
>>Keith Doyle

>How does the Amiga sample sound?? I have heard this many, many times, yet no-
>one has ever mentioned an ADC in the machine, only an 8-bit DAC. (By the way,
>does this DAC have the proper anti-aliasing filters?)
>--
>   thomas r. erbe

I hope Mr. Doyle didn't buy an Amiga JUST for digital sampling of sound.
Although the Amiga can play pre-recorded or synthesized sound samples it
does not have built-in user sampling.

The Amiga has a 6-pole (36 decibel per octave) low pass filter for each
stereo channel.

I am the resident sound software person at Commodore/Amiga and I'll be happy
to answer any questions about producing sound with the Amiga.

                        {hplabs,decwr}!pyramid!amiga!sam

From 2287399471264343873
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6b59050299f035a1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-13 22:44:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Twilight XonZone ---
Message-ID: <8512140655.AA05025@ucbvax.berkeley.edu>
Date: Sat, 14-Dec-85 01:44:00 EST
Article-I.D.: ucbvax.8512140655.AA05025
Posted: Sat Dec 14 01:44:00 1985
Date-Received: Sun, 15-Dec-85 00:08:37 EST
Sender: daemon@ucbvax.BERKELEY.EDU

Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 14

I wohnnder how much the producers of the Twilight XZone wgot
for that final touch on the latest episode (Her Pilgrim Soul...I think)?
You know what I mean if you saw the episode: Where ~~~~~~where the ball
leaves the holographic projection & the scientists wife catches it?~
a la the ligglt ~~~~~ttle girl in the AM~miga~~~-ga commercials??

Oh well.....

          -Richard Hartman
          max.hartman"~@ames-vmsb

NOte: these are definitely my own opinions, and not necessarily
   entirely serious, at that...

From -2246155999193097055
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c5c25c3b940752f2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-14 10:17:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Large Arrays In Sight
Message-ID: <500018@iuvax.UUCP>
Date: Sat, 14-Dec-85 13:17:00 EST
Article-I.D.: iuvax.500018
Posted: Sat Dec 14 13:17:00 1985
Date-Received: Tue, 17-Dec-85 04:42:07 EST
References: <500017@iuvax.UUCP>
Lines: 23
Nf-ID: #R:iuvax:500017:iuvax:500018:000:1014
Nf-From: iuvax!franco   Dec 14 13:17:00 1985

P.S. In case anyone is interested, ST BASIC does not take full advantage
of the new memory. I find I can now load large BASIC programs without
having to turn off GEM accessories and the Graphics Buffer but I still
cannot get the array sizes I want. In particular it seems that the maximum
amount of memory ST BASIC is able to devote to arrays is around 8192 (8K)
words minus some overhead (maybe 5 words) for each "column". For example
the following limits were found:

  1. DIM A(8187)
  2. DIM A(4093,1)   <<comment: there is a column "0" and a column "1">>
  3. DIM A(2728,2)

  4. DIM A(2045,3)
  5. DIM A(1636,4)
  6. DIM A(4091), B(4091)
  7. DIM A(2726), B(2726), C(2726)

I would greatly appreciate someone telling me how to get ST BASIC to allocate more space, if that is possible. Thanks.

P.P.S. Another peculiarity is that, by means of poke, one can find the highest byte address recognized by ST BASIC to be about 1014000 which is short of 1Meg by about 30000 bytes. Did I get gipped or what?

From 4654703554626493145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-14 12:17:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site unmc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!cmcl2!lanl!unm-la!unmvax!unmc!ma3752af
From: ma3752af@unmc.UUCP
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST enthusiasts
Message-ID: <565@unmc.UUCP>
Date: Sat, 14-Dec-85 15:17:15 EST
Article-I.D.: unmc.565
Posted: Sat Dec 14 15:17:15 1985
Date-Received: Wed, 18-Dec-85 02:46:14 EST
References: <342@unmg.UUCP>
Distribution: net
Organization: University Of New Mexico Computing Center, Albuquerque, NM
Lines: 27
Xref: watmath net.micro.amiga:1155 net.micro.atari:1993

> Ok all you 520st enthusiasts, its time to stop dreaming. The atari
> st is an incredible low end home computer. But it is NOT an Amiga.
> Sure, with some very difficult assembly language code (counting cycles!
> egad!) - you can copy the bouncing ball, but if anyone seriously thinks
> a ST can match up to the Amiga, they are crazy.
>
> I don't own either machine, and probably never will, however I have
> researched both. Both have merits of their own, but they are two
> completely different machines. The Amiga is a better computer, flat
> out, and it also costs twice as much. Which is better for the money?
> I don't know, but I am tired of hearing atari salesmen, and atari
> owners, blabbing that the ST is "the same thing as an Amiga". That
> quote came directly from an atari salesman.
>
> I am not about to list features, but if this letter makes you red, grab

> the specs for both machines and see for yourself. No comparison.

Oh, come off it!! Your message before this totally destroys
your credibility. You sell Amigas - therefore you are
biased in its favor. The ST is a great machine for the price;
the Amiga is a great machine, but I can't afford 1795 to get
one. Come down off your high horse and go use an ST - it is
a great machine, with a great price!!!

V.J. Murphy
B.K. Thaeler

From 9096953790361387140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,803969adba07f48a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-15 02:48:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucla-cs.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ucla-cs!dimare
From: dimare@ucla-cs.UUCP
Newsgroups: net.micro.atari
Subject: STs in LA area: Color+Printer
Message-ID: <8057@ucla-cs.ARPA>
Date: Sun, 15-Dec-85 05:48:08 EST
Article-I.D.: ucla-cs.8057
Posted: Sun Dec 15 05:48:08 1985
Date-Received: Wed, 18-Dec-85 04:47:24 EST
Organization: UCLA Computer Science Department
Lines: 44

Thanks you all for all the information. What I gather
is the following:

1) Color is worse than b/w (for hacking)
1) Color isn't that bad, but...
1) Better get Color!
2) Single Sided disks are better ($),
   provided one gets a hardisk.
2) Double Sided disks are better for me.
3) Dealers carrying it are:
   -- Computerland on Hawthorne Blvd
      (160000 south or so)
   -- Lamar Microelectronics on Artesia Blvd
      (between Inglewood & Aviation) (213) 374-1673
   -- Personal Computers Etc. on Topanga Canyon
      in Woodland Hills
   -- CompuStart (on Wilshire, between 21-22 st).
      I got mine here. Cheaper than Lamar.
   -- Priority One Electronics in Chatsworth

      (but they try to cheat you)
4) Paul Lamar can do an upgrade to 1 Meg ($300).
   So can CompuStart ($200), and both void the warrantee.
5) The Citizen MSP-10 is a good choice for a printer.

The kit includes the following ($321):

 -- text editor (MicroEmacs)
 -- C compiler (a Digital Research, Inc. port of Alcyon C)
 -- assembler
 -- linker
 -- utilities
 -- Kermit
 -- Resource Construction Set
 -- It is well worth the money!

I got mine at CompuStart, and I paid around $2700 for a loaded
system (color, 1M, 2d2d, printer, dev kit, random software).
I'm not associated with CompuStart (blames to /dev/^1/tihs).

I really appreciated your messages. It really made me
change my mind about what I bought. Thanks a lot!

     Adolfo
           ///

From -3217299703012805332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d005d89ea03088af
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,d005d89ea03088af
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,d005d89ea03088af
X-Google-Attributes: gid142096,public
X-Google-Thread: 12da6b,d005d89ea03088af
X-Google-Attributes: gid12da6b,public
X-Google-Thread: 125017,46cc8eed3449850d
X-Google-Attributes: gid125017,public
X-Google-ArrivalTime: 1985-12-15 04:01:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ulowell.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!wanginst!wang!ulowell!miner
From: miner@ulowell.UUCP (Richard Miner)
Newsgroups: net.lang.c,net.micro.mac,net.micro.atari,net.micro.amiga,net.graphics
Subject: Re: Windows (Really porting between Mac, Amiga, and ST
Message-ID: <122@ulowell.UUCP>
Date: Sun, 15-Dec-85 07:01:51 EST
Article-I.D.: ulowell.122
Posted: Sun Dec 15 07:01:51 1985
Date-Received: Tue, 17-Dec-85 04:02:49 EST
References: <-13400@brl-tgr.UUCP> <116@ISM780C.UUCP> <424@tekig4.UUCP>

<1886@saber.UUCP>
Reply-To: miner@ulowell.UUCP (Richard Miner)
Organization: University of Lowell
Lines: 19
Xref: watmath net.lang.c:7410 net.micro.mac:3837 net.micro.atari:1983
net.micro.amiga:1145 net.graphics:1344
Summary:

There are window standards being worked on by ANSI! At the last X3H3
meeting there was a small subgroup X3H3.win that spun of to start
specification of this standard. On of my Prof's here at U Lowell is
on this committe. I will try and get a brain-dump from him, and post
the status of this standard to the net.

I must agree with previous note, GKS and CGI are NOT window standards,
nor do they specifiy how to interface withh windows. CGI might be a
nice base for a window system/standard but GKS ugg to big, with to
many layers (in most cases) to add Wind managment on top of. I speak
after a summer of so a GKS implementation on top of a (pseudo)CGI.

Rich Miner
decvax!wanginst!ulowell!miner

```
/**
 * From Ulowell - (soon to be) Home of a cheap GKS w/source.
 */
```

From -194188692340909038
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,60f1870b051be846
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-16 02:53:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: jrm%computer-science.strathclyde.ac.uk@UCL-CS.ARPA
Newsgroups: net.micro.atari
Subject: Re: 520ST malloc help!
Message-ID: <8512161053.AA11913@stracs>
Date: Mon, 16-Dec-85 05:53:55 EST
Article-I.D.: stracs.8512161053.AA11913
Posted: Mon Dec 16 05:53:55 1985
Date-Received: Wed, 18-Dec-85 02:21:37 EST
Sender: serge@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

U guys seem to have hit a problem I ran into some months ago.
Im my case I was using the developers kit. The patch involved setting up
a "truncate" call after the application program was entered, but before the
real "main" subroutine was called. "_end" marked the end of the data space for

the job.
If U are using the developers kit, then U have an out of date start-up routine.
Later distributions of the software (gems and/or gemstart.o) do the memory
deallocate for you at start-up.
Buzz me if U want more specific help.
Jon R Malone

From -8306551312021983933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-16 05:28:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: gaspar@ALMSA-1.ARPA (Al Gaspar)
Newsgroups: net.micro.atari
Subject: Re: ST wins over Amiga
Message-ID: <8512161339.AA09758@ucbvax.berkeley.edu>
Date: Mon, 16-Dec-85 08:28:19 EST
Article-I.D.: ucbvax.8512161339.AA09758
Posted: Mon Dec 16 08:28:19 1985
Date-Received: Wed, 18-Dec-85 02:23:05 EST
Sender: serge@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

for the line eater
I have never seen the original of this article (ST wins over Amiga). Would
someone be so kind as to send me a copy.

Thanks in advance--

Al Gaspar

Reply to:

seismo!brl!gaspar@almsa-1.arpa

From -5954723230156345789
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6b44f9342878d1fb
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,6b44f9342878d1fb
X-Google-Attributes: gid159df4,public
X-Google-Thread: 15517a,6b44f9342878d1fb
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-12-16 06:32:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site mhuxi.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxv!mhuxh!mhuxi!ggl

From: ggl@mhuxi.UUCP (LASKARIS)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.68k
Subject: Re: developing standalone 68k C code
Message-ID: <383@mhuxi.UUCP>
Date: Mon, 16-Dec-85 09:32:59 EST
Article-I.D.: mhuxi.383
Posted: Mon Dec 16 09:32:59 1985
Date-Received: Tue, 17-Dec-85 04:29:57 EST
References: <268@sdcarl.UUCP>
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 36
Xref: watmath net.micro.pc:6236 net.micro.atari:1984 net.micro.68k:1413

>
>
>   I have been looking for a while now for tools to develop code in C and
> assembler for a free standing 68000 board environment. Here is a summary on
> what I have found so far. Any additional information on any of these products
> would be appreciated. I need to be able to write interrupt and hardware
> drivers and incorporate them with C code to build up an environment. Also
> relevant is register usage (how many register ints and does the function
> call only push the ones used etc.) and compiler efficiency. I will summarize
> to the net.
>
I am not sure whether I can help, but I recommend the Manx Aztec compiler.
I am using the Aztec cross-compiler for the Apple-II and Comodore computers
on an AT&T 6300 (IBM-PC clone), and the system works very well. They also
offer a package for the 68K chip, but I don't know specifically whether they
offer a cross-compiler that runs on the PC and generates 68K code.

I am nothing but happy with their cross-compiler. I got the "commercial"
system on the PC, as well as the cross-compiler. The total package includes:
     - compiler for PC (3 memory models)
     - cross-compiler for 6502
     - assemblers for both machines
     - file transfer software (PC to/from Apple/Comodore)
     - library source for cross-compiler (useful!)
     - make, grep, diff, and `z' (like vi editor)
     - library archivers (2 of them)

I could not reach them by phone today to verify the 68k cross, because
their 800 telephone number is in New Jersey and so am I. As the little
mechanical woman in the telephone told me, they `cannot be reached from my
calling area'. They can be reached from outside NJ at 800-221-0440.

I have no affiliation with them what-so-ever, except as a happy user.

David Laurance
mhuxi!ggl

From 5127516673738728662
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-16 09:14:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2.fluke 9/24/84; site dragon.fluke.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
fluke!kurt
From: kurt@fluke.UUCP (Kurt Guntheroth)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga (??!)
Message-ID: <2511@dragon.fluke.UUCP>
Date: Mon, 16-Dec-85 12:14:02 EST
Article-I.D.: dragon.2511
Posted: Mon Dec 16 12:14:02 1985
Date-Received: Thu, 19-Dec-85 03:33:07 EST
References: <617@ihlpm.UUCP>
Distribution: net
Organization: John Fluke Mfg. Co., Inc., Everett, WA
Lines: 25
Xref: watmath net.micro.amiga:1179 net.micro.atari:2006

On financial woes:

It is true that Commodore posted a lose the last two quarters and is technically in default on some corporate bonds. However Commodore's stock, usually a good predictor of future performance is holding its value pretty well. Let us remember too that Atari is swimming in debt. If Atari does not have a very good Christmas indeed, it may disappear suddenly. Don't we remember all the cancelled 8-bit lines, the undelivered promises, the sweaty times at the start of this year, atari loyalists?

On software availability:

Lets see now. 520ST's became available in June and the software is now ready in December. Amiga's became available in September and the software is ready...in March? Well, some is available now, in December, which lets us all know where the relative priorities of software producers lie. I think it is easier to write programs for the Amiga and I think the designers think so too. I think good hardware design and good system software will beat early-to-market. I think no amount of partisanship by atari owners will keep the Amiga from becomming a success. I mean, look at the two newsgroups and you will see the future. .atari is full of articles doomsaying the amiga and .amiga is full of rich technical questions and hints. It is clear where the software brains are putting their efforts. Now, there are/were some bright people doing ST stuff too, and I think its place in the market is secure for awhile at least. But I don't tkink the Amiga is going away.

From 6224146341240266756
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ff05ebab01dd73c3,start

X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,ff05ebab01dd73c3,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-16 09:36:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cvl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decuac!cvl!gyuri
From: gyuri@cvl.UUCP (Gyorgy Fekete)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: ST owners dreaming?
Message-ID: <1049@cvl.UUCP>
Date: Mon, 16-Dec-85 12:36:33 EST
Article-I.D.: cvl.1049
Posted: Mon Dec 16 12:36:33 1985
Date-Received: Wed, 18-Dec-85 04:40:05 EST
Distribution: net
Organization: Computer Vision Lab, U. of Maryland, College Park
Lines: 62
Xref: watmath net.micro.amiga:1157 net.micro.atari:1994

>> Ok all you 520st enthusiasts... The atari st is an incredible
>> low end home computer. But it is NOT an Amiga.

And thank providence for that! (thought I'd get a bit nasty, but Naah!)

>> Sure, with some very difficult assembly ... you can copy the bouncing ball,
>> but if anyone seriously thinks a ST can match up to the Amiga
>> they are crazy.

I am crazy.

>> I don't own either machine... however I have researched both.

I do own an ST, and also researched both.

>>Both have merits ..., but they are ...completely different machines.

Agreed.

>> The Amiga is a better computer, flat out,

Disagreed.

>> and it also costs twice as much. Which is better for the money?
>> I don't know,

You don't know? Don't know? Then WHY do you bother with this posting?
(then again, why do I waste readnewsers' and my time with responding?)

>> ... but I am tired of hearing atari salesmen, and atari
>> owners, blabbing that the ST is "the same thing as an Amiga".
>> That quote came directly from an atari salesman.

Salesmen's opinions rarely count, since they don't know
in most cases what they are selling (at least I never met a home computer
salesperson who did).
I never heard Atari owners say that the AMIGA is the same thing as an ST.
They know better.
>>
>> I am not about to list features, but if this letter makes you red, grab
>> the specs for both machines and see for yourself. No comparison.
>>
That's right, "NO COMPARISON". Why do people still get overwhelmed
with sound and light? Graphics chips may be give you ultra-super-dooper-whamo
BitBlt's 'n' things, but they will not compile your programs faster, nor
read your floppies any faster.

>   Oh, come off it!! Your message before this totally destroys
>   your credibility. You sell Amigas - therefore you are
>   biased in its favor.
>
>   V.J. Murphy
>   B.K. Thaeler
>

--
USPS: Gyorgy Fekete | ARPA: gyuri@cvl.umd.edu
      Center for Automation Research | ATT: (301) 454-5858
      University of Maryland | UUCP: ..{seismo,allegra,brl-bmd}\
      College Park, MD 20742 | !umcp-cs!cvl!gyuri

From 1728026325036419746
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c77717a0ba8fa6cc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-16 10:44:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: one meg upgrades - PLEASE READ or fry your ST
Message-ID: <157@imagen.UUCP>
Date: Mon, 16-Dec-85 13:44:22 EST
Article-I.D.: imagen.157
Posted: Mon Dec 16 13:44:22 1985
Date-Received: Wed, 18-Dec-85 05:41:51 EST
Distribution: net
Organization: The Houses of the Holy
Lines: 20

~~~~~~~~~~~~~~~~~~~pop goes the ST~~~~~~~~~~~~~~~~~~~

i just fried my ST and after talking to atari and my local dealer i
have tracked down the problem. It is related to the 1 Meg upgrade
and the new proms, it seems that the early postings of "how to
upgrade ...." left out 4 critical resisters (60 ohm 10% tol); 2 must
be placed on the CAS lines and 2 on the RAS lines, all 4 go on the
MMU (i know it isnt really an MMU) side. the upgrade will work fine
w/o the resistors until you put in the new proms, the difference in
the current drain will cost you all your memory chips and possibly
the MMU.
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner

From 1074039568165076606
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18089a2010170a28
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-16 10:53:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.atari
Subject: Re: How to read joystick/mouse ports on 520ST? (part 2 of 2)
Message-ID: <1732@trwrba.UUCP>
Date: Mon, 16-Dec-85 13:53:16 EST
Article-I.D.: trwrba.1732
Posted: Mon Dec 16 13:53:16 1985
Date-Received: Wed, 18-Dec-85 04:48:54 EST
References: <1711@druxu.UUCP> <851203-103902-3629@Xerox> <1713@trwrba.UUCP>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Distribution: net
Organization: TRW EDS, Redondo Beach, CA
Lines: 330

Here are the rest of the ikbd commands, and a C program which will
read joystick 0 (sorry it took me so long to get back to this!).

Load Mouse Position

```
    0x0E
    0x00     ; filler (?)
```
~~~~~~~~~~~~~~~~~~~

```
     XMSB      ; X coordinate (scaled coordinate system)
     XLSB      ;
     YMSB      ; Y coordinate
     YLSB
```

Set Y=0 at Bottom

```
     0x0F
```

Set Y=0 at Top

```
     0x10
```

Resume - Resume sending data to host (after a pause)

```
     0x11
```

Disable Mouse - Disable mouse event reporting (any mouse command resumes)

```
     0x12
```

Pause - Stop sending data to the host

```
     0x13
```

Set Joystick Event Reporting (default)

```
     0x14
```

Set Joystick Interrogate Mode

```
     0x15
```

Interrogate Joystick

```
     0x16
```

Set Joystick Monitoring

```
     0x17      ;
     rate      ; time between samples in hundredths of a second

          Returns: (in packets of two as long as in mode)
               %000000xy
                      ||
                      |--- ; JOYSTICK1 Fire button
                      ---- ; JOYSTICK0 Fire button
               %nnnnmmmm
                ||||||||
                ||||------ ; JOYSTICK1 state
                ---------- ; JOYSTICK0 state
```

Set Fire Button Monitoring

```
     0x18
          Returns: (as long as in mode)
               %bbbbbbbb  ; state of JOYSTICK1 packed 8 bits
                       ; per byte
```

Set Joystick Keycode Mode

```
     0x19
     RX        ; horizontal velocity breakpoint (tenths of seconds)
     RY        ; vertical velocity breakpoint (tenths of seconds)
     TX        ; horizontal cursor key generation delay (tenths)
     TY        ; vertical cursor key generation delay (tenths)
     VX        ; horizontal cursor key generation repeat (tenths)
     VY        ; vertical cursor key generation repeat (tenths)
```

Disable Joysticks

```
     0x1A
```

Time-of-Day Clock Set

```
     0x1B
     YY        ; year (two least significant digits)
     MM        ; month
     DD        ; day
     hh        ; hour
     mm        ; minute
     ss        ; second

     NOTE: all time-of-day data should be sent as packed BCD.
```

Interrogate Time-of-Day Clock

```
     0x1C
          Returns:
               0xFC ; time-of-day event header
               YY   ; year
               MM   ; month
               DD   ; day
               hh   ; hour
               mm   ; minute
               ss   ; second

     NOTE: time-of-day data returned as packed BCD.
```

Memory Load - load ikbd controller memory

```
     0x20
     ADDRMSB       ; address of controller memory (high)
     ADDRLSB       ; address of controller memory (low)
     NUM       ; number of bytes (0-128)
     {data}
```

Memory Read - read ikbd controller memory

```
     0x21
     ADDRMSB       ; address of controller memory (high)
     ADDRLSB       ; address of controller memory (low)
          Returns:
               0xF6 ; status header
               0x20 ; memory access
               {data}    ; 6 data bytes starting at ADDR
```

Controller Execute - execute ikbd controller subroutine

```
     0x22
     ADDRMSB       ; address of subroutine in controller
     ADDRLSB       ; memory to be called
```

Status Inquiries

All status commands are formed by ORing 0x80 with the relevant SET command.
Valid Status Inquiry commands are:

```
     0x87 mouse button action
     0x88 mouse mode
     0x89
     0x8A
     0x8B mouse threshold
     0x8C mouse scale
     0x8F mouse vertical coordinates
     0x90 (returns 0x0F if Y=0 at bottom, 0x10 if Y=0 at top)
     0x92 mouse enable/disable (0x00=enabled, 0x12=disabled)
     0x94 joystick mode
     0x95
     0x99
     0x9A joystick enable/disable (0x00=enabled, 0x1A=disabled)

     NOTE: Status Inquiry commands are NOT VALID if the ikbd is in
           Joystick Monitoring Mode or Fire Button Monitoring Mode.
```

Phew! Now that you've got all that stuff memorized, you can forget most of it. As far as I can tell, the ST is set-up to not monitor the joysticks at all! If you use the Kbdvbase() call, you will get a pointer to a structure containing all of the ikbd handlers. Now, in the version of TOS I have, the joystick handler vector (joyvec) points to a RTS (return from subroutine) instruction. So, since I did not want to write my own handler, I used the simplest of the joystick monitoring modes, Joystick Keycode Mode, in the following program. If I eventually do write a handler, I will post it to the net also. In the meantime, enjoy!

```
/*
 * Atari 520ST Joystick/Keyboard Monitoring Demo
 *
 * Richard E. Sansom  December 1985
 *
 * This is a no-frills program which will monitor joystick 0, and will
 * report joystick events as keystrokes.  No claims are made as to its
 * efficiency (or elegance).
 *
 */

#include <stdio.h>
#include <osbinds.h>

/*
 * defines
 */

#define JOY_UP         0x48
#define JOY_LEFT   0x4B
#define JOY_RIGHT  0x4D
#define JOY_DOWN   0x50
#define JOY_FIRE   0x74

#define TRUE  1
#define FALSE 0

/*
 * globals
 */

static
char set_joy_key_mode [] = {

          0x19     /* Set Joystick Keycode Mode */
          0x00,0x00,    /* RX, RY */
          0x00,0x00,    /* TX, TY */
          0x01,0x01 /* VX, VY */

     };

static
char reset_ikbd [] = {

          0x80,0x01 /* Reset */

     };

/*
 * main program
 */

main() {
```

```
    int  lo_chr,hi_chr,more;
    long chr;

/*
 * clear screen, prompt for joystick
 */

    Cconout(0x1B); Cconout(0x45);
    printf("Plug joystick into port 0, hit any key when ready...");
    while (!Cconis())
         ;
    Cconin();
    printf("\n");

/*
 * write command string to ikbd
 */

    Ikbdws(6,set_joy_key_mode);

/*
 * loop until 'Q' is hit
 */

    more = TRUE;
    while (more) {
         while (Bconstat(2)) {
              chr = Bconin(2);
              lo_chr = chr & 0x00FF; /* ascii code */
              hi_chr = chr >> 0x10;  /* scan code  */
              switch (hi_chr) {
                   case JOY_UP: {
                        printf("Joystick UP ");
                        break;   /* Ok, so I'm no purist */
                   }
                   case JOY_LEFT: {
                        printf("Joystick LEFT ");
                        break;
                   }
                   case JOY_RIGHT: {
                        printf("Joystick RIGHT ");
                        break;
                   }
                   case JOY_DOWN: {
                        printf("Joystick DOWN ");
                        break;
                   }
                   case JOY_FIRE: {
                        printf("Joystick FIRE ");
                        break;
                   }
                   default: printf("Keystroke ");
```

```
            }
            printf("(scan=0x%x, ascii=0x%x\n)",hi_chr,lo_chr);
            more = !(lo_chr == 'Q');
        }
    }

/*
 * reset ikbd, exit
 */

    Ikbdws(1,reset_ikbd);
    _exit(0);
}
```

For those of you using the Hippo-C compiler - I've heard that not all
of the ST bios and xbios calls are defined (at least in the documentation),
so you may want to try the following defines, and see what happens.

```
#define Cconis() conis()
#define Cconin() conin()
#define Bconstat(dev) bios(1,dev)
#define Bconin(dev) bios(2,dev)
#define Ikbdws(cnt,ptr) xbios(25,cnt,ptr)
```

I don't know if you have a bios() call available, so you may have to
build your own:

```
    .text
    .global  _bios
_bios:   move.l   (sp)+,.save   ; save return address
    trap #13      ; call bios
    move.l   .save,-(sp)   ; restore return address
    rts           ; return

    .bss
.save    .ds.l             ; storage area
```

You may have to build your own xbios() call also:

```
    .text
    .global  _xbios
_xbios:  move.l   (sp)+,.save   ; save return address
    trap #14      ; call xbios
    move.l   .save,-(sp)   ; restore return address
    rts           ; return

    .bss
.save    .ds.l             ; storage area
```

I don't know whether the Hippo-C compiler pushes all of its args
on the stack as longs (the DRI compiler does NOT), so you may have to

take that into consideration also.

Richard E. Sansom
{decvax,ucbvax,ihnp4}!trwrb!trwrba!sansom

From 5844104948184782538
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c5c25c3b940752f2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-16 11:54:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!druhi!lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari
Subject: Re: Large Arrays In Sight
Message-ID: <47@druhi.UUCP>
Date: Mon, 16-Dec-85 14:54:57 EST
Article-I.D.: druhi.47
Posted: Mon Dec 16 14:54:57 1985
Date-Received: Tue, 17-Dec-85 04:45:07 EST
References: <500017@iuvax.UUCP> <500018@iuvax.UUCP>
Organization: AT&T Information Systems Laboratories, Denver
Lines: 15

>Nf-From: iuvax!franco   Dec 14 13:17:00 1985

>P.P.S. Another peculiarity is that, by means of poke, one can find the
>highest byte address recognized by ST BASIC to be about 1014000 which is
>short of 1Meg by about 30000 bytes. Did I get gipped or what?

No, you did not get gipped. The highest 32K of the 520ST is used for
the screen display. The end of the Transient Program Area (TPA) is
32K from the end of memory. Apparently the BASIC interpreter doesn't
allow you to poke past that.

Barry Locklear
AT&T Information Systems Labs
Denver, CO
ihnp4!druhi!lbl

From -7433724406664867000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-16 12:08:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site h-sc1.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!

decvax!decwrl!pyramid!ut-sally!seismo!harvard!h-sc1!breuel
From: breuel@h-sc1.UUCP (thomas breuel)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Questions about ST vs. AMIGA (please reply if you can help)
Message-ID: <840@h-sc1.UUCP>
Date: Mon, 16-Dec-85 15:08:23 EST
Article-I.D.: h-sc1.840
Posted: Mon Dec 16 15:08:23 1985
Date-Received: Wed, 18-Dec-85 05:06:52 EST
References: <342@unmg.UUCP>
Distribution: net
Organization: Harvard Univ. Science Center
Lines: 28
Xref: watmath net.micro.amiga:1162 net.micro.atari:1999

|but if anyone seriously thinks a ST can match up to the Amiga, they are crazy
|
|I am not about to list features, but if this letter makes you red, grab
|the specs for both machines and see for yourself. No comparison.

It would be much more helpful if you stated WHY you believe that the
AMIGA is better than the ST. Since I may buy a new computer soon, I
would like to hear real information about the two machines. So far, the
main differences appear to be:

(a) the ST is half the price of the AMIGA.
(b) the AMIGA has better special-purpose graphics capabilities than the
    ST, but at the expense of main CPU speed.
(c) the AMIGA graphics is said to be not usable at a
    resolution of 640x400 for text or serious graphics applications.
(d) the AMIGA is said to be more expandable than the ST.
(e) the AMIGA has a multitasking operating system. Definitely a big plus,
    but as soon as OS9 is available for either machine, this does not
    matter anymore.

Since I want a 'workstation' that I can use as a terminal, for small
programming projects, and for word processing, points a-c seem to speak
in favour of the ST. I would like to hear how much truth there is to
these statements, and what other aspects of these computers limit their
usability for 'serious' work. And please refrain from uninformative
postings like the one quoted above that simply state 'the XYZ computer
is obviously superior'.
                              Thomas.

From 5511171440228273208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-16 12:26:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/5/84; site ism780c.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ism780c!tim
From: tim@ism780c.UUCP (Tim Smith)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga
Message-ID: <157@ism780c.UUCP>
Date: Mon, 16-Dec-85 15:26:08 EST
Article-I.D.: ism780c.157
Posted: Mon Dec 16 15:26:08 1985
Date-Received: Wed, 18-Dec-85 04:49:11 EST
References: <617@ihlpm.UUCP>
Reply-To: tim@ism780c.UUCP (Tim Smith)
Distribution: net
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 10
Xref: watmath net.micro.amiga:1160 net.micro.atari:1997

There is certainly more software advertized for the Amiga in the L.A.
area. It doesn't matter if the ST has more software at shows, if it
isn't being sold! There are also more places advertizing themselves
as Amiga dealers in the L.A. area.

By the way, does anyone know what the Atari arcade game people have
against DEC? I am refering to the game _Major Havoc_, where one fights
against the Evil Vaxxxian Empire, from the planet of Maynard.
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim

From 8193834933594362344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1a0a58f6744e603
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-16 12:34:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ism780c.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ism780c!tim
From: tim@ism780c.UUCP (Tim Smith)
Newsgroups: net.micro.atari
Subject: Re: BREAK on the ST
Message-ID: <158@ism780c.UUCP>
Date: Mon, 16-Dec-85 15:34:00 EST
Article-I.D.: ism780c.158
Posted: Mon Dec 16 15:34:00 1985
Date-Received: Wed, 18-Dec-85 04:49:30 EST
References: <1464@mtgzz.UUCP> <1347@cwruecmp.UUCP>
Reply-To: tim@ism780c.UUCP (Tim Smith)
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 9

> How does one generate a BREAK on the ST in VT52 emulation mode?

> Failing that, is it possible to generate it through an xbios
> call? Thanks for any help.

One trick that works on a lot of machines is to set the speed to the
lowest it will go, and send a null (usually control-@). I don't know
about the ST, since I don't have access to one.
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim

From 4571775080926298981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9ee6ccb9c7d7532,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,b9ee6ccb9c7d7532,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-16 14:39:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site alice.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!aer
From: aer@alice.UucP (D. Rosenberg)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Atari Ads
Message-ID: <4710@alice.UUCP>
Date: Mon, 16-Dec-85 17:39:45 EST
Article-I.D.: alice.4710
Posted: Mon Dec 16 17:39:45 1985
Date-Received: Tue, 17-Dec-85 07:29:26 EST
Organization: Bell Labs, Murray Hill
Lines: 24
Xref: watmath net.micro.amiga:1151 net.micro.atari:1987

I read an article in _The New York Times Today_, which confirmed my
suspicions that either Commodore or Atari will die after January or so.
Atari definitely appears to have the edge- a "cheaper," "faster," machine
with "better graphics" - or so they'd have us think.

But I saw lines like this in the "side - by - side comparison" charts in
some publications:

```
          ATARI 520 ST ................    COMMODORE AMIGA

     Colors:    512                      (Yes)
        Resolution
  (non-interlaced) mono: 640x400           640x200
```

Come on. That's plain misleading advertising.

Definitely going to be a lot of mudslinging this Christmas around Silicon
Valley and Pennsylvania.. (:-)

--

###
#D. Rosenberg   "You've just seen *my* opinions."
#uucp: ..{ihnp4,research,allegra}!alice!aer

From 8680280579913263093
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,617b0b2811a0b36e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-16 16:03:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Does anyone know this person?
Message-ID: <12167676452.10.G.ABRAMS@SU-SCORE.ARPA>
Date: Mon, 16-Dec-85 19:03:01 EST
Article-I.D.: SU-SCORE.12167676452.10.G.ABRAMS
Posted: Mon Dec 16 19:03:01 1985
Date-Received: Wed, 18-Dec-85 02:25:42 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

I have attempted to add the following person, but his address is
consistantly rejected.

Michael L. Farkas <Farkas@GODZILLA.SCG.Symbolics.COM>

From 6322480659277149250
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-16 16:47:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site heurikon.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!ut-sally!seismo!uwvax!heurikon!dave
From: dave@heurikon.UUCP (Dave Scidmore)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga
Message-ID: <145@heurikon.UUCP>
Date: Mon, 16-Dec-85 19:47:50 EST
Article-I.D.: heurikon.145
Posted: Mon Dec 16 19:47:50 1985
Date-Received: Wed, 18-Dec-85 05:08:16 EST
References: <617@ihlpm.UUCP>

Distribution: net
Organization: Heurikon Corp., Madison WI
Lines: 20
Xref: watmath net.micro.amiga:1163 net.micro.atari:2000

>
>
>   After reading a lot of articles about this years Comdex it is
> becoming more obvious that Atari has already won in the ST vs.
> Amiga wars. The main complaint about the ST was that there was
> no available software. There was plenty of software to be shown
> at the show.

Who said there was a war? Both machines have a lot to contibute to the personal computer world. That aside, software at a show and software on the shelves are two vastly different things. I am certain that if Commodore had gone to the show they could have dug up at least two dozen software vendors to come to the show and display their wares, even if the software is not ready to ship. Electronic Arts, one of the biggest manufacturers of entertainment software, just last week started shipping Amiga software. To the best of my knowledge they are not even planning to produce on software for the ST. To claim that the software is here based on a few software vendors at a show is over-exagerating a little.

Dave Scidmore

From -160716060416914187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-16 17:46:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!well!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga
Message-ID: <408@aum.UUCP>
Date: Mon, 16-Dec-85 20:46:50 EST
Article-I.D.: aum.408
Posted: Mon Dec 16 20:46:50 1985
Date-Received: Fri, 20-Dec-85 00:43:30 EST
References: <617@ihlpm.UUCP> <204@ucbjade.BERKELEY.EDU>
Distribution: net
Organization: The Aurora Systems Bunch
Lines: 48
Xref: watmath net.micro.amiga:1185 net.micro.atari:2014

> So Atari follows in IBM's footsteps, and succeeds with a technically
> inferior product :-).

I still do not understand what people think technically superior is.
Obviously if price is not part of technical achievment then I will take
a Vme based Sun-3 anyday! It seems that the ST is very close technically
and indeed for a lot of people better technically and at less than half the
cost. If all you want is a 68000 and monochrome graphics the ST has far more
going for it. This is a large market!! So if you want the animation and the
built-in sound and you want to pay for it then do so... I would rather have
the extra money to buy a synthesizer personally. (controllable from the
built-in MIDI port)

> Seriously, I don't own either machine. I'm probably going to be buying one
> in the near future (january), and haven't decided which. However, I want a
> machine for twiddling LISP, which means (to me - I want to load the editor
> and MasterScope and the online help and ...) lotsa-memory. Say, 4 Meg or so.
> Atari doesn't seem to want to market a machine to do that. The Amiga is
> open, and there are 2Meg boards on the market.

I believe that 2-meg memory expansion boards are in beta test for the ST.
These require no soldering. The price is far less than the TECMAR bullshit.

> Of course, the plaintiff cries from people trying to twiddle the mouse from
> C doesn't help the ST any.

I agree thhat the software enviroment so far is better but I will probably use
OS-9 anyway and then they both will be identical

> And I'm going to ignore the prospects of Commodore going under. I'll pick
> the machine that best does what I want, then support the company that makes
> it.

??????

> Final thought: I'd be suprised if the ST doesn't outsell the Amiga, by 2:1
> or better. After all, I expect most people to look at them, see windows and
> two price tags (one roughly 1/2 the other), and buy the smaller price tag.

This could be reasonably intelligent behavior if you aren't looking for some
extraas that the Amiga has. I do not believe the majority of people really
care about amimation and fancy built-in sound, or Bus-oriented expandability.
--

Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From -6303714939293578034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5b7de6b5b842fb3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-16 19:06:05 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site imsvax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!elsie!imsvax!bob
From: bob@imsvax.UUCP (Bob Burch)
Newsgroups: net.micro.atari
Subject: Re: Action Programming
Message-ID: <478@imsvax.UUCP>
Date: Mon, 16-Dec-85 22:06:05 EST
Article-I.D.: imsvax.478
Posted: Mon Dec 16 22:06:05 1985
Date-Received: Thu, 19-Dec-85 04:24:26 EST
Organization: IMS Inc, Rockville MD
Lines: 57

Action is a fantastic programming language. It is similiar to Pascal and c. It runs under a cartridge environment having its own editor and compiler. The Action compiler is extremely fast. It can compile source code from memory, disk, or both. The compiled code is true 6502 machine language; not interpreted P-code like so many other "compilers".

The reason that Action-written programs must run in the cartridge environment is that all Action internal routines (i.e. Graphics, Print, Locate, etc.) are linked to the corresponding cartridge address for those routines. O.S.S. provides a *Non-Commercial Run-Time Library* that is simply the source code for each of the Action internal routines. Compiling your program with the Run-Time Library *included* will produce object code that will execute in the Atari native environment without need of the Action cartridge. The Non-Commercial Run-Time Library can only be obtained by directly contacting OSS. (approx. $30.00 on last check). With the Run-Time Library, you can write Action programs and "give" them to your friends or distribute in the Public Domain. P.D. is a pre-condition OSS places on the Non-commercial Run-Time Library. For developers wishing to market Action based software, OSS has a Commercial Run-Time Library License available.

The Action cartridge supports integer arithmetic having single byte and double byte, signed and unsigned, variable types. The Action cartridge does NOT support REAL variable types. This is a real BOO! (or should I say an integer BOO!!). To compensate, OSS offers an Action Tool-Kit ($19 from Software Discounters of America,Antic 1/86). The Tool-Kit has, among other things, a set of routines supporting REAL variable types. The routines merely provide the hooks into the Atari OS to perform real number computations. They do not constitute a differing representation or implementation of real numbers. As such, they are a definite *kluge*. For example, one cannot say:

```
CIRC = DIAM * 3.14159
```

One has to say: (syntax may not be perfect)

```
RealAssign("3.14159",rpi)
RealMult(DIAM,rpi,CIRC)
```

Obviously, one cannot readily compute complex equations in this manner.

Action does support a great RECORD and POINTER implementation. Almost anything that can be done in Pascal or C with pointers can be done in Action. A bit of a warning, pointers can go flying off into never-never land since Action has no bounds checking.

I purchased my Action system (cartridge, tool-kit, and run-time library) about a year ago. Since then, my Atari has become a NEW machine. Previous to this purchase, I had not so much as turned-on my Atari for over 2 years. I had been bored by the slowness of Basic, and frustrated by the tedium of assembly. Action solves both problems

-- Bob Burch

P.S. A Basic program randomly displaying 1,000 asterisks in Gr.0 takes about 2 minutes to display. With Action the same program takes 7 seconds.

From 8843439548723696115
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e02fb0ec0aa2f5f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-16 19:08:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site imsvax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!elsie!imsvax!bob
From: bob@imsvax.UUCP (Bob Burch)
Newsgroups: net.micro.atari
Subject: 256K 800XL Lives (Part I)
Message-ID: <479@imsvax.UUCP>
Date: Mon, 16-Dec-85 22:08:03 EST
Article-I.D.: imsvax.479
Posted: Mon Dec 16 22:08:03 1985
Date-Received: Thu, 19-Dec-85 04:24:51 EST
Organization: IMS Inc, Rockville MD
Lines: 86

I've been working on expanding my 800XL to 256K as per the BYTE article. I initially encountered trouble with the implementation and presumed that the problem was in software (ATARIRAM.ASM from BYTEnet). Much to my dismay and eventual glee, I discovered that the shielding of the XL had grounded the circuit causing partial operation. With this corrected the 256K XL expansion became operable. Therefore, the 9/85 BYTE article "The Quarter-Meg Atari", with supporting software, by Claus Buchholz does indeed work as published.

I wish to take this oppurtunity to thank all those individuals, contributing to this net, for providing the insight and encouragement necessary to have allowed me to continue this endeavor.

The BYTE implementation swaps 8 32K banks by manipulating PORTB bits 4, 5, and 6. The software provided will format a single virtual disk device D3: or D4: as a single or double density device depending on the options selected while assembling. The software will format the device to a full 720 sectors. Copying whole disks to the Ramdisk device is incredibly fast during the Ramdisk access phases. (I've configured a special version that uses two single density virtual devices. Copying between them is breath-taking.)

Disadvantages: First, the 8 32K segments are not 130XE compatible. Second, any interrupt encountered by a user program while the primary bank (0-$7FFF) is swapped out will cause a crash.

Short of being a great Ram-Disk application, the BYTE implementation leaves a lot to be desired. However, it is by no means a "dog" as it has been referred. If all you want is RamDisk, some inexpensive electronics project to play around with, and desire a do-able challenge; I fully recommend the Project as described in BYTE. (by the way, I wield a soldering-iron as a lumberjack would a scalpel).

There are alternatives, however. Some information I received from a friend,having access to CompuServe, I am passing along in another posting.

The first, by John P. Radigan, describes RamDisk controllers (ERAMDSK1 and ERAMDSK2) for the 9/85 BYTE circuit. These controllers work with DOS 2.0, DOS 2.5, DOS XL, and SmartDOS (I typically use SmartDOS).
The
controllers are "object" modules that can be obtained thru CompuServe. (Didn't I see something about BINHEX on this net, recently?)

The second is a 130XE compatible upgrade to the original circuit by Claus Buchholz himself. This article modifies the original circuit to provide complete compatibility. The controller associated with it is QMEGXLD.SRC. (I do not have a copy of this code. If anyone could obtain it, particular Michigan netters in 517, I would appreciate a posting either to this net or net.sources.)

Third, the Madison Area Atari Users Group (MAAUG) has a third version called RAMBO-XL (256K) as well as Terminator-XL (512K). These work and have been demonstrated according to their Newsletter. MAAUG offers pre-printed circuited boards (un-drilled) for a token sum. (I've ordered 5 boards for my User's Group and am awaiting delivery). Anyone interested should write (preferrably thru a User's Group) to:

MAAUG
P.O. Box 56191
Madison, WI 53705

Ask for a copy of the Oct. and Nov. Newsletters ($5.00 should get some circuit boards, I cannot speak for their production costs.)

Fourth, fellow netter C. David Young has been kind enough to pass along the information on his 256KXL. He offers a hardware kit (board assembled) for $99.95. I've seen this in a local store. It looks good, easy to

install, but the one I saw did not include software. This kit seems very complete, however, you still have to be somewhat adventuresome to summon up the courage to dismantle your XL. No sweat! The kit can be purchased from:

      CDY Consulting
      421 Hanbee
      Richardson, TX 75080
      (214) 235-2146

   Other products include: OMNIVIEW, OMNIMON, RAMROD, etc.

   The Buchholz 2nd upgrade, the MAAUG upgrade, and the CDY upgrade all use the same address scheme to switch 12 16k banks in $4000 - $7FFF using bits 2,3,5,6 of PORTB. None are truly 100% compatible with the 130XE, yet they are not really incompatible either. They merely extend bank switching capability beyond that defined by Atari. All implementations are compatible with each other, with the exception of the original BYTE implementation.

-- Bob Burch

From 2977384962816840986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6780b7fac23d4d51,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-16 19:09:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site imsvax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!elsie!imsvax!bob
From: bob@imsvax.UUCP (Bob Burch)
Newsgroups: net.micro.atari
Subject: 256K 800XL Lives (Part II)
Message-ID: <480@imsvax.UUCP>
Date: Mon, 16-Dec-85 22:09:24 EST
Article-I.D.: imsvax.480
Posted: Mon Dec 16 22:09:24 1985
Date-Received: Thu, 19-Dec-85 04:25:22 EST
Organization: IMS Inc, Rockville MD
Lines: 166

The following article has been passed down from CompuServe. It applies to the original circuit described in "The Quarter-Meg Atari" by Claus Buchholz in BYTE of 9/85.
==========

              256k 800XL Ram Disk Controller

                   Vers. 1.0   10/29/85

This is an enhanced version of the original Ram Disk Controller for a 256k 800XL as described by Claus Buchholz in his construction article which appeared in the Sept. '85 issue of BYTE magazine, pg. 247. Added is the capability to change the density of the ram-disk with multiple density DOS systems. This is accomplished via the PERCOM config block standard. Information on this subject can be found in the Oct. '85 issue of COMPUTE! magazine, pg.110. Many thanks to Bill Wilkinson for writing that article, without which, this function would not have been possible. The other major additon to this controller is the use of another drive while in single density mode. This gives the user the same amount of ram-disk storage regardless of which density is active. I have also included some primitive diagnostic routines that check the operation of the ram upgrade. Also, a hook has been added to the immediate vertical blank routine that will enable the HELP key to 'cold-boot' the computer without turning it off, toggle sound output for ram-disk access and a toggle to modify screen and characther color for compatability with monochrome monitors.

1). - Density default and changing density.

There are two versions of this controller, ERAMDSK1 and ERAMDSK2, they differ only in the default density setting when the system is first loaded. The drives recognized are D3: and D4:, the latter active only when single density is selected. Changing densities requires one precaution if you are switching from single to double density. Do not change D3:, use D4: instead. This will prevent a fatal I/O error from occuring if the DOS your using lists the state of all drives after one is changed as is the case with the CONFIG command in DOS XL. If that is the case, D4: will appear to be active but, if you list the active drive table again, D4: will then be inactive.

2). - Format and diagnostic routines.

Initialization of the drives takes a little longer now that a ram test has been included to check the memory in each of the 6 banks, (0-5), that comprise the ram-disk. I have also included a check for the bank select logic circuit. At the end of the ram test for each bank, the location $00FD is written with the number of the bank in use. When the ram-test phase has concluded, a loop check of the same address in each bank is performed to verify that 6 distinct banks exist. If a format error is returned during an initialize command, address $CC06 will contain the type of error that occured. Locations $CC00 through $CC05 hold the results of the error as follows:

```
$CC06 =  0 - No errors, operational.
     1 - Ram test failure.
     2 - Select logic error.

Ram test failure results:       Select logic results:
  ==========================          ======================
$CC00 - Bank # of bad address.       $CC00 - 00  ( Bank 0 )
$CC01 - Page # of bad address.       $CC01 - 01  ( Bank 1 )
$CC02 - Address in page.        $CC02 - 02  ( Bank 2 )
$CC03 - Data expected.          $CC03 - 03  ( Bank 3 )
$CC04 - Data received.          $CC04 - 04  ( Bank 4 )
```

If you have a select logic problem you will most likely see some sort of symmetry with the data in $CC00 through $CC05, for example, 00 00 02 02 04 04 would indicate a problem that results in the least significant bit of the bank select circuit not being set.

A problem with the ram test is not as hard to solve as the select logic. Not to say that there isn't a multitude of things that can go wrong with dynamic ram. But please take note that this ram test is only capable of finding a simple failure, not intermittent or other bizzare malfunctions. Also, only the first error encountered will be recorded before exiting the format routine. If there are multiple errors they will only show up after the first error has been corrected. The two types of failures that most often occur are either total chip failure (dead row or column) or one dead bit. The first failure would almost certainly prevent the computer from successfully completing a boot procedure, swapping one ram chip at a time and booting will usualy locate the offending chip unless two or more chips are faulty (mail order rejects). This test is centered on the second common error, to find the bad chip in this case is a straight forward process. Compare $CC03 and $CC04 to determine the bad bit, change the ram chip according to the following table:

```
Bit 0 - Chip U09 (closest to power switch)
 "  1 -   "  U10
 "  2 -   "  U11
 "  3 -   "  U12
 "  7 -   "  U16
 "  6 -   "  U15
 "  5 -   "  U14
 "  4 -   "  U13 (furthest from power switch)
```

3). - HELP key functions.

There are three functions that are controlled by the HELP, SHIFT and CONTROL keys as follows:

```
      <help> - toggle screen modifiers.
<shift> <help> - toggle ram-disk access sound.
 <control> <help> - perform cold boot.
```

The screen modifiers update the values of character lumenence, background and border colors and left cursor once every vertical blank. This is included as a convienence to users of monochrome monitors so the intensity and contrast controls don't have to be continualy changed between programs. The left margin is also set to 0 when this toggle is active. The sound toggle gives an audible appreciation of the speed of ram-disk use. The cold boot has been included be-

cause the reset hook can be stepped on when a lock-up or other sort of problem occurs. This way, the data in the ram-disk will not be destroyed because the computer doesn't have to be turned off in order to cold boot the system. I am fairly confident that this hook will not be disabled during operation, but, if you do experience something strange try to leave me a detailed account of what went wrong so that I can prevent it from occuring again. One final note about the cold boot, the burst of broken horizontal lines that appear for a short time when the system is first turned on will not show when a keyboard cold boot is initiated.

I have used this controller with DOS XL, DOS 2.0 and DOS 2.5 with no problems at all. I use Amodem 4.89 for telecommunications with two Indus GT disk drives running under DOS 2.5, and except for an occasional lock-up with the capture buffer when Atari translation is in use, I've never had a problem, typical time for a full buffer (22K+ bytes) to dump to a single density ram-disk takes only 25 seconds!

I can't comment on any other DOS systems, you have to find out just what is and isn't compatible. If you have any suggestions, please leave me a message via EASYPLEX, I'm not able to get to read the forum message base often enough.

John P. Radigan
(76545,201)

Of note to DOS XL 2.3xx users:
INIT.COM has a bug that doesn't let you initialize D4:, to correct this you need a sector editor. On a single density disk with INIT.COM on it, examine sector 2 of the file, byte 4 should be a $35 not $34, change and save the sector and INIT.COM will now work.

The two files DOSXL.SUP and DOSXL.XL are extended memory configurations that gives the user additional free memory. Do not, at any time, use DOSXL.XL, it will not work with this controller. DOSXL.SUP will work fine with DOS XL 2.30 and this ram-disk, but, DOSXL.SUP will not work with DOS XL 2.35i.

For users with Indus drives and synchromesh, please note that DUPDSK.COM and DUPDBL.COM while functional, have a rather obscure bug that turns off Synchromesh after writing to the ram-disk the first time. Synchromesh will re-activate at the end of the duplication. I contacted Indus but they feel that this is a trivial bug that probably won't be corrected because it only happens when a non-Indus drive is the destination. I have found that COPY Dn:*.* Dn:*.* is actually faster in this instance.

Finnaly, by copying all your .COM files to the ram-disk and changing your default drive to the ram-disk you will see that extended commands such as COPY are now painless. MAC65.COM for example, loads in under 4 seconds. A double density drive would take 11 secondes with synchromesh engaged to load, 22 seconds without synchromesh engaged.

From 1863452279951436994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3d92cb3ff79809c1,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-16 19:10:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site imsvax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!elsie!imsvax!bob
From: bob@imsvax.UUCP (Bob Burch)
Newsgroups: net.micro.atari
Subject: 256K 800XL Lives (Part III)
Message-ID: <481@imsvax.UUCP>
Date: Mon, 16-Dec-85 22:10:41 EST
Article-I.D.: imsvax.481
Posted: Mon Dec 16 22:10:41 1985
Date-Received: Thu, 19-Dec-85 04:25:52 EST
Organization: IMS Inc, Rockville MD
Lines: 154

This article has been passed down from CompuServe. It is a modification of the original circuit appearing in "The Quarter-Meg Atari" by Claus Buchholz in BYTE of 9/85.

==========

A 130XE-COMPATIBLE 256K UPGRADE FOR THE ATARI 800XL

by Claus Buchholz

I designed the 256K upgrade described in my article, "The Quarter-Meg Atari" (BYTE, September, 1985), in December, 1984. Since this predated the 130XE, there was no precedent for extended memory on the XLs. I felt free to implement a system of eight 32K banks. The major reason was to keep the add-on circuit as simple as possible.

The 130XE, introduced in early 1985, set a different standard for bank-select memory. It uses 16K banks and makes them separately available to both the CPU and the video controller (ANTIC). The XE has 128K total memory.
The 64K extended RAM is split into four 16K banks.

A 256K 800XL has 192K extended RAM, which requires 12 16K banks. I have designed a new upgrade for the 800XL that implements such a scheme. Its similarity to the 130XE's scheme allows use of software for the XE on a 256K 800XL.

To select one of four banks, the XE uses two bits, #2 and #3, in the memory control register (port B of the 6520 PIA, addressed at $D301 or 54017 decimal). Zeroing bit #4 makes the selected bank appear at addresses $4000-$7FFF (16384 to 32767 decimal), as seen by the CPU. Zeroing bit #5 makes it appear there as seen by ANTIC.

In my upgrade, bits #2, #3, #5 and #6 select one of the twelve banks.

Zeroing bit #4 makes the selected bank appear at $4000-$7FFF to both the CPU and ANTIC. So, any program for the XE that uses the extended RAM for CPU storage will work on an 800XL with this mod. Those programs won't use the additional 128K, though. Programs that use the video banking feature of the XE might run on the modified XL, but the screen display will be wrong.

The procedure for this upgrade is basically the same as in the article, except for the following points. If your ANTIC (U7) part number is CO21697, use the circuit described by the first connection list below. If it is CO12296, include the circuit in the second list. The circuit requires five connections to the PIA (U23). So, pins 12 through 16 must be bent up and connected to the circuit. The rest of the procedure is the same. Notice that this circuit has one more chip than the article's circuit. This is the price of compatibility.

With the 256K dynamic RAMs in your XL, be sure to wait at least ten seconds after turning the computer off. Otherwise it may not coldstart properly when you turn it back on.

My original RAMdisk software doesn't work with this new mod, so I have written a new version. It is used in the same way, except that it offers a choice of either two single-density RAMdisks or one double-density. If you wish a disk copy of the source and object code, send me a blank disk and return mailer with full postage, and I will promptly send it back with the software. Alternately, you may download the software from the Capitol Hill Atari Owners' Society BBS at 517-371-1106 or from the Castle Communications board at 517-371-4234. The source file is called QMEGXLD.SRC for Quater-MEG XL Double.

Also available is a RAMdisk program that sets up one single-density RAMdisk and leaves the XE-equivalent banks free for XE software. This is quite useful with BASIC XE, DOS 2.5, or the new Synapse software. Its name is QMEGXLS.SRC.

I ask one thing in return for this information: Please pass it around to all your interested friends. Put it in your club's library or on your favorite BBS. Encouraging software support of 256K will result in many interesting uses for it. Thank you and enjoy!

DEFINITION OF MEMORY CONTROL REGISTER AT $D301 (54017 DECIMAL)

XL MOD								130XE							
bit:	7	6	5	4	3	2	1	0	bit:	7	6	5	4	3	2	1	0
	D	a	b	E	c	d	B	R		D		V	C	x	y	B	R

D=0 enables diagnostic ROM
B=0 enables BASIC ROM
R=1 enables OS ROM
E=0 enables extended RAM
abcd is 4-bit extended RAM bank #
- ranges from 4 to 15
- banks 12 to 15 are equivalent to XE's banks 0 to 3

D=0 enables diagnostic ROM
B=0 enables BASIC ROM
R=1 enables OS ROM
V=0 enables extended RAM for video
C=0 enables extended RAM for CPU
xy is 2-bit extended RAM bank #
- ranges from 0 to 3

PARTS LIST

8 41256 256K-bit dynamic RAM (200ns or less)
1 74LS153 Dual 4-to-1 multiplexer (IC2)
1 74LS139 Dual 2-to-4 decoder (IC3)
1 - 33 ohm, 1/4 watt resistor

ADDITIONAL PARTS FOR ANTIC #CO12296

1 74LS158 Quad inverting 2-to-1 multiplexer (IC4)
1 74LS393 Dual 4-bit counter (IC5)

LIST OF CONNECTIONS FOR THE UPGRADE CIRCUIT

Instead of a drawing of the upgrade circuit, below is a list of connections. Each entry in the list begins with the name of the signal followed by all the IC pins that connect together and share the signal.
IC3-13 means pin 13 of IC3. The IC numbers appear in the parts list above. IC1 is the 74LS158 chip from socket U27 on the XL motherboard. DIP is the DIP header to be plugged into socket U27. U23-xx refers to the pins you bend up on the PIA chip at U23 on the motherboard.

Vcc : DIP-16, IC1-16, IC2-16, IC3-16, IC3-13
Vss : DIP-8, IC1-8, IC2-8, IC2-1, IC2-15, IC3-8
A7 : DIP-11, IC2-10, IC2-11
A15 : DIP-10, IC2-13, IC3-3
A6 : DIP-14, IC2-6, IC2-5
A14 : DIP-13, IC2-3, IC3-2
MUX : DIP-1, IC1-1, IC2-2
A4 : DIP-2, IC1-2
A12 : DIP-3, IC1-3
RA4 : IC1-4, DIP-4
A5 : DIP-5, IC1-5
A13 : DIP-6, IC1-6
RA5 : IC1-7, DIP-7
-E : DIP-15, IC1-15
RA7 : IC2-9, DIP-9

```
      RA6  : IC2-7, DIP-12
      PB2  : U23-12, IC2-4
      PB3  : U23-13, IC2-12
      PB4  : U23-14, IC3-1
      PB5  : U23-15, IC1-10
      PB6  : U23-16, IC1-11
      -Zd  : IC1-9, IC3-14
      -O1a : IC3-5, IC3-15, IC2-14
      -O2b : IC3-10, One side of resistor
      RA8  : Other side of resistor, Pin 1 of all RAMs

      If your U7 part number is CO12296, do not connect signal
    A7  above,  and
 make the following additional connections.  The  connection  to  U7  is  to  a
 trace on the motherboard that runs from pin 8 of U7.

      Vcc  : DIP-16, IC4-16, IC5-14, IC4-3
      Vss  : DIP-8, IC4-8, IC4-2, IC4-15, IC5-7, IC5-2, IC5-12
      A7   : DIP-11, IC4-6
      -REF : U7-8, IC4-1
      REF  : IC4-4, IC5-1
      A7'  : IC4-7, IC2-10, IC2-11
      Q7   : IC5-8, IC4-5
      Q3   : IC5-6, IC5-13

============================================================
End of Article.  Thanks, Claus.


From -2865532646681728773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6b44f9342878d1fb
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,6b44f9342878d1fb
X-Google-Attributes: gid159df4,public
X-Google-Thread: 15517a,6b44f9342878d1fb
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-12-16 20:24:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.68k
Subject: Re: developing standalone 68k C code
Message-ID: <978@lsuc.UUCP>
Date: Mon, 16-Dec-85 23:24:58 EST
Article-I.D.: lsuc.978
Posted: Mon Dec 16 23:24:58 1985
Date-Received: Tue, 17-Dec-85 01:41:04 EST
References: <268@sdcarl.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 17
```

Xref: utcs net.micro.pc:6191 net.micro.atari:1963 net.micro.68k:1414
Summary: Yes, you've missed OS-9

Here we go again. Would you believe that there are no less than *2* 68K boards available for the IBM-PC. One of which costs about $1000.00. This is by Hallock Computer Systems. The other was, I think TLS. Both run OS-9 68K. I think I told you about OS-9 systems before and you said you wanted to develop in C (or was it someone else?), well, the C compiler for OS-9 probably costs about $100.00 and OS-9 code *is* ROMable.

Now, back to Atari :-)!

Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
(416) 652-3880

From 2980784437497600988
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-17 04:00:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site well.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!well!farren
From: farren@well.UUCP (Mike Farren)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Reply to: Questions about ST vs. AMIGA
Message-ID: <352@well.UUCP>
Date: Tue, 17-Dec-85 07:00:56 EST
Article-I.D.: well.352
Posted: Tue Dec 17 07:00:56 1985
Date-Received: Fri, 20-Dec-85 00:44:25 EST
References: <342@unmg.UUCP> <840@h-sc1.UUCP>
Distribution: net
Organization: Whole Earth Lectronic Link, Sausalito, CA
Lines: 47
Xref: watmath net.micro.amiga:1186 net.micro.atari:2015

In article <840@h-sc1.UUCP>, breuel@h-sc1.UUCP (thomas breuel) writes:
> It would be much more helpful if you stated WHY you believe that the
> AMIGA is better than the ST. Since I may buy a new computer soon, I
> would like to hear real information about the two machines. So far, the
> main differences appear to be:
>
> (a) the ST is half the price of the AMIGA.

Approximately true. Depends on whether you want color or not.

> (b) the AMIGA has better special-purpose graphics capabilities than the
> ST, but at the expense of main CPU speed.

Absolutely false. The graphics capability is achieved with co-processors which tend to let the CPU run at full speed much more often than if the CPU were responsible for display updates. Note that the coprocessors also allow I/O to proceed independently of the CPU, as well.

> (c) the AMIGA graphics is said to be not usable at a
> resolution of 640x400 for text or serious graphics applications.

Probably true, but only until monitors become available that address the special problems with 640 X 400 mode (using color - there are monochrome monitors which will work quite well at 640 X 400, and the ST, as I understand it, forces monochrome at that resolution anyway)

> (d) the AMIGA is said to be more expandable than the ST.

Yes. The AMIGA has the system bus available on a connector on the side of the machine, and expansion cards are already becoming available.

> (e) the AMIGA has a multitasking operating system. Definitely a big plus,
> but as soon as OS9 is available for either machine, this does not
> matter anymore.

Perhaps, perhaps not. The Amiga's OS (NOT the AmigaDOS, but the underlying kernal) was specifically designed to take advantage of the large amount of intelligence held in the coprocessors. Unless the OS9 implementation is done VERY well, it probably will lose in efficiency. Note that OS9 was probably not designed for a high-power graphics environment, and Amiga's EXEC was.

--

Mike Farren
uucp: {dual, hplabs}!well!farren
Fido: Sci-Fido, Fidonode 125/84, (415)655-0667
USnail: 390 Alcatraz Ave., Oakland, CA 94618

From -163197576253925063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d005d89ea03088af
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d005d89ea03088af
X-Google-Attributes: gid142096,public
X-Google-Thread: 125017,46cc8eed3449850d
X-Google-Attributes: gid125017,public
X-Google-Thread: 12da6b,d005d89ea03088af
X-Google-Attributes: gid12da6b,public
X-Google-Thread: 152df8,d005d89ea03088af

X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-12-17 06:24:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site kvvax4.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!panda!talcott!
harvard!cmcl2!seismo!mcvax!kvvax4!johnd
From: johnd@kvvax4.UUCP (John Dibble)
Newsgroups: net.lang.c,net.micro.mac,net.micro.atari,net.micro.amiga,net.graphics
Subject: Re: Re: Windows (Really porting between Mac, Amiga, and ST
Message-ID: <192@kvvax4.UUCP>
Date: Tue, 17-Dec-85 09:24:30 EST
Article-I.D.: kvvax4.192
Posted: Tue Dec 17 09:24:30 1985
Date-Received: Fri, 20-Dec-85 03:03:31 EST
References: <-13400@brl-tgr.UUCP> <116@ISM780C.UUCP> <424@tekig4.UUCP>
<1886@saber.UUCP> <122@ulowell.UUCP>
Organization: Kongsberg Vaapenfabrikk, P.O. 25, N-3601 Norway.
Lines: 21
Xref: watmath net.lang.c:7430 net.micro.mac:3860 net.micro.atari:2020
net.micro.amiga:1202 net.graphics:1353

>
>   There are window standards being worked on by ANSI! At the last X3H3
>   meeting there was a small subgroup X3H3.win that spun of to start
>   specification of this standard. On of my Prof's here at U Lowell is
>   on this committe. I will try and get a brain-dump from him, and post
>   the status of this standard to the net.
>
>   I must agree with previous note, GKS and CGI are NOT window standards,
>   nor do they specifiy how to interface withh windows. CGI might be a
>   nice base for a window system/standard but GKS ugg to big, with to
>   many layers (in most cases) to add Wind managment on top of. I speak
>   after a summer of so a GKS implementation on top of a (pseudo)CGI.
>
>   Rich Miner
>   decvax!wanginst!ulowell!miner
>
>   /**
>   * From Ulowell - (soon to be) Home of a cheap GKS w/source.
>   */

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

From 5727188432351051678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7bb17f65b5772fe7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-17 07:03:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: abrams@MITRE.ARPA (Marshall D. Abrams)

Newsgroups: net.micro.atari
Subject: A seasonal message from an old master
Message-ID: <8512171503.AA02236@mitre.ARPA>
Date: Tue, 17-Dec-85 10:03:00 EST
Article-I.D.: mitre.8512171503.AA02236
Posted: Tue Dec 17 10:03:00 1985
Date-Received: Thu, 19-Dec-85 04:44:21 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 48

'Twas the Night Before Start-up

'Twas the night before start-up and all through the net,
  not a packet was moving; no bit nor octet.
The engineers rattled their cards in despair,
  hoping a bad chip would blow with a flare.
The salesmen were nestled all snug in their beds,
  while visions of data nets danced in their heads.
And I with my datascope tracings and dumps
  prepared for some pretty bad bruises and lumps.
When out in the hall there arose such a clatter,
  I sprang from my desk to see what was the matter.

There stood at the threshold with PC in tow,
  An ARPANET hacker, all ready to go.
I could see from the creases that covered his brow,
  he'd conquer the crisis confronting him now.
More rapid than eagles, he checked each alarm
  and scrutinized each for its potential harm.

On LAPB, on OSI, X.25!
  TCP, SNA, V.35!

His eyes were afire with the strength of his gaze;
  no bug could hide long; not for hours or days.
A wink of his eye and a twitch of his head,
  soon gave me to know I had little to dread.
He spoke not a word, but went straight to his work,
  fixing a net that had gone plumb berserk;
And laying a finger on one suspect line,
  he entered a patch and the net came up fine!

The packets flowed neatly and protocols matched;
  the hosts interfaced and shift-registers latched.
He tested the system from Gateway to PAD;
  not one bit was dropped; no checksum was bad.
At last he was finished and wearily sighed
  and turned to explain why the system had died.
I twisted my fingers and counted to ten;

an off-by-one index had done it again...

-Vint Cerf
December 1985

From 6281302518649072667
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8f95eef45c560a20,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 17:01:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: help - info needed
Message-ID: <160@imagen.UUCP>
Date: Thu, 19-Dec-85 20:01:31 EST
Article-I.D.: imagen.160
Posted: Thu Dec 19 20:01:31 1985
Date-Received: Sun, 22-Dec-85 00:22:21 EST
Distribution: net
Organization: The Houses of the Holy
Lines: 14

~~~~~~~~~~~~~~~~~~ \ lineater,\ ~~~~~~

i think ive asked this before but ill try again, could some kind
soul pls send me the format of atari ST .o and .prg files, ill trade
a PD dissassembler for the ST for it as soon as i convert it.
--
god bless Lily St. Cyr
-Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner

From 2064006387770954601
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,577df6030ddb681b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 20:50:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site emory.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!emory!
~~~~~~~~~~~~~~~~~~

kim
From: kim@emory.UUCP (Kim Wallen {Psychology})
Newsgroups: net.micro.atari
Subject: Pinball Construction set: boot problem
Message-ID: <1561@emory.UUCP>
Date: Thu, 19-Dec-85 23:50:33 EST
Article-I.D.: emory.1561
Posted: Thu Dec 19 23:50:33 1985
Date-Received: Sun, 22-Dec-85 00:06:36 EST
Distribution: net
Organization: Math & Computer Science, Emory University, Atlanta
Lines: 28

I just purchased a sealed copy of Pinball
Construction set and cannot get it to boot
on my Atari 800xl. If I boot normally
(just insert disk and turn computer on) I get:

REMOVE CARTRIDGE

If I hold down the option key while booting I
get the Electronics Arts logo on the screen
then the whole thing goes blank and dies.

Do I have a defective disk or is there something
I am not aware of that I have to do to get this
booted.

Thanks

Kim Wallen
Psychology Dept
Emory University
Atlanta, GA 30322

(404) 727-4125

{akgua sb6 gatech}!emory!kim

From 2478731930683883393
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,edd3d5e19fb74b20,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-20 06:47:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!info-atari
From: steven@BRL-TBD.ARPA (Steven Segletes)
Newsgroups: net.micro.atari

Subject: Kermit Through a TAC
Message-ID: <8512261814.AA01567@mitre.ARPA>
Date: Fri, 20-Dec-85 09:47:42 EST
Article-I.D.: mitre.8512261814.AA01567
Posted: Fri Dec 20 09:47:42 1985
Date-Received: Sat, 28-Dec-85 01:19:39 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 22

There has been mention on the net recently of the difficulty of using kermit through a TAC. The problem can be circumvented by disabling the interception of the `@' character. Of course, this disables the (re)programming of the TAC port until you log out and log back onto the TAC. The procedure is

@b i s
@b o s

These two commands to the TAC request binary input and output to the port, thus preventing the interception of any characters as special characters.

Steve Segletes
U.S. Army Ballistic Research Laboratory
Aberdeen Proving Ground, MD 21005-5066

<steven@brl.arpa>

p.s. the order in which the two commands are issued is important. Using the wrong order will result in the second command being passed through to the host system. It is possible that I have specified the wrong order above (I haven't used this feature in a while), but it should be immediately obvious if I did.

From -6707497029184007760
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-20 08:42:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!decvax!mcnc!philabs!cmcl2!seismo!lll-crg!well!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga (??!)
Message-ID: <412@aum.UUCP>
Date: Fri, 20-Dec-85 11:42:28 EST
Article-I.D.: aum.412
Posted: Fri Dec 20 11:42:28 1985
Date-Received: Wed, 25-Dec-85 00:31:58 EST

References: <617@ihlpm.UUCP> <2511@dragon.fluke.UUCP>
Distribution: net
Organization: The Aurora Systems Bunch
Lines: 30
Xref: watmath net.micro.amiga:1246 net.micro.atari:2076

> Lets see now. 520ST's became available in June and the software is now
> ready in December. Amiga's became available in September and the software
> is ready...in March? Well, some is available now, in December, which lets
> us all know where the relative priorities of software producers lie. I
> think it is easier to write programs for the Amiga and I think the designers
> think so too. I think good hardware design and good system software will beat

One reason that these comparisons are so silly is that the perspective of most of the people who write these "mine is superior articles" is limited. Atari early on targeted the European market and in the first year seemingly did not care a fig about the USA. However they have managed to capture the Europeans, and there is 10 times more software over there for the Atari than here for the Amiga. I like the Amiga, I really do (after all its just a computer), but these comparisons seem to all be Amiga people saying the Amiga is better and the atari people saying that they like their computers just fine. And the price!! (not to mention the faster benchmarks)

> early-to-market. I think no amount of partisanship by atari owners will
> keep the Amiga from becomming a success. I mean, look at the two newsgroups
> and you will see the future. .atari is full of articles doomsaying the
> amiga and .amiga is full of rich technical questions and hints. It is clear
> where the software brains are putting their efforts. Now, there are/were
> some bright people doing ST stuff too, and I think its place in the market
> is secure for awhile at least. But I don't tkink the Amiga is going away.
--

                          Erik James Freed
                 Aurora Systems
                 San Francisco, CA
                 {dual,ptsfa}!aum!freed

From 1305792977899115931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,44251be9e5ce5b81,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-20 12:36:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!dec-rhea!dec-cgvax2!boiko
From: boiko@cgvax2.DEC (Michael Boiko DDD/N26 264-9427)
Newsgroups: net.micro.atari
Subject: ST Development Questions......
Message-ID: <133@decwrl.DEC.COM>
Date: Fri, 20-Dec-85 15:36:08 EST
Article-I.D.: decwrl.133

Posted: Fri Dec 20 15:36:08 1985
Date-Received: Sun, 22-Dec-85 00:26:59 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 40

After owning an ST (paid $659 for B/W - mail order) for over 2 months now, I must admit that I'am really *very* pleased with it. My current use for the ST is as a terminal (PC/Inter Comm - very good VT emulation) accessing our VAX systems at work. The ST's monochrome 70Hz display must be one of the best displays around for software development (easy on the eyes).

Since I just mentioned the topic of software development, there are a few questions I have for anyone out there in netland regarding the ST and software development.

o When will TDI's Modula-2 development software begin to ship?

o Is there a standalone editor available now or becoming available in the near future for the ST, other then the Development System's MicroEmacs? In the PC world there are many editors to choose from (ie.Vedit,Brief,Pmate), when do you think editors of their abilities and functionality will begin to appear?

o Is there an ST version of DEC's EDT editor existing or being worked on now? The availability of a reconfigurable editor could help out here.

o As I mentioned above the terminal emulator package I now use is PC/Inter Comm, which does a very good job, however what would really come in handy is an emulator which runs in the GEM window environment and allows the user to switch context between say a dialed-up VAX in the background (80 col.) and a sizable, scrollable GEM window in the foreground (ST development environment), similar to MACterm.

Has anyone heard of something similar to this being worked on, or maybe even available now?

As for all this ST vs Amiga talk, well I wish both companies the best of luck on their decision to turn away from the "me-too" PC clone path and take that next step in advancing the state of the art in micro computing.....I've seen the future and it is bit mapped...

Mike Boiko

From 4407657248347369078
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473

X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-20 12:45:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site amiga.amiga.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!ut-sally!pyramid!amiga!rj
From: rj@amiga.UUCP (Robert J. Mical)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Reply to: Questions about ST vs. AMIGA
Message-ID: <425@amiga.amiga.UUCP>
Date: Fri, 20-Dec-85 15:45:02 EST
Article-I.D.: amiga.425
Posted: Fri Dec 20 15:45:02 1985
Date-Received: Sun, 22-Dec-85 00:11:57 EST
References: <342@unmg.UUCP> <840@h-sc1.UUCP> <352@well.UUCP> <382@pedsgd.UUCP>
Reply-To: rj@wizard.UUCP (Robert J. Mical)
Distribution: net
Organization: Commodore-Amiga Inc., 983 University Ave #D, Los Gatos CA 95030
Lines: 26
Xref: watmath net.micro.amiga:1230 net.micro.atari:2060
Summary: Amiga interleaves its bus access

In article <382@pedsgd.UUCP> bobh@pedsgd.UUCP (Bob Halloran) writes:
>Granted, the graphics chips relieve the 68000 from dealing with the
>display, as it must in the Mac, but the 68000 and the various co-processors
>must still contend for access to memory. YES, I/O can proceed independently,
>etc., but only ONE of the processors can use memory at a time. This
>HAS to impact the throughput of the 68000.

This is true. But don't forget that the Amiga interleaves its access
to the bus, using every available cycle, even the odd ones, whenever
possible. All of the DMA, including the display processors, use the
odd cycles. This enormously cuts down the contention for the bus.
The result of this is that the 68000 and other co-processors get to run
at full speed regardless of display processing. Only when the
display gets elaborate -- 640 across (either interlaced or not) and
4 bit-planes (16 colors onscreen) -- is there a significant lag
in CPU performance.
    The same goes for the other DMA devices: sprite, disk, and audio.
With a simple display, a few sprites and some simple tones playing,
you can fill a disk buffer and still have truly minimal interference
with the performance of the 68000.

```
     ----------------------
     -     Greetings      -
     - =Robert J. Mical= -
     -  Commodore-Amiga   -
     ----------------------
```

From 8813489853842525088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5

X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-20 15:38:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site islenet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!lll-crg!lll-lcc!dual!islenet!jons
From: jons@islenet.UUCP (Jonathan Spangler)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga (??!)
Message-ID: <1958@islenet.UUCP>
Date: Fri, 20-Dec-85 18:38:52 EST
Article-I.D.: islenet.1958
Posted: Fri Dec 20 18:38:52 1985
Date-Received: Thu, 26-Dec-85 04:11:43 EST
References: <617@ihlpm.UUCP> <2511@dragon.fluke.UUCP>
Reply-To: jons@islenet.UUCP (Jonathan Spangler)
Distribution: net
Organization: Islenet Inc., Honolulu
Lines: 69
Xref: watmath net.micro.amiga:1292 net.micro.atari:2104

In article <2511@dragon.fluke.UUCP> kurt@fluke.UUCP (Kurt Guntheroth) writes:
>On financial woes:
>
>It is true that Commodore posted a lose the last two quarters and is
>technically in default on some corporate bonds. However Commodore's stock,
>usually a good predictor of future performance is holding its value pretty
>well. Let us remember too that Atari is swimming in debt. If Atari does

Oh, come now, shall we resort to name-calling to achieve a logical end
to this? Commodore is in serious financial trouble. Period.

>On software availability:
>
>Lets see now. 520ST's became available in June and the software is now
>ready in December.

Uh, excuse me, but the Amiga was launched on July 23, 1985 --

>us all know where the relative priorities of software producers lie. I

You know it's funny that you mention that now that Island Graphics has
dropped the Amiga (which Commodore can't afford it seems). The thing I
have seen of software availability is that there is *alot* of software
available for the ST. Commodore admittedly has said that the software
is lacking. Seems Comdex cleared up the issue of software -- for the ST
anyway.

>think it is easier to write programs for the Amiga and I think the designers
>think so too. I think good hardware design and good system software will beat
>early-to-market. I think no amount of partisanship by atari owners will

It seems that if you think anymore, you may just overuse the word. Is
there ever a time when you do more than *think*? Do you ever *do* anything?
Hmmm...

>... and I think its place in the market
>is secure for awhile at least. But I don't tkink the Amiga is going away.

There you go *thinking* again. Anyway, all flaming aside, I feel
a sense of jealousy here. It seems that people here have to justify
why they believe the Amiga is a better machine, because they can't
believe that a machine like the 520ST exists.

You know, it was interesting to read the article in Inforworld (12/2) on
"Christmas Contenders".

> "Observers have noted some clear distinctions between
> the Amiga buyer and the Atari 520ST buyer. Although
> the ST is the less expensive computer, its typical
> buyer is a veteran computer user, according to Martin
> Bartholomey, owner of Home Computers Co...
>
> "We're winning the battle of the techies," says Sam Tramiel
> president of Atari..."Hackers are our first customers.
> They influence the market and tell their friends."
> On the other hand, the current Amiga buyer is likely
> to be a first-time computer buyer, says Ed Anderson, vice
> president of marketing of The Computer Factory..."

The question then becomes: why do techies and experience computer
users prefer the 520ST over the higher-priced Amiga? Hmmm.

I probably planted a bomb. Oh well.

Aloha,

--
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons
"On Thursday, the world came to an end."

From -167775137126796960
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,f62967a3d9c5f6b5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-20 17:41:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari-request@SU-SCORE.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8512210141.AA08040@ucbvax.berkeley.edu>

Date: Fri, 20-Dec-85 20:41:11 EST
Article-I.D.: ucbvax.8512210141.AA08040
Posted: Fri Dec 20 20:41:11 1985
Date-Received: Sun, 22-Dec-85 00:15:33 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From 4422291079357960722
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bf77f910e5bb763e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-20 18:00:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: Unbundled ST or ripoff?
Message-ID: <988@lsuc.UUCP>
Date: Fri, 20-Dec-85 21:00:30 EST
Article-I.D.: lsuc.988
Posted: Fri Dec 20 21:00:30 1985
Date-Received: Fri, 20-Dec-85 21:58:10 EST
References: <380@pedsgd.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Distribution: net
Organization: Barrister & Solicitor, Toronto
Lines: 17
Summary: What's wrong with unbundled?

Bob, I don't see a problem here? If the prices are reasonable, then
what's wrong with selling the system unbundled? The question is whether
the total of the prices are much higher than the bundled prices. Even
then I think I'd prefer to buy in pieces if I could derive a benefit
that way. There *are* possible benefits too. I already have Shugart
standard disks and *many* monitors. All I'd need would be the CPU and
software. I'm not the only one in this position either. In fact
I'll bet there isn't more than 10% of all ST owners who didn't already
have at least 1 computer before they bought their ST.

                                        Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
(416) 652-3880

From -5050714653211235964

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,42e90ebbc285804e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-20 18:57:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Problems adding someone to list
Message-ID: <12168756866.9.G.ABRAMS@SU-SCORE.ARPA>
Date: Fri, 20-Dec-85 21:57:54 EST
Article-I.D.: SU-SCORE.12168756866.9.G.ABRAMS
Posted: Fri Dec 20 21:57:54 1985
Date-Received: Sun, 22-Dec-85 00:16:30 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

I received a request to add the following person to the list, but all mail to
him is rejected. Can anyone help?

I think the address he sent was

     L12%dhrurz2.bitnet@wiscvm
but it might have been
22 instead of Z2. Neither works!

From 2260647424528995826
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,f62967a3d9c5f6b5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-20 22:42:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!gamma!epsilon!zeta!
sabre!petrus!bellcore!decvax!mcnc!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!
info-atari
From: info-atari-request@SU-SCORE.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8512210642.AA12272@ucbvax.berkeley.edu>
Date: Sat, 21-Dec-85 01:42:40 EST
Article-I.D.: ucbvax.8512210642.AA12272
Posted: Sat Dec 21 01:42:40 1985
Date-Received: Wed, 25-Dec-85 00:33:45 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From -3902666658949624774
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-21 01:27:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!knnngt
From: knnngt@ukma.UUCP (Alan Kennington)
Newsgroups: net.micro.atari
Subject: Re: Reply to: Questions about ST vs. AMIGA
Message-ID: <2425@ukma.UUCP>
Date: Sat, 21-Dec-85 04:27:04 EST
Article-I.D.: ukma.2425
Posted: Sat Dec 21 04:27:04 1985
Date-Received: Sun, 22-Dec-85 00:18:20 EST
Reply-To: knnngt@ukma.UUCP (Alan Kennington)
Distribution: net.micro.atari
Organization: Univ. of KY Mathematical Sciences
Lines: 50
Keywords: ST sttalk VT52
Summary: comments on ST

+++++++Line eaters do not exist any more, do they?++++++++

Just a few comments about the ST.

In answer to question about power supply compatibility with Europe, the story Atari people told me is that since the disk drive and computer run on DC power supplies, there is no problem. You just buy the European power supply (ie device for converting AC to DC) in Europe. I was told they might have a few European power supplies lying around in the US, and that a dealer could get hold of them, probably. The SM124 runs at 70 Hz, a fact that is well documented in magazines etc. It would actually be a good idea to have some sort of listing of all the articles on the ST written in magazines.

I for one would like to know exactly which issue of BYTE had the technical article on the ST. A lot of questions asked here are answered in the articles I read before buying an ST. Now the monitor actually plugs directly into the wall. So I am not quite so clear as to how to adapt the monitor to 50 Hz Power. But at least the sync is not derived from the 60 Hz waveform, which is cause for some optimism in this regard.

The delightful screen quality that results from a combination of 70 Hz scanning + non-reflective screen + etc. etc. is one of the pleasures of the ST. Does anyone know how to spread the dots over the full screen???

On the subject of ST/Amiga comparisons, it certainly is noce to get new information, especially when one is trying to make a decision on a purchase, but questions like which one has the best screen, software etc. are unanswerable. Questions about comparisons should be very specific, and the questioner should invest in copies of the dozen or so articles that have appeared lately.

Incidentally, I'm using my ST at the moment in VT52 Emulation mode over a phone line to a VAX to write this note. The VT52 Em does 99% of things just as the vi editor on UNIX wants it to. (Sometimes it makes an error

counting lines and positions the cursor on the screen one line above where it is in the file.) But I must say that the copy of STTALK I have makes a complete and utter mess of the very same commands from vi.

STTALK is perfect at communicating files via XMODEM, and the CAPTURE mode also works perfectly. But instructions from vi just push the cursor to the right of the screen, from which it never escapes. Hence I have had to leave STTALK for the VT52 emulator to write this note.

The VT52 Emulator has just made the error I mentioned. I escaped from insert mode to replace two erroneous characters. And when I went back to inserting, the cursor appeared one line above where it was (hopefully) in the file. I'll have to check if this is truly so.

Has anybody else found these problems, and if so, do you know the solution(s)?

Another problem is line noise at 1200 baud. Every 15 characters or so at 1200 baud, the VAX seems to receive a ^C from me. (With roughly Poisson distribution of arrival.) So I suffer with 300 baud. This makes reading superfluous info/questions painful.

The version of STTALK I use is V1.0. I also have version 0.95. Has a version later than 1.0 yet appeared?

So long,

Alan Kennington.

From 8371521901076000965
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-21 08:09:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ecsvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
mcnc!ecsvax!mjg
From: mjg@ecsvax.UUCP (Michael Gingell)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Reply to: Questions about ST vs. AMIGA
Message-ID: <973@ecsvax.UUCP>
Date: Sat, 21-Dec-85 11:09:29 EST
Article-I.D.: ecsvax.973
Posted: Sat Dec 21 11:09:29 1985
Date-Received: Mon, 23-Dec-85 04:40:00 EST
References: <342@unmg.UUCP> <840@h-sc1.UUCP> <352@well.UUCP> <382@pedsgd.UUCP>
Distribution: net
Organization: North Carolina Educational Computing Service
Lines: 18
Xref: watmath net.micro.amiga:1242 net.micro.atari:2073

>
> Granted, the graphics chips relieve the 68000 from dealing with the
> display, as it must in the Mac, but the 68000 and the various co-processors
> must still contend for access to memory. YES, I/O can proceed independently,
> etc., but only ONE of the processors can use memory at a time. This

> HAS to impact the throughput of the 68000.
>
> BTW, the ST also has an I/O co-processor, so presence vs. non-presence
> arguments in favor of the Amiga are inappropriate.
>
>   Bob Halloran

Yes BUT the bus speed of the Amiga is 14.4 MHz as opposed to the
ST which is 8MHz. The Amiga's 68000 runs at 7.2 MHz while the
Co-processors use the other 7.2 MHz.

Mike Gingell   ...decvax!mcnc!ecsvax!mjg

From 4326630559508731206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bf77f910e5bb763e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-21 14:11:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site utcsri.UUCP
Path: utzoo!utcsri!hofbauer
From: hofbauer@utcsri.UUCP (John Hofbauer)
Newsgroups: net.micro.atari
Subject: Re: Unbundled ST or ripoff?
Message-ID: <1846@utcsri.UUCP>
Date: Sat, 21-Dec-85 17:11:28 EST
Article-I.D.: utcsri.1846
Posted: Sat Dec 21 17:11:28 1985
Date-Received: Sat, 21-Dec-85 17:43:23 EST
References: <380@pedsgd.UUCP> <988@lsuc.UUCP>
Distribution: net
Organization: CSRI, University of Toronto
Lines: 12

> Bob, I don't see a problem here? If the prices are reasonable, then
> what's wrong with selling the system unbundled? The question is whether
> the total of the prices are much higher than the bundled prices.

The problem isn't necessarily the price but the fact that although
they advertise the system unbundled they won't sell it to you in
pieces. I haven't bought any computer equipment but I have had similar
experiences with photo equipment. Since the store cited was
Executive Photo the connection is clear. It's a trick to get
you in the door. It's not illegal since it isn't technically
false advertising; they just aren't giving you the entire story
up front. Old adage: If the seems too good to be true, it probably is.

From -476627828531457946
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4b3b428999367604

X-Google-Attributes: gid1517c1,public
X-Google-Thread: 122486,4b3b428999367604
X-Google-Attributes: gid122486,public
X-Google-ArrivalTime: 1985-12-21 15:23:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site
tekigm2.UUCP
Path: utzoo!watmath!clyde!cbosgd!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari,net.news.group
Subject: Re: Results of split atari group poll
Message-ID: <323@tekigm2.UUCP>
Date: Sat, 21-Dec-85 18:23:38 EST
Article-I.D.: tekigm2.323
Posted: Sat Dec 21 18:23:38 1985
Date-Received: Mon, 23-Dec-85 04:18:13 EST
References: <231@pluto.UUCP>
Organization: Tektronix, Beaverton OR
Lines: 36
Xref: watmath net.micro.atari:2070 net.news.group:4879

> I was going to post these results last week but our phone lines
> were down. I received 15 responses (I think I pulled a few in from
> postings but I'm not sure. I know I didn't get everyone who posted
> (but didn't mail)) There were 10 Yes and 5 No.
>
> Nearly everyone had ideas for what the groups should be called. Here they are
> old machines   st
> net.micro.atari   net.micro.st (2 votes)
> net.micro.atari.eightbit   net.micro.atari.st
>   net.micro.atari.520st
>   net.micro.atarist
> net.micro.atari   net.micro.atari.st (2 votes, one with a no vote)
> net.micro.atari.8bit   net.micro.atari.st
>
> There was one vote that we split, but that the group for old machines NOT be
> called net.micro.atari800
>
> Most of the no votes said there was not enough traffic and the eight bit
> group would go away. One suggested that everyone use keywords to describe
> which machines their message is about.
>
> I head from:
>
> I have no idea what to do now. I was hoping for more votes. I'm going
> to talk to some net people about this and see what they say. Meanwhile,
> if you want your votes to be counted and it's not in here, send it
> posthaste.
> --
Please count me as voting for a split.

Net.micro.atari   and   Net.micro.st

Or whatever is fair! But let's get on with it.

Bill Dippert
tektronix!tekigm2!wrd

From -5147389421967809783
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b188ad3539752b57
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-21 15:35:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site
tekigm2.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!gamma!epsilon!zeta!
sabre!petrus!bellcore!decvax!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Re: I hope this reaches someone
Message-ID: <324@tekigm2.UUCP>
Date: Sat, 21-Dec-85 18:35:00 EST
Article-I.D.: tekigm2.324
Posted: Sat Dec 21 18:35:00 1985
Date-Received: Wed, 25-Dec-85 00:30:29 EST
References: <8512182332.AA05869@ucbvax.berkeley.edu>
Organization: Tektronix, Beaverton OR
Lines: 47

> Hi.
>
> This is my first attempt at participating in this info service. I
> Hope someone confirms receiving this.
>
> I am a new Atari 800XL owner. Here in Israel, the 520ST hasn't been
> released, so all I know about the Amiga and the 520ST is what I read
> in some magazines and on this forum (???).
>
> Also, today I was in Tel Aviv searching computer stores for answers
> to an interesting question concerning MICROSOFT BASIC II.
>
> It supposedly comes with a book, a cartridge, and an extension diskette.
> the cartridge has 16K of memory, while the diskette carries 3.5K. I have
> a diskette which, I was told, has ALL Of MICROSOFT BASIC II on it.
>
> I don't understand what is going on here. Why didn't ATARI release
> the whole package on a diskette? Was this to prevent copying? Can
> MICROSOFT BASIC II work totally on diskette? The only OTHER explanation
> I can think of is that the 3 1/2 K extension diskette is supposed to be
> copied as a set of file management programs (like DOS and AUTORUN etc.)
> But again. I DO NOT KNOW, and no one here can seem to tell me. I hope
> this isn't too terribly amateur for you folks.
>

> Rsmagrud@WEIZMANN.BITNET

I cannot answers your other concerns but since I have the Microsoft II software, I can help you with it. First of all the cartridge is full, therefore Atari put some additional commands on the disk (such as TROFF and TRON, etc.) however, you can use the cartrige by itself. There was an earlier all disk version that was not as complete as the cartridge version.

As far as putting the cartridge on disk, there is some hardware out to do just that, but I do not know what it is called. I suppose that you could do this, but to what advantage, I do not know. I personally prefer cartridges -- the computer is set up to use cartridges anyway, there is memory allocated for the carts.

I hope this helps you, maybe some other Atarians can help you out. By the way, another good BASIC language is BASIC XL or BASIC XE (depending on whether you are using an 800XL or an 130XE. As I understand it you can use BASIC XE on an 800XL -- this is one that I have not purchased yet. ACtion! is also good, it is a cross between C and Pascal. Again I do not own it, so others could probably answer your questions better on these two language carts.

Bill Dippert
tektronix!tekigm2!wrd

From -7498823680963842004
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-21 19:14:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!gamma!epsilon!zeta!
sabre!petrus!bellcore!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Re: Reply to: Questions about ST vs. AMIGA
Message-ID: <1358@cwruecmp.UUCP>
Date: Sat, 21-Dec-85 22:14:08 EST
Article-I.D.: cwruecmp.1358
Posted: Sat Dec 21 22:14:08 1985
Date-Received: Mon, 23-Dec-85 04:29:56 EST
References: <2425@ukma.UUCP>
Distribution: net.micro.atari
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 58

....
> Incidentally, I'm using my ST at the moment in VT52 Emulation mode
> over a phone line to a VAX to write this note. The VT52 Em does 99% of things
> just as the vi editor on UNIX wants it to. (Sometimes it makes an error
> counting lines and positions the cursor on the screen one line above where
> it is in the file.) But I must say that the copy of STTALK I have makes a

> complete and utter mess of the very same commands from vi.
>   STTALK is perfect at communicating files via XMODEM, and the CAPTURE
> mode also works perfectly. But instructions from vi just push the cursor to the
> right of the screen, from which it never escapes. Hence I have had to leave
> STTALK for the VT52 emulator to write this note.
>   The VT52 Emulator has just made the error I mentioned. I escaped
> from insert mode to replace two erroneous characters. And when I went back to
> inserting, the cursor appeared one line above where it was (hopefully) in the
> file. I'll have to check if this is truly so.
>   Has anybody else found these problems, and if so, do you know the
> solution(s)?
>   Another problem is line noise at 1200 baud. Every 15 characters or
> so at 1200 baud, the VAX seems to receive a ^C from me. (With roughly
> Poisson distribution of arrival.) So I suffer with 300 baud. This makes
> reading superfluous info/questions painful.
>   The version of STTALK I use is V1.0. I also have version 0.95. Has
> a version later than 1.0 yet appeared?
>   So long,
>   Alan Kennington.

I agree that the STTALK is totally useless as terminal emulator. But
you can still try, remembering that sttalk give you a 21 line vt52
instead of the usual 25. So the TERMCAP entry has to be appro.
adjusted (li#21).
    I have not encountered the problem with the cursor jumping
to the wrong line. I normally use Gnuemacs, not Vi, but I don't
think that should matter. It sounds like a character or so is getting
dropped. So you may try fine tuning the padding in your TERMCAP entry.
I fine tuned my entry so that I get no Xon/Xoff when I hit a ^L in the
editor to refresh a screen full (Xon/offs play havoc with emacs). I
usually use the St uver a 2400 Baud modem with a simple terminal
emulator that uses Xbios calls to do output, so the Bios takes care
of the Vt52 emulation. I also use the St over a 9600 Baud line, with
no problem (ie. after tuning my TERMCAP entry). I have also used
the emulator in the 50 Line mode after adjusting the TERMCAP entry
(li#50) with no problems.
    V1.1 id Sttalk is avail. by sending your origonal disk and $2
to them . I received mine a couple of days back. It still has the
brain damaged bars, but a lot if the bugs have been cleared, added
a coouple of feature, like remembering Baud rates with the Dial
Entries, Dial prefixes, Entry A's Baud Rate is the Baud rate it comes
up in, etc. etc.

--
                    Jwahar R. Bammi
                Usenet: .....!decvax!cwruecmp!bammi
                 CSnet: bammi@case
               Arpa: bammi%case@csnet-relay
            CompuServe: 71515,155

From 917659787625218446
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,44251be9e5ce5b81
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-21 19:22:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!gamma!epsilon!zeta!
sabre!petrus!bellcore!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Re: ST Development Questions......
Message-ID: <1359@cwruecmp.UUCP>
Date: Sat, 21-Dec-85 22:22:59 EST
Article-I.D.: cwruecmp.1359
Posted: Sat Dec 21 22:22:59 1985
Date-Received: Mon, 23-Dec-85 04:29:22 EST
References: <133@decwrl.DEC.COM>
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 17

.....
>   o When will TDI's Modula-2 development software begin to ship?
.....
>   Mike Boiko

I called them last thursday, and the person on the phone promised me
that all orders received so far will be shipped on Dec. 27. They
apparently had some problems with printing the manuals, or so they
say.

--
                      Jwahar R. Bammi
                    Usenet: .....!decvax!cwruecmp!bammi
                     CSnet: bammi@case
                    Arpa: bammi%case@csnet-relay
                CompuServe: 71515,155

From -2603700736430181646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-21 22:55:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!knnngt
From: knnngt@ukma.UUCP (Alan Kennington)
Newsgroups: net.micro.atari
Subject: Re: Reply to: Questions about ST vs. AMIGA
Message-ID: <2430@ukma.UUCP>

Date: Sun, 22-Dec-85 01:55:53 EST
Article-I.D.: ukma.2430
Posted: Sun Dec 22 01:55:53 1985
Date-Received: Mon, 23-Dec-85 00:21:17 EST
References: <342@unmg.UUCP> <840@h-sc1.UUCP> <352@well.UUCP> <382@pedsgd.UUCP>
<425@amiga.amiga.UUCP>
Reply-To: knnngt@ukma.UUCP (Alan Kennington)
Distribution: net
Organization: Univ. of KY Mathematical Sciences
Lines: 13

&&&&&&&&&&&&& le mangeur des lignes? il n'existe plus! &&&&&&&&&&

The sequence of arguments about relative use of the bus by ST and Amiga has previously appeared at least once, and I think perhaps twice. Last time we were told about how, if necessary, the other chips can steal time when they're in a tight spot. For those Atari users who have only short-term memory, perhaps someone at Amiga should tell us all again about these fascinating phenomena which occur in their wondrous machine.

Actually I have myself made use of such discussions to settle on the ST. But I think discussion should go around in a circle only twice a month at most, rather than the present 4 times.

Felices Pascuas,
Alan Kennington.

From -5186103059409669373
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,642b1a0f8e2f38d6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-21 23:12:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site pluto.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!gamma!epsilon!zeta!
sabre!petrus!bellcore!decvax!decwrl!pyramid!pesnta!phri!pluto!warren
From: warren@pluto.UUCP (Warren Burstein)
Newsgroups: net.micro.atari
Subject: Re: Redistribution of Info-Atari
Message-ID: <244@pluto.UUCP>
Date: Sun, 22-Dec-85 02:12:11 EST
Article-I.D.: pluto.244
Posted: Sun Dec 22 02:12:11 1985
Date-Received: Wed, 25-Dec-85 00:35:27 EST
References: <12168101892.11.G.ABRAMS@SU-SCORE.ARPA>
Organization: The Mayhem Institute
Lines: 9
Summary: I ran the poll

I sent mail to info-atari but just in case it doesn't work know
that I am trying to get in touch with you.

warren

--

The Maxwell R. Mayhem Institute for Quandary Requiem and Maternal Sciamachy
Accept no substitutes.

From -6376799992792722002
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2adb22ca373a487,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-22 08:49:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mcnc.mcnc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!mcnc!dinesh
From: dinesh@mcnc.UUCP (Dinesh Sharma)
Newsgroups: net.micro.atari
Subject: 520ST termcap, ST BASIC
Message-ID: <1064@mcnc.mcnc.UUCP>
Date: Sun, 22-Dec-85 11:49:50 EST
Article-I.D.: mcnc.1064
Posted: Sun Dec 22 11:49:50 1985
Date-Received: Wed, 25-Dec-85 00:54:28 EST
Distribution: net
Organization: Microelectronics Center of NC; RTP, NC
Lines: 22

/*********   ********/
1) Termcap entry for 520ST emulating a vt52:
    The following termcap entry works fine with our 4.2bsd system on
    a VAX 11/780. (I have a B&W high res monitor and this termcap
    has been used at 1200 baud only.)

```
at|vt52at|520st emulating vt52:\
     :co#80:li#25:cr=^M:nl=^J:le=^H:ta=^I:bl=^G:bs:pt:\
     :is=\Ev\Ee:am:cd=\EJ:ce=\EK:cl=\EE:\
     :up=\EA:do=\EB:nd=\EC:sr=\EI:\
     :al=\EL:dl=\EM:so=\Ep:se=\Eq:\
     :cm=\EY%+ %+ :
```

    it solves many of the mysterious problems experienced while
    using the "standard" vt52 termcap (incorrectly positioned cursor etc.)
2) ST BASIC: READING MOUSE POSITION
    The example given for the command GEMSYS (on page C-57) in the
    BASIC manual does just this.
3) ST BASIC: WAVE COMMAND
    The ENABLE parameter has its bits turned ON by 1's and OFF by 0's.
    The manual says exactly the opposite.
                                                        Dinesh

From -2409493325191630573
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-22 09:01:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!gamma!epsilon!zeta!
sabre!petrus!bellcore!decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: milazzo@RICE.EDU (Paul Milazzo)
Newsgroups: net.micro.atari
Subject: Some Amiga misconceptions
Message-ID: <1985.12.22.11.01.59.540.05807@Dione.rice>
Date: Sun, 22-Dec-85 12:01:58 EST
Article-I.D.: Dione.1985.12.22.11.01.59.540.05807
Posted: Sun Dec 22 12:01:58 1985
Date-Received: Wed, 25-Dec-85 01:22:48 EST
References: <382@pedsgd.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 37

In <382@pedsgd.UUCP>, Bob Halloran <bobh@pedsgd.UUCP> ventures:

> "Granted, the graphics chips relieve the [Amiga's] 68000 from
> dealing with the display, as it must in the Mac, but the 68000
> and the various co-processors must still contend for access to
> memory. YES, I/O can proceed independently, etc., but only ONE
> of the processors can use memory at a time. This HAS to impact
> the throughput of the 68000."

This turns out not to be the case. First, the Amiga's coprocessors can *only* access the first 512k of RAM. Any additional RAM resides on a completely separate bus to which only the 68000 has access. The loader allows a program developer to specify that those program segments containing graphics structures should reside in the shared RAM, and the remainder of the program in "fast" RAM, if available.

Second, the shared bus is run at twice the CPU speed, and the CPU and coprocessors use alternate bus cycles. Thus, under "normal" conditions the CPU sees no bus contention whatsoever. Only when the coprocessor bus cycles are inadequate for a particular task do the coprocessors begin to preempt the CPU's bus cycles. Most commonly, this happens whenever a 640-pixel-wide display with more than 3 (I think) bit planes must be displayed. Default text windows use the 640-wide mode with two bit planes, and so do not slow the CPU.

N.B. I own neither of the machines being compared. Much of the above information comes from INFO-AMIGA postings by Amiga technical personnel, and any inaccuracies therein are no doubt due to my faulty recollection of those messages. I welcome corrections.

Paul G. Milazzo
Dept. of Computer Science
Rice University, Houston, TX

Domain: milazzo@rice.EDU
ARPA: milazzo@rice.ARPA
BITNET: milazzo@ricecsvm
UUCP: {cbosgd,convex,hp-pcd,shell,sun,ut-sally,waltz}!rice!milazzo

From -2456887051742594549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-22 09:29:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!well!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Reply to: Questions about ST vs. AMIGA
Message-ID: <414@aum.UUCP>
Date: Sun, 22-Dec-85 12:29:30 EST
Article-I.D.: aum.414
Posted: Sun Dec 22 12:29:30 1985
Date-Received: Wed, 25-Dec-85 03:21:11 EST
References: <342@unmg.UUCP> <840@h-sc1.UUCP> <352@well.UUCP> <382@pedsgd.UUCP>
<425@amiga.amiga.UUCP>
Distribution: net
Organization: The Aurora Systems Bunch
Lines: 35
Xref: watmath net.micro.amiga:1264 net.micro.atari:2093

> In article <382@pedsgd.UUCP> bobh@pedsgd.UUCP (Bob Halloran) writes:
> >Granted, the graphics chips relieve the 68000 from dealing with the
> >display, as it must in the Mac, but the 68000 and the various co-processors
> >must still contend for access to memory. YES, I/O can proceed independently,
> >etc., but only ONE of the processors can use memory at a time. This
> >HAS to impact the throughput of the 68000.
>
> This is true. But don't forget that the Amiga interleaves its access
> to the bus, using every available cycle, even the odd ones, whenever
> possible. All of the DMA, including the display processors, use the
> odd cycles. This enormously cuts down the contention for the bus.
> The result of this is that the 68000 and other co-processors get to run
> at full speed regardless of display processing. Only when the
> display gets elaborate -- 640 across (either interlaced or not) and
> 4 bit-planes (16 colors onscreen) -- is there a significant lag
> in CPU performance.
>   The same goes for the other DMA devices: sprite, disk, and audio.
> With a simple display, a few sprites and some simple tones playing,
> you can fill a disk buffer and still have truly minimal interference
> with the performance of the 68000.

I would still like to know why the Amiga even with a 68020 and fast memory still is *significantly* slower than the ST. Is their a hardware type out their who can look at the memory cycles and see why the current claims of "no cpu slowing due to graphics chips" seems to not be proved by the real world. If I had one I would do it myself. If possible could a Amiga hardware engineer explain this disparity? It seems very strange. P.S. I know that the clock is slightly slower.

--

Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From 250848962580093231
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4fe641d7d8b37a50,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-22 09:51:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 +MMDF+2.11; site ukc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!ut-sally!seismo!mcvax!ukc!pc
From: pc@ukc.UUCP (R.P.A.Collinson)
Newsgroups: net.micro.atari
Subject: Let's move on to something more productive
Message-ID: <509@ukc.UUCP>
Date: Sun, 22-Dec-85 12:51:13 EST
Article-I.D.: ukc.509
Posted: Sun Dec 22 12:51:13 1985
Date-Received: Wed, 25-Dec-85 01:44:17 EST
Reply-To: pc@ukc.UUCP (R.P.A.Collinson)
Organization: U of Kent at Canterbury, Canterbury, UK
Lines: 14

I feel the continuous talk of whether the Atari ST is better than the Amiga or vice versa tedious and boring. No one learning anything from it.

So, I propose a New Year Resolution.

From Jan 1st - all discussion on this topic should finish.

Can we have a little bit more of

I have found that....

How do I.....

There is a bug in....

From -4938534485024005896
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,eae01d832bb288ac,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-22 12:49:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Copying files from disk A to disk B
Message-ID: <500023@iuvax.UUCP>
Date: Sun, 22-Dec-85 15:49:00 EST
Article-I.D.: iuvax.500023
Posted: Sun Dec 22 15:49:00 1985
Date-Received: Wed, 25-Dec-85 03:14:22 EST
Lines: 26
Nf-ID: #N:iuvax:500023:000:1467
Nf-From: iuvax!franco   Dec 22 15:49:00 1985

I just found out how to copy files from one disk to another using a single disk drive. The reason I was so late in finding out about this is, I think, that the owner's manual does not mention how to (so I was left with the impression that I had to wait for the developer kit to get the utilities to copy files as above). I am sure that many of you with Mac experience knew how to copy before you even opened your ST package. But I did not have any Mac time before I opened mine and I think many others are in the same boat. This message is for that group.

To copy a file from disk A to disk B using one disk drive, open disk A and select and drag the icon representing the file to be copied to the disk B icon. Dialog boxes will direct the copying process from there. You will be asked to insert disk A then B then A and so on depending on how many files you want copied in much the same way that you are asked to switch disks during an entire disk copy.

I am sorry for boring many of you with this message but I am SURE that some people will benefit from it. My life has been made a fair bit simpler now that I know about this. Thanks to Alan Pratt for letting me in on this.

One more point: If anyone has suddenly found out how to do something he or she has been trying to do for some time but did not know how to do because the manual did not mention it or explained it poorly I think a fair number of people might be interested in hearing about it.

From -8759517488685779998
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45848e7d79e1a332
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-22 13:32:32 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mhuxt!mhuxv!mhuxh!mhuxj!mhuxn!mhuxr!
ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!decvax!decwrl!pyramid!ut-sally!
seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: Re: unix on the 520st (why there is none)
Message-ID: <462@eneevax.UUCP>
Date: Sun, 22-Dec-85 16:32:32 EST
Article-I.D.: eneevax.462
Posted: Sun Dec 22 16:32:32 1985
Date-Received: Wed, 25-Dec-85 01:21:14 EST
References: <912@mcvax.UUCP> <235@unirot.UUCP> <159@imagen.UUCP>
Reply-To: ravi@eneevax.UUCP (Ravi Kulkarni)
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 21

In article <159@imagen.UUCP> turner@imagen.UUCP (D'arc Angel) writes:
>i wouldn't bet my terminal too quickly, there WILL be a unix
>available from Atari and it will be AT&T V7, but not for the ST. The
>above reasons while not vital are critical enough to make it too
>difficult to do. The Atari port will be for the TFM machine and your
>timeframe is about right, nothing is set in concrete but it will be
>a black box with a 68020 (i hope) or a 32032 in it and it will use
>the ST as an intelligent front end, windowing terminal etc.

WHy would they want to put AT&T V7 on the 32 bit machine. There is no
excuse for anything less than 4.3BSD + a nice window manager considering
the hardware they are putting it on. I personally hope that they will
provide a higher res color bitmap alternative than the ST otherwise
they have no chance to break into the low-cost workstation marketplace.
There are certain minimum levels of functionality that I hope atari is
aware of or they will find themselves in limbo like the amiga, which is
too expensive for a home machine and not good enough for any serious
cad/cam work.
--
ARPA: ravi@eneevax.umd.edu
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 2341267207713537156
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bf77f910e5bb763e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-22 13:37:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site polyof.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!linus!philabs!ron1!polyof!steve
From: steve@polyof.UUCP (A2 Steve Weiss)
Newsgroups: net.micro.atari

Subject: Re: Unbundled ST or ripoff?
Message-ID: <182@polyof.UUCP>
Date: Sun, 22-Dec-85 16:37:38 EST
Article-I.D.: polyof.182
Posted: Sun Dec 22 16:37:38 1985
Date-Received: Wed, 25-Dec-85 03:22:29 EST
References: <380@pedsgd.UUCP>
Distribution: net
Organization: Polytechnic Inst. of NY, Farmingdale
Lines: 21

> Potential scam here, folks.
> I saw an ad in the NY Times this past Tues (12/17) from one Executive
> Photo on 31st St, Manhattan. In their computer section, they had the
> following entry: "Atari 520 ST $369.". I called their WATS number
> (800-223-7323), frankly assuming a typo for an intended price of $639,
> still an excellent discount on the B&W ST.
>
> When I got through to them, they told me over the phone "That's the
> price for the CPU only, the package is $699."
>

We called them (their 800 # has been dis-connected) and asked about the price of the 520st. We got the same story at Bob Halloran, however, we have one additional comment to add: the package with the color monitor is $899, a far cry from $369. In case anyone else wants to give them a call, their number is 212-947-5290. It might not be a bad idea if you folks in the N.Y. area give these "people" a call and express your dismay at their price (and false advertising). They might have second thoughts the next time.

Polytech U.

From 1121783304344385406
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9fe37c20eabd41f8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-22 17:16:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site topaz.RUTGERS.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gatech!seismo!topaz!trudel
From: trudel@topaz.RUTGERS.EDU (Jonathan D.)
Newsgroups: net.micro.atari
Subject: Atari address?
Message-ID: <4294@topaz.RUTGERS.EDU>
Date: Sun, 22-Dec-85 20:16:57 EST
Article-I.D.: topaz.4294
Posted: Sun Dec 22 20:16:57 1985
Date-Received: Wed, 25-Dec-85 01:05:07 EST
Organization: The Thunderdome
Lines: 11

I am looking for the address of Atari's hardware division. I would also
like to find the address for information about developer's kits. If anyone
can supply these, I would greatly appreciate it. Thank you.
--

          -- Jonathan D. Trudel --
            arpa: trudel@blue.rutgers.edu
        uucp:{seismo,allegra,ihnp4}!topaz!blue!trudel
        Why, Crusher! It's good to see you!

From -3060175651020198978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fd9aaba5d3b15c14,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-22 23:05:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site entropy.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!houxm!vax135!cornell!uw-
beaver!uw-june!entropy!fetrow
From: fetrow@entropy.UUCP (David Fetrow)
Newsgroups: net.micro.atari
Subject: 520ST Unix Clones?
Message-ID: <239@entropy.UUCP>
Date: Mon, 23-Dec-85 02:05:05 EST
Article-I.D.: entropy.239
Posted: Mon Dec 23 02:05:05 1985
Date-Received: Wed, 25-Dec-85 02:21:09 EST
Organization: UW MathStat, Seattle
Lines: 20

 Now that it appears unlikely that a real UNIX will apprear for the ST,
what about UNIX subsets? A few of these appeared on the IBM side of the
market (aside from 1 or 2 real UNIX implementations such as XENIX) and
have some supporters. Typically multitasking abilities are eliminated
or greatly reduced but at least the more common commands are the same
and, due to the great simplification, it isn't pure folly to run some
of them on a floppy system.

 Understand I'm not volunteering for this sort of thing (The ATs' XENIX
bugs keep me plenty busy) but am curious if 1) There is a demand and 2)
anyone is working on such a beast.

--

  -"Daphnia Dave" Fetrow

{ ihnp4, fluke, tektronix, uw-june }!uw-beaver!entropy!fetrow :UUCP
  entropy!fetrow@uw-june.arpa   :ARPA

From -6009826807088083698
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1c037f21d468c19d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-23 06:17:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!info-atari
From: Fleysher.wbst@XEROX.ARPA (Dan Fleysher)
Newsgroups: net.micro.atari
Subject: Re: Where`s the XL`s gone?
Message-ID: <851223-061713-3105@Xerox>
Date: Mon, 23-Dec-85 09:17:10 EST
Article-I.D.: Xerox.851223-061713-3105
Posted: Mon Dec 23 09:17:10 1985
Date-Received: Wed, 25-Dec-85 01:37:18 EST
References: <183@gc49.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

The Atari Insight column of January Compute! magazine supports holding
on to your old 8-bit "clunker" rather than taking the leap to the 520ST,
at least for the present. The software available for the 520 still
can't match the variety of 8-bit stuff that is lying around;
furthermore, who needs 16 bits to write letters and manage a recipe data
base?

     Dan

From 8255226586891323473
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4b3b428999367604
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-23 06:31:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!info-atari
From: Fleysher.wbst@XEROX.ARPA (Dan Fleysher)
Newsgroups: net.micro.atari
Subject: Re: Results of split atari group poll
Message-ID: <851223-063104-3109@Xerox>
Date: Mon, 23-Dec-85 09:31:01 EST
Article-I.D.: Xerox.851223-063104-3109
Posted: Mon Dec 23 09:31:01 1985
Date-Received: Wed, 25-Dec-85 01:37:31 EST

References: <231@pluto.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

Actually-to:
ucdavis!lll-crg!seismo!cmcl2!phri!pluto!warren@ucbvax.berkeley.edu
(Warren Burstein)

(sorry for the wide distribution, mail software here at Xerox will not
handle Warren's long "handle")

my vote: split the groups!

     Dan

From -7939996880227190290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2e7e40cd789b6347,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-23 07:03:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!info-atari
From: RSMAGRUD@WEIZMANN.BITNET (Randy Magruder)
Newsgroups: net.micro.atari
Subject: visicalc, microsoft and more
Message-ID: <8512231658.AA19771@ucbvax.berkeley.edu>
Date: Mon, 23-Dec-85 10:03:00 EST
Article-I.D.: ucbvax.8512231658.AA19771
Posted: Mon Dec 23 10:03:00 1985
Date-Received: Wed, 25-Dec-85 01:48:56 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 42

Hi all

Here in Israel, I have yet to see the ST model computers come out. We
recently bought an Atari 800XL and it is running fine for us. However,
the software prices in Israel are atrocious, as are the books. For
instance, if you are interested in buying one of COMPUTE!'s tutorials,
be prepared for a price of around 27 dollars for it. Is this reasonable?
As for MICROSOFT BASIC II, a must I think for anyone who wants to use
really SERIOUS basic, it runs for around 100 bucks here, with the cartridge
and diskette and book. One place had the cartridge ripped off from the
box and I checked to see if they would sell me the book, but they only
agreed to sell diskette and book, for around 50 dollars. I can't afford
this stuff. There are serious problems though. We did buy one book

on Microsoft Basic (geared more towards the TRS-80 computers, but essentially the same basic). The problem is ---> what about Atari's special commands. How do I open to write on the disk when I'm in MICROSOFT BASIC. How about Graphics? Does MICROSOFT BASIC handle graphics on the atari, or do I throw out a really neat version of basic just so i can use the graphics and colors. Is this ONLY covered in the book that comes with Atari MICROSOFT BASIC II?

My request is that if anyone has this kind of info and is willing to answer some questions...we need HELP! And if anyone has help info on these subjects, including my next set of questions, on the computer that can be sent to me, could you? It would be IMMENSELY appreciated.

Okay, now for the next morsel. We got visicalc running, and again, no documentation. HELP! If anyone has even a general guide to commands or some hints for using visicalc, HELP!

Isn't this the greatest S.O.S. you guys have ever gotten??

Next is there anyway to transfer software over this net. For instance, even if compiled assembler programs can't be sent, can assembler programs be sent and then compiled after being written onto the disk?

And finally, WHERE ARE ALL THE OWNERS OF 800XL's??????? come on guys... has the ST killed off XL completely?

Thanks.

Randy Magruder

From 6596265161483024088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-23 07:19:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site gcc-milo.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!ut-sally!seismo!harvard!gcc-milo!zrm
From: zrm@gcc-milo.ARPA (Zigurd R. Mednieks)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga (??!)
Message-ID: <414@gcc-milo.ARPA>
Date: Mon, 23-Dec-85 10:19:04 EST
Article-I.D.: gcc-milo.414
Posted: Mon Dec 23 10:19:04 1985
Date-Received: Wed, 25-Dec-85 03:29:14 EST
References: <617@ihlpm.UUCP> <2511@dragon.fluke.UUCP> <412@aum.UUCP>
Reply-To: zrm@gcc-milo.UUCP (Zigurd R. Mednieks)
Distribution: net

Organization: General Computer Company, Cambridge Ma
Lines: 11
Xref: watmath net.micro.amiga:1272 net.micro.atari:2096

I have not yet seen any discussion of the relative merits of Amiga and ST software here. This is suprising, considering that software is one department where the ST takes a good drubbing from the Amiga. The ST's O.S. is derived, I think, from CPM68k. I never heard a nice word about that O.S. The Amiga's O.S. is derived from Tripos (sp?), which is a very nice, clean multi-tasking system.

Let's see some flamage here!

-Zigurd

From 3827668666906112227
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,385815c7de40009a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-23 10:14:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uiucdcsb
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!inuxc!pur-ee!
uiucdcs!uiucdcsb!guarna
From: guarna@uiucdcsb.CS.UIUC.EDU
Newsgroups: net.micro.atari
Subject: Article?
Message-ID: <4700004@uiucdcsb>
Date: Mon, 23-Dec-85 13:14:00 EST
Article-I.D.: uiucdcsb.4700004
Posted: Mon Dec 23 13:14:00 1985
Date-Received: Wed, 25-Dec-85 01:59:13 EST
Lines: 7
Nf-ID: #N:uiucdcsb:4700004:000:127
Nf-From: uiucdcsb.CS.UIUC.EDU!guarna   Dec 23 12:14:00 1985

Can someone recommend a magazine article describing the ST? I would like
to learn more about it.

     Vince

ihnp4!uiucdcs!guarna

From 4637308723038326451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9ee6ccb9c7d7532
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,b9ee6ccb9c7d7532
X-Google-Attributes: gid142096,public

X-Google-ArrivalTime: 1985-12-23 12:29:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ism780c.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ism780c!tim
From: tim@ism780c.UUCP (Tim Smith)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Atari Ads
Message-ID: <188@ism780c.UUCP>
Date: Mon, 23-Dec-85 15:29:17 EST
Article-I.D.: ism780c.188
Posted: Mon Dec 23 15:29:17 1985
Date-Received: Wed, 25-Dec-85 03:24:23 EST
References: <4710@alice.UUCP>
Reply-To: tim@ism780c.UUCP (Tim Smith)
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 26
Xref: watmath net.micro.amiga:1266 net.micro.atari:2095

In article <4710@alice.UUCP> aer@alice.UucP (D. Rosenberg) writes:
>But I saw lines like this in the "side - by - side comparison" charts in
>some publications:
>
>   ATARI 520 ST ....   COMMODORE AMIGA
>
>   Colors: 512   (Yes)
>   Resolution
> (non-interlaced) mono: 640x400   640x200
>

I also saw this in one magazine. Other magazines have it like this:

         ATARI 520ST .... COMMODORE AMIGA
colors: 512   4096
color output: yes   yes

It looks like they just screwed up in some publications.

As for misleading advetising, did you know the Amiga has a meg of ram?
That was my first reaction to the ad that says the Amiga has twice as
much memory as a Macintosh. At least Atari tells you what exactly they
are comparing against.

--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim

From 1928687332833013703
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1c037f21d468c19d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-23 12:54:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!info-atari
From: ekijak@ARDC.ARPA ("Edmund S. Kijak", POINT)
Newsgroups: net.micro.atari
Subject: Re: Where`s the XL`s gone?
Message-ID: <8512232112.AA23468@ucbvax.berkeley.edu>
Date: Mon, 23-Dec-85 15:54:38 EST
Article-I.D.: ucbvax.8512232112.AA23468
Posted: Mon Dec 23 15:54:38 1985
Date-Received: Wed, 25-Dec-85 01:47:54 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

This was supposed to go to usenet@ucbvax.berkeley.edu but was not deliverable.

Anybody know how to change the baud rate on a casette save/load? My recorder
seems to have a problem running at constant speed and I thought if I could
drop down from the standard 600 baud to 300 (or even 150), I might be able
to get it to work again. I already tried changing the audio frequency
generators to a lower baud rate (successfully) but as soon as I type
'CSAVE' (or 'LIST "C:"), they go right back to 600 baud again. Is there some
peek address that can be poked to a lower baud rate that the cassette routines
use?

From 3134095478359277149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bf77f910e5bb763e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-23 18:13:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sunybcs.UUCP
Path: utzoo!watmath!sunybcs!pgydow
From: pgydow@sunybcs.UUCP (Bruce Dow)
Newsgroups: net.micro.atari
Subject: Re: Unbundled ST or ripoff?
Message-ID: <2654@sunybcs.UUCP>
Date: Mon, 23-Dec-85 21:13:21 EST
Article-I.D.: sunybcs.2654
Posted: Mon Dec 23 21:13:21 1985
Date-Received: Wed, 25-Dec-85 02:31:18 EST
References: <380@pedsgd.UUCP>
Reply-To: pgydow@gort.UUCP (Bruce Dow)
Distribution: net
Organization: SUNY/Buffalo Computer Science
Lines: 4
Summary:

 did you ask if they included the keyboard.. maybe its worse than it looks
a mc68k chip (worth about $20) for almost $400

johnn

From 18001400217358626 86
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,385815c7de40009a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-24 05:08:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uiucdcsb
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!uiucdcsb!guarna
From: guarna@uiucdcsb.CS.UIUC.EDU
Newsgroups: net.micro.atari
Subject: Re: Article?
Message-ID: <4700005@uiucdcsb>
Date: Tue, 24-Dec-85 08:08:00 EST
Article-I.D.: uiucdcsb.4700005
Posted: Tue Dec 24 08:08:00 1985
Date-Received: Wed, 25-Dec-85 23:17:52 EST
References: <4700004@uiucdcsb>
Lines: 5
Nf-ID: #R:uiucdcsb:4700004:uiucdcsb:4700005:000:104
Nf-From: uiucdcsb.CS.UIUC.EDU!guarna Dec 24 07:08:00 1985

Nevermind - I just received my January Byte magazine - it includes a
product preview of the ST.

Vince

From 6395332537910384268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-24 06:28:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watrose.UUCP
Path: utzoo!watmath!watnot!watrose!jsgray
From: jsgray@watrose.UUCP (Jan Gray)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Questions about ST vs. AMIGA...deliver us from misinformation!
Message-ID: <7737@watrose.UUCP>
Date: Tue, 24-Dec-85 09:28:56 EST
Article-I.D.: watrose.7737
Posted: Tue Dec 24 09:28:56 1985
Date-Received: Wed, 25-Dec-85 00:40:56 EST
References: <342@unmg.UUCP> <840@h-sc1.UUCP> <352@well.UUCP> <382@pedsgd.UUCP>
<973@ecsvax.UUCP>
Reply-To: jan@looking.UUCP (Jan Gray)
Distribution: net

Organization: U of Waterloo, Ontario
Lines: 38
Xref: watmath net.micro.amiga:1252 net.micro.atari:2079
Summary:

In article <973@ecsvax.UUCP> mjg@ecsvax.UUCP (Michael Gingell) writes:
>>
>> BTW, the ST also has an I/O co-processor, so presence vs. non-presence
>> arguments in favor of the Amiga are inappropriate.
>>   Bob Halloran
>
>Yes BUT the bus speed of the Amiga is 14.4 MHz as opposed to the
>ST which is 8MHz. The Amiga's 68000 runs at 7.2 MHz while the
>Co-processors use the other 7.2 MHz.
>
>Mike Gingell   ...decvax!mcnc!ecsvax!mjg

Wrongo. ** PLEASE IF YOU ARE GOING TO POST SOMETHING, BE SURE OF YOUR FACTS
OR WARN US YOU ARE SPECULATING **

The ST interleaves processor with coprocessor bus accesses just like the Amiga
does. So you might have said:

The bus speed of the Amiga is 14.4 MHz as opposed to the ST which is 16 MHz.
The Amiga's 68000 runs at 7.2 MHz while the coprocessors use the other
7.2 MHz, compared with the ST's 68000 which runs at 8 MHz while the
coprocessors use the other 8 MHz.

(But saying a bus runs at X MHz means nothing. You might want to say that
 the Amiga can transfer 16 bits of information in 280 ns, while the ST can
 transfer 16 bits of information in 250 ns. This doesn't mean the ST is
 better than the Amiga, either, since (I am not sure) the Amiga might be
 able to do a graphics transfer in the "chip memory" at the same time as a
 processor transfer in the "expansion memory", giving higher throughput.
 But only for Amiga owners with expansion memory).

Boo hoo. I paid $800 US for a fast computer with 1 meg of memory, 720K disk,
and lovely 640 x 400 non interlaced monitor. Boo hoo hoo.

Jan Gray   (jsgray@watrose)   University of Waterloo   (519)-885-1211 x3870
...who changes every four months into
Jan Gray   (jan@looking)   Looking Glass Software   (519)-884-7473

From 5402411237343146281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-24 07:59:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site aero.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!aero!mendoza
From: mendoza@aero.ARPA (Lee Mendoza)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Memory timing and access (Amiga and ST)
Message-ID: <167@aero.ARPA>
Date: Tue, 24-Dec-85 10:59:48 EST
Article-I.D.: aero.167
Posted: Tue Dec 24 10:59:48 1985
Date-Received: Wed, 25-Dec-85 23:28:51 EST
References: <342@unmg.UUCP> <840@h-sc1.UUCP> <352@well.UUCP> <382@pedsgd.UUCP>
<973@ecsvax.UUCP>
Reply-To: mendoza@aero.UUCP (Lee Mendoza)
Distribution: net
Organization: The Aerospace Corporation, El Segundo, CA
Lines: 32
Keywords: memory bus structure, miscellaneous pontificating
Xref: watmath net.micro.amiga:1282 net.micro.atari:2101

{traditional offering to line-eater goes here}

In a reply to [yet another] posting comparing the ST and Amiga, the following appears:

>Yes BUT the bus speed of the Amiga is 14.4 MHz as opposed to the
>ST which is 8MHz. The Amiga's 68000 runs at 7.2 MHz while the
>Co-processors use the other 7.2 MHz.
>
>Mike Gingell   ...decvax!mcnc!ecsvax!mjg

Mr. Gingell probably represents the Amiga side of the "debate" accurately, but not the Atari ST side. At the risk of fanning more ST vs Amiga debate, I would like to correct the information above. The Atari ST has a separate bus for the processor which does indeed run at 8 MHz; but the main memory bus, used to service the graphics chip and memory management unit runs at 16 MHz. Further, the graphics chip runs at 32 MHz (I don't know why, it's in my schematics -- you did get schematics with your development kit, didn't you?). The Atari uses the same sort of time multiplexing that the Amiga does, but has only one type of memory which can be expanded to 4 MByte in two banks (using 32 1Meg RAMs).

Now I would like to ask that both sides of this mock debate cool down a bit and move on to more meaningful issues. Most computer owners (and also those who have made up their minds) would rather fight than admit the other guy's is better. I admit that for some applications the other guy's (Amiga) is better, just not for my applications. Now that should settle things, let's move on or move this discussion to net.flame (or /dev/null) where it belongs.

Lee Mendoza (The Aerospace Corporation, ARPAnet: mendoza@aerospace.arpa)

{note: these views do not represent The Aerospace Corporation, or maybe anyone else for that matter}

From 7917781680062547592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45848e7d79e1a332
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-24 08:27:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: unix on the 520st (why there is none)
Message-ID: <167@imagen.UUCP>
Date: Tue, 24-Dec-85 11:27:49 EST
Article-I.D.: imagen.167
Posted: Tue Dec 24 11:27:49 1985
Date-Received: Wed, 25-Dec-85 23:25:56 EST
References: <912@mcvax.UUCP> <235@unirot.UUCP> <159@imagen.UUCP>
<462@eneevax.UUCP>
Distribution: net
Organization: The Houses of the Holy
Lines: 29

> In article <159@imagen.UUCP> turner@imagen.UUCP (D'arc Angel) writes:
> >i wouldn't bet my terminal too quickly, there WILL be a unix
> >available from Atari and it will be AT&T V7, but not for the ST. The
> >above reasons while not vital are critical enough to make it too
> >difficult to do. The Atari port will be for the TFM machine and your
> >timeframe is about right, nothing is set in concrete but it will be
> >a black box with a 68020 (i hope) or a 32032 in it and it will use
> >the ST as an intelligent front end, windowing terminal etc.
>
> WHy would they want to put AT&T V7 on the 32 bit machine. There is no
> excuse for anything less than 4.3BSD + a nice window manager considering
> ARPA: ravi@eneevax.umd.edu
> UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

~~~~~~~~~~~~~~~~~~~~~~~~~ \ lineater \ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

for the same reason IBM picked an intel 8086 for the PC,
political/finacial reasons not technical, also like it or not (and i
dont) SVR2 is becoming the unix standard amoungst big companies (IBM
AT&T DEC etc.)
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner
~~~~~~~~~~~~~~~~~~~~~~~~~

From 6332810063008593416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ac689e054cc5e08,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15f443,ac689e054cc5e08,start
X-Google-Attributes: gid15f443,public
X-Google-Thread: 10cb58,ac689e054cc5e08,start
X-Google-Attributes: gid10cb58,public
X-Google-Thread: 129c11,ac689e054cc5e08,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-12-24 08:55:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site alice.UUCP
Path: utzoo!decvax!bellcore!petrus!scherzo!allegra!alice!aer
From: aer@alice.UucP (D. Rosenberg)
Newsgroups: na.forsale,net.micro.atari,net.micro,net.wanted
Subject: Atari 800 system FOR SALE
Message-ID: <4738@alice.UUCP>
Date: Tue, 24-Dec-85 11:55:22 EST
Article-I.D.: alice.4738
Posted: Tue Dec 24 11:55:22 1985
Date-Received: Tue, 24-Dec-85 22:18:10 EST
Organization: Bell Labs, Murray Hill
Lines: 25

I'm posting this for a friend of mine, who would like to sell the following:

$500 for all this:

Atari 800 w/48 kilobytes RAM
1050 drive
1000e modem (300 baud protocol)
1027 printer
cassette recorder
SAM voice disk
50 games
BASIC
Atariwriter w/ manual
lot of other stuff
includes documentation for computer, BASIC, disk drive, printer, and modem, most of the games.

Please phone Jason at 1-201-379-5841 (Jason's about 14 years old.)
It'd be nice if you lived around Jersey, but not necessary.

Thanks for your time.

--
##
#D. Rosenberg   "You've just seen *my* opinions."
#uucp: ..{ihnp4,research,allegra}!alice!aer

From -1963926936042375716
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d7b27517cec952ec,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-24 09:36:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mmintl.UUCP
Path: utzoo!linus!philabs!pwa-b!mmintl!dikiw
From: dikiw@mmintl.UUCP (Diki Wozniak)
Newsgroups: net.micro.atari
Subject: MIDI on the ST
Message-ID: <925@mmintl.UUCP>
Date: Tue, 24-Dec-85 12:36:33 EST
Article-I.D.: mmintl.925
Posted: Tue Dec 24 12:36:33 1985
Date-Received: Sat, 28-Dec-85 12:47:50 EST
Organization: Multimate International, E. Hartford, CT
Lines: 12

Does anyone know of any programs that make use of the MIDI capabilities of the Atari ST? I am just now getting interested in synthesis in general, and would like to use it as a sequencer for all the midi keyboards that I don't yet own. :-)

Anyone working on this?

Aloha

From -1578117330110764262
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b0aeee978775bcb8,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,b0aeee978775bcb8,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-24 10:35:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!linus!decvax!bellcore!petrus!sabre!zeta!epsilon!gamma!ulysses!mhuxr!
mhuxt!houxm!vax135!cornell!uw-beaver!ssc-vax!ssc-bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re : Commodore and ST debate
Message-ID: <447@ssc-bee.UUCP>
Date: Tue, 24-Dec-85 13:35:11 EST
Article-I.D.: ssc-bee.447
Posted: Tue Dec 24 13:35:11 1985
Date-Received: Fri, 3-Jan-86 05:34:02 EST
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA

Lines: 81
Xref: linus net.micro.amiga:5250 net.micro.atari:2100

Several Points of Comparison in the Amiga vs ST Debate

>1) The official Atari price of the ST system that has received so much
> praise in this mailing list is actually $1798 (799 for the monochrome
>version, plus 999 for the color version). Each version will do things
that the other will not, and it is usually the composite of these
>functions that is represented as the overall capability of the ST.
>Atari has not to my knowledge offered to sell the monitors other than
>as part of a package deal. (I personally tend to favor the monochrome
>version - it seems to be best for the things the ST does the best.)

shear nonsense. if i desired a color atari monitor it could be had.
the current problem is the high demand for STs.
some dealers have also unbundled the atari package.

>2)
.....
>   With the ST, there is a choice between optimized color graphics
>and optimized text that must be made at purchase time. The standard
>Amiga monitor is reported to do a good job for both graphics and text,
>and other monitors (including cheap monochrome monitors) can be used

???this is pretty interesting given the observations on the net regarding
Atari versus Commodore monitors. My own observation is that the showfloor
mode for the Amiga really doesn't do the machine justice. Text on BOTH
machines with their respective color monitors is no worse/better.
And yes you are probably right Amiga would probably be better off with
a cheap monochrome monitor for text.

>3) It is to be expected that one would find a point in time in which
>there is more software commercially available for the ST than for the
>Amiga, since the ST is several months ahead in its development and
>marketing.

I agree with this. Tho' i should mention that at
a local Atari dealer in Seattle, a fellow who had bought an Amiga
traded it in for an 520ST. A straight trade. The store is using it
as a point of comparison for shoppers. The guy claimed that he could
get absolutely no software for it. Naturally the dealer was more
than willing to take it off his hands.

>4) Commodore/Amiga has been fairly open and honest about the internal
>structure and functioning of their machine, while by comparison
>Atari has been relatively secretive (specific examples furnished upon
>request).
more nonsense.
From all the various postings in this net group...Commodore hasn't
exactly been a source of openness. Re: Developer's kits.. (are you

a REAL developer). I got my ST development kit from Atari...it comes
with software and hardware schematics and phone numbers to call
if i need help. They
are currently working on a comprehensive software/hardware manual with
lots of examples.

sounds really closed and dishonest to me. Why don't you get your facts
straight.

>5) I have not heard much about ST expandability in terms of processors,
>more memory, etc. The Amiga was designed with such expandability in

Various people are working on 32 bit coprocessors...etc

>6) Most of the Dhrystone benchmarks run on the Amiga (showing slightly
>slower execution than the ST) have been run with the processor using
>(i am curious what drystones you looked at ...)
>the same memory as the specialized chips. With an expanded memory
>space (which could be desired for its own sake) performance should be
>enhanced, especially for graphics-intensive applications. A faster
>processor (the 68020) should give a greater increase in performance.
>What should really give floating point performance a boost is the
>addition of a good floating point processor chip (of which the 68881
>is a logical choice for the 68000 family). I expect a 68881 to be
>available for the Amiga long before the ST gets one (if ever).

i agree faster processors would probably boost performance. Though
it is interesting that when the ST out-performs the Amiga you are
so willing to go the route of "Yeah ...out in the future.... Amiga
will do such and such better"...the future may hold nothing but
chapter 11 for both companies...so i would value the moment more.

From 9212355479662234976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,764cc09ca39f8325,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,764cc09ca39f8325,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-24 12:03:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site heurikon.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!uwvax!heurikon!dave
From: dave@heurikon.UUCP (Dave Scidmore)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: ST vs Amiga information
Message-ID: <146@heurikon.UUCP>
Date: Tue, 24-Dec-85 15:03:44 EST
Article-I.D.: heurikon.146
Posted: Tue Dec 24 15:03:44 1985
Date-Received: Thu, 26-Dec-85 03:51:07 EST
Distribution: net

Organization: Heurikon Corp., Madison WI
Lines: 68
Xref: watmath net.micro.atari:2103 net.micro.amiga:1285

Lately I have seen some conversation on the net which I feel could be somewhat misleading. The first is that the ST is half the price of the Amiga. This is quite simply not true. First off, not every Amiga sold needs a monitor, this is not true for the Atari whos 70Hz non standard video rate requires that you purchase their monitor. This means that for people who have a TV/monitor or an existing monitor that will accept the Amiga output, an Amiga without monitor vs Atari with monitor comparison would be more accurate. This aside, lets try to compare two machines that are as close to the same as possible. In the interest of making things simple lets compare machines with color monitor and double sided double density disk drive and comparable memory. The Amiga as it is shipped now really has 512K built in, 256K of user RAM and 256 of kickstart RAM. The Atari has 512K of RAM of which 206K is used for the operating system. This leaves a little over 300K for user RAM. This is about comparable to (though slightly better than) a 256K Amiga. The double sided double density floppy lists out at about $100 more than the single sided floppy. If you add this up you get $1099 for the Atari and $1795 for the Amiga. This makes the Amiga about 63% more expensive. This is much closer to 50% than it is to twice as much. Since both machines can be discounted by a dealer any comparison of discounted versus non discounted prices is invalid.

The second thing I saw was a comment claiming that the Atari has special drawing hardware. I searched every article I could find on the Atari and while I found articles stating that it did have special display hardware I could not find even one reference to any special drawing hardware. As a matter of fact I ran across an article in Byte specifically stating that blitting was done in software in GEM.

The third point of interest is that several people have been stated that the method the Amiga uses to share cycles with the custom chips must slow the system down. Well, according to what I have read at equivalent screen resolutions and equivalent number of color bit planes, and with no drawing taking place the Amiga and Atari share cycles in an almost identical way. In both machines the memory cycles take place in two CPU clock cycle, since the CPU takes four to perform an access the display hardware steals the first two to do its thing while the 6800 is asserting its address and the machine is decoding it. The second cycle is then used by the processor. Both Atari and Commodore claim that this system has little impact on CPU performance. Furthermore, in the Amiga during the horizontal retrace time when the display hardware does not need memory, the disk and sound hardware get to steal display cycles. This means that unlike the ST which must use CPU cycles to transfer data to or from disk the Amiga transfers the data transparently.

Two things can make the CPU give up its even cycles on the Amiga, thus degrading performance. The first is if it uses 5 bit planes in low res mode (320 by 200 or 320 by 400) or if it uses 3 or 4 bit planes in high res mode (640 by 200 or 640 by 400). Since the Atari does not support these numbers of color planes you can only degrade performance by using a feature that the Atari does not even have.

The other thing that can make the CPU give up its cycles are the copper and the blitter. When the "copper" is running it is usually setting

up registers for the CPU. Obviously if the CPU were performing this task it would take it at least as long to do so. When the "blitter" is running it is doing drawing operations (lines, area fills or blt operations). Once a drawing operation has been set up, the blitter only needs to perform the memory accesses needed to do the drawing operation. The Atari on the other hand must not only perform those same accesses but must read the instructions that tells it to do them and must also read and execute instructions to do any ANDing, ORing and shifting needed to perform the operation. Anyone who thinks that the STs 68000 can do drawing as fast as the Amigas hardware has to have rocks in their head.

Now if you don't need high speed graphics (or for that matter expandability) then all of the above probably does not interest you. But if you are planning to use good, high speed color graphics or can afford the Amiga then it is the machine for you. Their also seems to be a consensus that all that graphics are good for is games. This too is not true, their are many applications such as CAD or Imageing that need good high speed graphics. I believe that many of these types of applications will prefer the Amiga

Dave Scidmore

From 1095756420628762497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-24 12:19:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ism780c.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ism780c!tim
From: tim@ism780c.UUCP (Tim Smith)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Reply to: Questions about ST vs. AMIGA
Message-ID: <193@ism780c.UUCP>
Date: Tue, 24-Dec-85 15:19:22 EST
Article-I.D.: ism780c.193
Posted: Tue Dec 24 15:19:22 1985
Date-Received: Wed, 25-Dec-85 23:30:23 EST
References: <342@unmg.UUCP> <840@h-sc1.UUCP> <352@well.UUCP> <382@pedsgd.UUCP>
<425@amiga.amiga.UUCP> <414@aum.UUCP>
Reply-To: tim@ism780c.UUCP (Tim Smith)
Distribution: net
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 9
Xref: watmath net.micro.amiga:1283 net.micro.atari:2102

In article <414@aum.UUCP> freed@aum.UUCP (Erik Freed) writes:
>
>I would still like to know why the Amiga even with a 68020 and fast memory
>still is *significantly* slower than the ST.

Because all the benchmarks are written in C. It appears that the ST has
a better C compiler available then the Amiga.
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim

From -1919618282018870229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,83d44eaa5b38792e,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,83d44eaa5b38792e,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-24 19:39:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site alice.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!aer
From: aer@alice.UucP (D. Rosenberg)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Reply to Atari Ads
Message-ID: <4744@alice.UUCP>
Date: Tue, 24-Dec-85 22:39:59 EST
Article-I.D.: alice.4744
Posted: Tue Dec 24 22:39:59 1985
Date-Received: Wed, 25-Dec-85 06:17:39 EST
Organization: Bell Labs, Murray Hill
Lines: 18
Xref: watmath net.micro.atari:2098 net.micro.amiga:1277

[In article <188@ism780c.UUCP>, Tim Smith, aka tim@ism780c.UUCP says:]

> "As for misleading advetising, did you know the Amiga has a meg of ram?
> That was my first reaction to the ad that says the Amiga has twice as
> much memory as a Macintosh. At least Atari tells you what exactly they
> are comparing against."

Now wait a minute. Atari doesn't exactly tell us what they are comparing
against. The 520 ST supposedly has 512 kilobytes of RAM- or so Atari
says in its ads, pointing at the 256K Amiga. But, ~ 200 kilobytes on the
Atari is used for TOS... and an Amiga (advertised as 256K) actually has
extra memory (about 200K, I believe) that *it* uses for *its* operating
system. At least Commodore tells us how much memory ya _really_ have.

--
##
#D. Rosenberg   "You've just seen *my* opinions."
#uucp: ..{ihnp4,research,allegra}!alice!aer

From -1670613461083999839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5

X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-25 10:31:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site topaz.RUTGERS.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!caip!topaz!eric
From: eric@topaz.RUTGERS.EDU (Eric Lavitsky)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga (??!)
Message-ID: <4301@topaz.RUTGERS.EDU>
Date: Wed, 25-Dec-85 13:31:42 EST
Article-I.D.: topaz.4301
Posted: Wed Dec 25 13:31:42 1985
Date-Received: Sat, 28-Dec-85 00:20:31 EST
References: <617@ihlpm.UUCP> <2511@dragon.fluke.UUCP> <1958@islenet.UUCP>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 98
Xref: watmath net.micro.amiga:1295 net.micro.atari:2107

Hi,

 Well, since you cross posted this, I feel obligated to followup.
I do not care to further the Usenet Amiga/ST debate, I just want
to correct some misonformation in Mr. Spangler's article:

> >On software availability:
> >
> >Lets see now. 520ST's became available in June and the software is now
> >ready in December.
>
> Uh, excuse me, but the Amiga was launched on July 23, 1985 --

Well, if you want to go this far, the ST was *launched* in January -
it became available to the public in June. The Amiga became available
to the public in October.

> >us all know where the relative priorities of software producers lie. I
>
> You know it's funny that you mention that now that Island Graphics has
> dropped the Amiga (which Commodore can't afford it seems). The thing I
> have seen of software availability is that there is *alot* of software
> available for the ST. Commodore admittedly has said that the software
> is lacking. Seems Comdex cleared up the issue of software -- for the ST
> anyway.
>

Island Graphics dropped completely out of the microcomputer market and
went off to mini/mainframe land. It was a decision not necessarily made
because of the Amiga.

> >... and I think its place in the market
> >is secure for awhile at least. But I don't tkink the Amiga is going away.
>

> There you go *thinking* again. Anyway, all flaming aside, I feel
> a sense of jealousy here. It seems that people here have to justify
> why they believe the Amiga is a better machine, because they can't
> believe that a machine like the 520ST exists.
>

Well, if you're not jealous, why did you write this article defending
the ST?

> You know, it was interesting to read the article in Inforworld (12/2) on
> "Christmas Contenders".
>   "Observers have noted some clear distinctions between
>   the Amiga buyer and the Atari 520ST buyer. Although
>   the ST is the less expensive computer, its typical
>   buyer is a veteran computer user, according to Martin
>   Bartholomey, owner of Home Computers Co...
>
>   "We're winning the battle of the techies," says Sam Tramiel
>   president of Atari..."Hackers are our first customers.
>   They influence the market and tell their friends."
>   On the other hand, the current Amiga buyer is likely
>   to be a first-time computer buyer, says Ed Anderson, vice
>   president of marketing of The Computer Factory..."
>
> The question then becomes: why do techies and experience computer
> users prefer the 520ST over the higher-priced Amiga? Hmmm.
>
> I probably planted a bomb. Oh well.
>
> Aloha,
>
> --
> Jonathan Spangler
> {ihnp4,vortex,dual}!islenet!jons
> "On Thursday, the world came to an end."

>

Wow, you read InfoWorld! - I hear it's a great magazine!... (ahem)

Gossip is gossip - using comments from Jack Tramiel and the folks at
InfoWorld is hardly unbiased concrete evidence. Talk to dealers yourself
and you'll find most Amiga owners so far are hard core hackers (and yes,
there are many first time users buying it because they want the leading
edge of technology). The ST is a great machine for the price - I
recognize it's existence (yes, in public!). There is some good software
coming out for it (most from England I believe), and I hope it does
well in it's market niche. Please don't compare it to the Amiga, the
two are wholly different beasts, save for the fact that both have a
68000 and both can do some nice graphics (we are treading on thin lines
here).

 I sincerely hope this is my last message posted to net.micro.atari -

I hope everyone will start concentrating on making some really
constructive contributions to their own newsgroups *soon* !

Eric
--

ARPA: LAVITSKY@RUTGERS or LAVITSKY@RED.RUTGERS.EDU
UUCP: ...{harvard,seismo,ut-sally,sri-iu,ihnp4}!topaz!eric
BIX: lavitsky
SNAIL: 16 Oak St., Flr 2
     New Brunswick, NJ 08901

From -4591324297894546898
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fd9aaba5d3b15c14
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-25 18:19:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: 520ST Unix Clones?
Message-ID: <995@lsuc.UUCP>
Date: Wed, 25-Dec-85 21:19:29 EST
Article-I.D.: lsuc.995
Posted: Wed Dec 25 21:19:29 1985
Date-Received: Wed, 25-Dec-85 21:51:28 EST
References: <239@entropy.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 18
Summary: OS-9 is coming anyway

     Dave Fetrow asked if there is anyone working on a Unix clone.

     OS-9 isn't really a Unix clone, but I'd guess it would be according
to his description. I assume you have missed the previous postings.
OS-9 68K appears to be coming early in 1986. This is very auspicious
because, although I probably won't be getting an Atari myself, I *will*
likely have an OS-9 68K system by then. Sinclair already has OS-9 68K
available for the QL, and there is a fair body of software developed and
in the works for it.

                                        Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
(416) 652-3880

From -908337099891026773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bf77f910e5bb763e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-25 18:25:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: Unbundled ST or ripoff?
Message-ID: <996@lsuc.UUCP>
Date: Wed, 25-Dec-85 21:25:31 EST
Article-I.D.: lsuc.996
Posted: Wed Dec 25 21:25:31 1985
Date-Received: Wed, 25-Dec-85 21:51:41 EST
References: <380@pedsgd.UUCP> <182@polyof.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Distribution: net
Organization: Barrister & Solicitor, Toronto
Lines: 38
Summary: Use it to your advantage?

In article <182@polyof.UUCP> steve@polyof.UUCP (A2 Steve Weiss) writes:
>> Potential scam here, folks.
>> I saw an ad in the NY Times this past Tues (12/17) from one Executive
>> Photo on 31st St, Manhattan. In their computer section, they had the
>> following entry: "Atari 520 ST $369.". I called their WATS number
>> (800-223-7323), frankly assuming a typo for an intended price of $639,
>> still an excellent discount on the B&W ST.
>>
>> When I got through to them, they told me over the phone "That's the
>> price for the CPU only, the package is $699."
>>
>
>   We called them (their 800 # has been dis-connected) and asked
>about the price of the 520st. We got the same story at Bob Halloran,
>however, we have one additional comment to add: the package with the
>color monitor is $899, a far cry from $369. In case anyone else wants
>to give them a call, their number is 212-947-5290. It might not be a bad
>idea if you folks in the N.Y. area give these "people" a call and express
>your dismay at their price (and false advertising). They might have
>second thoughts the next time.
>
>   Polytech U.

     There may be another possible solution. If you can put together a
system based on the CPU which is better, then do it. If this company
has to buy the computer bundled anyway, then they'll be stuck with a
pile of monitors, etc. which they'll eventually have to discount even

further. Never act out of anger when a situation can benefit you with
the application of a little imagination.

                                        Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
(416) 652-3880

From -6158182756776885571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45848e7d79e1a332
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-25 19:18:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sunybcs.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!seismo!rochester!rocksanne!sunybcs!ugjohna
From: ugjohna@sunybcs.UUCP (John Arrasjid)
Newsgroups: net.micro.atari
Subject: Re: unix on the 520st (why there is none)
Message-ID: <2664@sunybcs.UUCP>
Date: Wed, 25-Dec-85 22:18:27 EST
Article-I.D.: sunybcs.2664
Posted: Wed Dec 25 22:18:27 1985
Date-Received: Sat, 28-Dec-85 01:03:44 EST
References: <912@mcvax.UUCP> <235@unirot.UUCP> <159@imagen.UUCP>
Reply-To: ugjohna@gort.UUCP (John Arrasjid)
Distribution: net
Organization: SUNY/Buffalo Computer Science
Lines: 13

I just read in infoworld that AT&T have signed a deal with Atari to release
the 520ST under their label with the UNIX V operating system. I have also
heard numerous rumours that this machine will come standard with monochrome,
20meg hard drive, 1 meg onboard, and will sell for $1000. Can any of you
people who work at AT&T either confirm or deny any or all of this info. If not,
how about a clue????

John Arrasjid   SUNY/Buffalo Computer Science
UUCP: [decvax,dual,rocksanne,watmath,rocksvax]!sunybcs!ugjohna
CSnet: ugjohna@buffalo
ARPAnet: ugjohna%buffalo@CSNET-RELAY

From 8712355197611431441
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5

X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-26 01:37:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cadovax.UUCP
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!cadovax!
keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga (??!)
Message-ID: <995@cadovax.UUCP>
Date: Thu, 26-Dec-85 04:37:26 EST
Article-I.D.: cadovax.995
Posted: Thu Dec 26 04:37:26 1985
Date-Received: Sat, 28-Dec-85 13:01:09 EST
References: <617@ihlpm.UUCP> <2511@dragon.fluke.UUCP> <412@aum.UUCP> <414@gcc-
milo.ARPA>
Reply-To: keithd@cadovax.UUCP (Keith Doyle)
Distribution: net
Organization: CONTEL CADO Systems, Torrance, CA
Lines: 33
Xref: linus net.micro.amiga:5186 net.micro.atari:2060

In article <414@gcc-milo.ARPA> zrm@gcc-milo.UUCP (Zigurd R. Mednieks) writes:
>
>I have not yet seen any discussion of the relative merits of Amiga and ST
>software here. This is suprising, considering that software is one department
>where the ST takes a good drubbing from the Amiga. The ST's O.S. is derived,
>I think, from CPM68k. I never heard a nice word about that O.S. The Amiga's
>O.S. is derived from Tripos (sp?), which is a very nice, clean multi-tasking
>system.
>
>Let's see some flamage here!
>
>-Zigurd

One reason you probably have not heard too much about relative merits of
the O.S.'s is that most of the people on the net may be programmers who
may feel that this is irrelevant to the performance of the machine.
Not to imply that the O.S.'s may have no effect on performance, but
even if the O.S. is bad for a particular machine, you can always
discard it in favor of something better (OS9 perhaps etc.), and it
is the underlying hardware that is the important factor. The ST may
not have a multi-tasking O.S. now, but that could change next rev. etc.

In addition, you may have not heard too much about the ST's O.S. from the
ST camp perhaps because they are aware that CP/M has never really been an
O.S. but just a sophisticated loader. And, once your program gains
control, CP/M does so little for you it might as well not even be there,
especially as far as performance is concerned if you are not doing CP/M
calls.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
cadovax!keithd@ucla-locus.arpa

From -2575832515379720506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,23785cfad10c4568,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-26 10:31:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!info-atari
From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: More seasonal messages
Message-ID: <8512261831.AA02131@mitre.ARPA>
Date: Thu, 26-Dec-85 13:31:20 EST
Article-I.D.: mitre.8512261831.AA02131
Posted: Thu Dec 26 13:31:20 1985
Date-Received: Sat, 28-Dec-85 01:20:12 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 110

DEC the Halls

DEC the halls with stuff from Reading!
Fa la la la la, la la la la.
Where the hell is DECNET heading?
Fa la la la la, la la la la.

IBM confuses matters.
Fa la la, la la la, la, la, la.
SNA is Chutes and Ladders! (tm)
Fa la la la la, la, la, la, la.

BBN is here to help me!
Fa la la, la la la, la, la, la.
Where's my gosh darn X.PC? [pronounced "X dot PC"]
Fa la la la la, la, la, la, la.

Never fear, here's eager HP!
Fa la la la la, la la la la.
Full of DS, linking lightly.
Fa la la la la, la la la la.

NT works in bits and snatches;

Fa la la, la la la, la, la, la.
Service data rarely matches!
Fa la la la la, la, la, la, la.

What a dizzy zoo before us!
Fa la la la la, la la la la.
Tune the net and join the chorus!
Fa la la la la, la, la, la, la!

- Vint Cerf
  December 1985

Oh OSI, oh OSI

(to the tune of O Tannenbaum)

Oh OSI, oh OSI,
Your rules are always changing.
Oh OSI, oh OSI,
Your rules are always changing.

Each year you bring new protocols,
More overhead and service calls.
Oh OSI, oh OSI
Your rules are always changing.

Oh OSI, oh OSI,
With seven layers burdened.
Oh OSI, oh OSI,
With seven layers burdened.

No matter where I turn to look,
There comes another colored book!
Oh OSI, oh OSI,
With variation, sagging!

Oh OSI, oh OSI,
The source of my frustration!
Oh OSI, oh OSI,
The source of my frustration!

A plebescite in 92
Will split a layer into two;
Oh OSI, oh OSI,
Amoebic reproduction!

Oh OSI, oh OSI,

Eternally unfolding.
Oh OSI, oh OSI,
Eternally unfolding

Oh, can the C C I T T
and I S O at last agree
On OSI, on OSI,
The final net solution?

Oh OSI, oh OSI,
Ever in negotiation!
Oh OSI, oh OSI,
Ever in negotiation!

Perhaps one day I'll live to see
A multi-vendor community!
Oh OSI, oh OSI,
With endless promise laden.

Oh OSI, oh OSI,
Your rules are ever changing.
Oh OSI, oh OSI,
Your rules are ever changing.

- Vint Cerf
  December 1985

From 5538374164975356749
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,738501ca0b9c1627,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 125017,738501ca0b9c1627,start
X-Google-Attributes: gid125017,public
X-Google-ArrivalTime: 1985-12-26 12:00:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site sdcc12.UUCP
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!sdcc3!sdcc12!ml29
From: ml29@sdcc12.UUCP (ml29)
Newsgroups: net.micro.atari,net.graphics
Subject: Re : Atari ST graphics term emulation.
Message-ID: <496@sdcc12.UUCP>
Date: Thu, 26-Dec-85 15:00:51 EST
Article-I.D.: sdcc12.496
Posted: Thu Dec 26 15:00:51 1985
Date-Received: Sat, 28-Dec-85 12:58:42 EST
Organization: U.C. San Diego, Academic Computer Center
Lines: 16
Keywords: ST terminal emulation program ads.
Xref: linus net.micro.atari:2059 net.graphics:1336

>terminal. There is a program out already that does the job for the ST.
>It has a graphics screen that stands still, and a scrolling alphameric
>screen which looks like an ansi terminal.
>
>You may view either screen separatley, or both
>together, in either case the graphics screen does not scroll when text in
>the aplhameric screen scrolls (even when you view them together)
>
>I am not going to advertise on the net, therefore
>please mail to me if you would like any information.

What's wrong with advertise the information about the program on the ne?
If somebody like me want that kind of program badly, he probably need
that right away and save time to seek information. Nobody will blame
the author because he advertise some product on the net which cannot
easily be found everywhere else.

From -371526457974934721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-26 14:30:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site 3comvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!glacier!oliveb!3comvax!mykes
From: mykes@3comvax.UUCP (Mike Schwartz)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga (??!)
Message-ID: <303@3comvax.UUCP>
Date: Thu, 26-Dec-85 17:30:52 EST
Article-I.D.: 3comvax.303
Posted: Thu Dec 26 17:30:52 1985
Date-Received: Sat, 28-Dec-85 01:40:05 EST
References: <617@ihlpm.UUCP> <2511@dragon.fluke.UUCP> <1958@islenet.UUCP>
Distribution: net
Organization: 3Com Corp; Mountain View, CA
Lines: 84
Xref: watmath net.micro.amiga:1306 net.micro.atari:2113

Some pretty nasty stuff here. Bu facts are facts: Atari was once a $2
Billion company, and a year later was sold to Tramiel for $75 Million, and
the ASSUMPTION of a LOT of debts Atari had run up. Also, what do you expect
software publishers with ST products (or Sam Tramiel) to say in InfoWorld?
Flaming someone's statements is typical on this group it seems, but flaming
the person himself is pretty low. Both machines have great technology for the
money, it all boils down to how much money you want to spend, and how much
you value things like more colors, better sounds, multi-tasking, or some
of the other features that the Amiga has over the ST. The ST is a great
machine for the money, which is something that some of us Amiga owners

seem to ignore. Now lets be nice...
(as he gets off his soapbox and falls flat on his face...)

> In article <2511@dragon.fluke.UUCP> kurt@fluke.UUCP (Kurt Guntheroth) writes:
> >On financial woes:
> >
> >It is true that Commodore posted a lose the last two quarters and is
> >technically in default on some corporate bonds. However Commodore's stock,
> >usually a good predictor of future performance is holding its value pretty
> >well. Let us remember too that Atari is swimming in debt. If Atari does
>
> Oh, come now, shall we resort to name-calling to achieve a logical end
> to this? Commodore is in serious financial trouble. Period.
>
> >On software availability:
> >
> >Lets see now. 520ST's became available in June and the software is now
> >ready in December.
>
> Uh, excuse me, but the Amiga was launched on July 23, 1985 --
>
> >us all know where the relative priorities of software producers lie. I
>
> You know it's funny that you mention that now that Island Graphics has
> dropped the Amiga (which Commodore can't afford it seems). The thing I
> have seen of software availability is that there is *alot* of software
> available for the ST. Commodore admittedly has said that the software
> is lacking. Seems Comdex cleared up the issue of software -- for the ST
> anyway.
>
> >think it is easier to write programs for the Amiga and I think the designers
> >think so too. I think good hardware design and good system software will beat
> >early-to-market. I think no amount of partisanship by atari owners will
>
> It seems that if you think anymore, you may just overuse the word. Is
> there ever a time when you do more than *think*? Do you ever *do* anything?
> Hmmm...
>
> >... and I think its place in the market
> >is secure for awhile at least. But I don't tkink the Amiga is going away.
>
> There you go *thinking* again. Anyway, all flaming aside, I feel
> a sense of jealousy here. It seems that people here have to justify
> why they believe the Amiga is a better machine, because they can't
> believe that a machine like the 520ST exists.
>
> You know, it was interesting to read the article in Inforworld (12/2) on
> "Christmas Contenders".
>   "Observers have noted some clear distinctions between
>   the Amiga buyer and the Atari 520ST buyer. Although
>   the ST is the less expensive computer, its typical
>   buyer is a veteran computer user, according to Martin
>   Bartholomey, owner of Home Computers Co...

>
>   "We're winning the battle of the techies," says Sam Tramiel
>   president of Atari..."Hackers are our first customers.
>   They influence the market and tell their friends."
>   On the other hand, the current Amiga buyer is likely
>   to be a first-time computer buyer, says Ed Anderson, vice
>   president of marketing of The Computer Factory..."
>
> The question then becomes: why do techies and experience computer
> users prefer the 520ST over the higher-priced Amiga? Hmmm.
>
> I probably planted a bomb. Oh well.
>
> Aloha,
>
> --
> Jonathan Spangler
> {ihnp4,vortex,dual}!islenet!jons
> "On Thursday, the world came to an end."

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

From 3750406823780801723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4fe641d7d8b37a50
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-26 19:50:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gt-oscar.UUCP
Path: utzoo!linus!gatech!gt-oscar!rodney
From: rodney@gt-oscar.UUCP (RODNEY RICKS)
Newsgroups: net.micro.atari
Subject: Re: Let's move on to something more productive
Message-ID: <181@gt-oscar.UUCP>
Date: Thu, 26-Dec-85 22:50:32 EST
Article-I.D.: gt-oscar.181
Posted: Thu Dec 26 22:50:32 1985
Date-Received: Sat, 28-Dec-85 23:20:21 EST
References: <509@ukc.UUCP>
Organization: Georgia Institute of Technology, Atlanta
Lines: 33
Summary: Sounds good on the surface, but...

In article <509@ukc.UUCP>, pc@ukc.UUCP (R.P.A.Collinson) writes:
> I feel the continuous talk of whether the Atari ST is better than the
> Amiga or vice versa tedious and boring. No one learning anything from it.
>
> So, I propose a New Year Resolution.
>
> From Jan 1st - all discussion on this topic should finish.
>
> Can we have a little bit more of

>
> I have found that....
>
> How do I.............
>
> There is a bug in....

     Sounds good to me. Besides, everybody KNOWS that their choice is better. :-)
But then again, what do we do when someone needs to know which one is best for him
or
her? Not say anything for fear of being flamed to death??
     I think this topic should be given a rest, but not totally killed. If you
don't
want to read about it, you can always type in an "n" to move to the next article.

AND HE THROWS UP HIS MIGHTY ASBESTOS SHIELD!!

    Please, no 300 Baud flames about how much longer that will take, I KNOW how
much
longer it will take, I have to use a 300 Baud modem at home. We just can't cator
to
everyone 100%.

HE LOWERS HIS SHIELD, HIS POINT MADE.

    And now let me end this, so I won't get flames about it being too long.

                                        Rodney

From -2030370312036743112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a031dec024433c72,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,a031dec024433c72,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 142096,a031dec024433c72,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-26 20:12:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro,net.micro.amiga,net.micro.atari
Subject: 1986 predictions
Message-ID: <341@ihnet.UUCP>
Date: Thu, 26-Dec-85 23:12:20 EST
Article-I.D.: ihnet.341
Posted: Thu Dec 26 23:12:20 1985
Date-Received: Sat, 28-Dec-85 01:16:42 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 35

Xref: watmath net.micro:13287 net.micro.amiga:1299 net.micro.atari:2109

What will happen next year ?

Here are my 1986 predictions for the Amiga, ST, MAC.

The Atari 520ST will come standard with 1 megabyte of ram
by June. Also sales will be better than most people think
(200,000 units per month). Atari will also be in the OEM
business (low cost UNIX based CAD-CAM systems), probably
in partnership with a large company. Experts will be
amazed that there really is a HOME computer market that
nobody has been able to find (until the ST).

Amiga sales will be slower than expected but good enough
to keep Commodore going (15,000 units per month). The
Amiga will also come standard with 1 megabyte of ram.
Sales will be very slow in first quarter 86, but will pick up
when the Amiga gets a 30% price cut.

There will be plenty of software for the Amiga and the
Atari ST, but as usually is the case, (look at the old
Atari 800 systems) it will NOT take advantage of Amiga's
Graphics hardware. Large software companies like to write
portable code. Smaller companies will write the Good Stuff.

Apple may be in VERY DEEP trouble, but with Fat MACs for
$1500.00 and the new APPLE IIxt 16 bit computer that runs
in two modes ,8 and 8/16 bit, will pull out of trouble.
The new apple will use the new 8/16 bit 6502 micro.
It looks like the first Personal Computer will never
die, (who says you can't teach an old dog new tricks).

ihnet!bryan

From -5426206741588096825
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fd9aaba5d3b15c14
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-26 21:18:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sunybcs.UUCP
Path: utzoo!watmath!sunybcs!ugjohna
From: ugjohna@sunybcs.UUCP (John Arrasjid)
Newsgroups: net.micro.atari
Subject: Re: 520ST Unix Clones?
Message-ID: <2671@sunybcs.UUCP>
Date: Fri, 27-Dec-85 00:18:52 EST
Article-I.D.: sunybcs.2671

Posted: Fri Dec 27 00:18:52 1985
Date-Received: Sat, 28-Dec-85 01:22:52 EST
References: <239@entropy.UUCP>
Reply-To: ugjohna@gort.UUCP (John Arrasjid)
Followup-To: UN*X on the 520ST
Organization: SUNY/Buffalo Computer Science
Lines: 19
Keywords: UN*X, multitasking, multiuser

In article <239@entropy.UUCP> fetrow@entropy.UUCP (David Fetrow) writes:
>
> Now that it appears unlikely that a real UNIX will apprear for the ST,
>what about UNIX subsets? A few of these appeared on the IBM side of the
>market (aside from 1 or 2 real UNIX implementations such as XENIX) and
>have some supporters. Typically multitasking abilities are eliminated
>or greatly reduced but at least the more common commands are the same
>and, due to the great simplification, it isn't pure folly to run some
>of them on a floppy system.

Appears unlikely???? AT&T just signed a licensing agreement with Atari to
listen UNIX system 5.0 to be run on the ST's. I just read this in the most
recent issue of INFO-WORLD. As far as I know, this supports multitasking and
multiuser and is not just a UNIX shell.

John Arrasjid   SUNY/Buffalo Computer Science
UUCP: [decvax,dual,rocksanne,watmath,rocksvax]!sunybcs!ugjohna
CSnet: ugjohna@buffalo
ARPAnet: ugjohna%buffalo@CSNET-RELAY

From -201629201763650066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6162576012db42c3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-27 08:42:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 5/22/85; site cbosgd.UUCP
Path: utzoo!watmath!clyde!cbosgd!rlp
From: rlp@cbosgd.UUCP (Dazed and Confused)
Newsgroups: net.micro.atari
Subject: ST questions
Message-ID: <1714@cbosgd.UUCP>
Date: Fri, 27-Dec-85 11:42:13 EST
Article-I.D.: cbosgd.1714
Posted: Fri Dec 27 11:42:13 1985
Date-Received: Sat, 28-Dec-85 01:49:55 EST
Reply-To: rlp@cbosgd.UUCP (Dazed and Confused)
Followup-To: net.micro.atari
Distribution: net
Organization: AT&T Bell Laboratories, Columbus
Lines: 19

I have a few questions about the ST that I hope someone will be kind enough

to take the time to answer:

1) Can the GI AY-3-8910 programmable sound generator (PSG) be used as a D/A converter? My information from GI's catalog is incomplete. It seems there are three 4-bit (lo-fi, anyone?) logarithmic D/A converters on the PSG that normally take tone generator inputs, but there is an amplitude control register that specifies a 4-bit amplitude plus a 'mode' bit that the data sheets don't describe. My guess is that one of the modes tells the D/A to just output the 4-bit value in the register. Anyone know?

2) Is there a way (say from BASIC) to turn off all graphics DMA (similar to the DMACTL register of the 400/800)?

3) What is it that causes INTERPC's terminal software to crash the system (usually)?

Thanks in advance,
cbosgd!nscs!jmk (Joe Knapp)

From 454250770471382041
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,82aeda838e0749a4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-27 09:24:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site well.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!well!espen
From: espen@well.UUCP (Peter Espen)
Newsgroups: net.micro.atari
Subject: Printers for the ST?
Message-ID: <401@well.UUCP>
Date: Fri, 27-Dec-85 12:24:48 EST
Article-I.D.: well.401
Posted: Fri Dec 27 12:24:48 1985
Date-Received: Sat, 28-Dec-85 13:07:52 EST
References: <628@tekigm.UUCP> <21833@mgweed.UUCP>
Distribution: net
Organization: Whole Earth Lectronic Link, Sausalito, CA
Lines: 13
Summary: Question on ST printers

Can I please get some replys regarding what kind of printers people are using with their 520ST's. I am particularly interested in ....

1. Price
2. Printing speed
3. Does the printer do high res. graphics
4. Does it do letter quality
5. Are you using the parallel port
6. Where did you get the software driver for the ST-printer.
7. Good points, and bad points of the printer.

ANy replys or information would be appreciated!
     Thanks.... Peter Espen.

From 8143174528113243108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,8bcc20f38e979956,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-12-27 13:16:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site sdcc13.UUCP
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!sdcc3!sdcc13!ec150fcy
From: ec150fcy@sdcc13.UUCP (Joseph McCaughey{|stu)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: Reply to: Questions about ST vs. AMIGA
Message-ID: <402@sdcc13.UUCP>
Date: Fri, 27-Dec-85 16:16:51 EST
Article-I.D.: sdcc13.402
Posted: Fri Dec 27 16:16:51 1985
Date-Received: Sun, 29-Dec-85 20:13:18 EST
References: <342@unmg.UUCP> <840@h-sc1.UUCP> <352@well.UUCP> <409@aum.UUCP>
<322@tekigm2.UUCP>
Distribution: net
Organization: U.C. San Diego, Academic Computer Center
Lines: 36
Xref: linus net.micro.amiga:5202 net.micro.atari:2068 net.micro.mac:3916
Summary: FLAME ON FOOLS

In article <322@tekigm2.UUCP>, timothym@tekigm2.UUCP (Timothy D Margeson) writes:
>
> Hi,
>
> For all you Amiga fans, here's something to flame about....
>
> While all of you are busily discussing whether the Atari or Amiga is better,
> I am here using my Compaq Deskpro, with lots of off the shelf software, just
> watching.... Hope you all feel better.
>
> --

FLAME ON****

Did the IBM PC have an abundance of software when it was
introduced??? NO!!!! Did the MACINTOSH have an
abundance of software when it first came
out??? NOOO!!!! In fact, as I recall, the macintosh
didn't have an abundance (relative) of sotware for a whole
year. A couple of friends of mine had nothing but
macpain (the drawing program) for a long time.

So give the Amiga a break and wait a year. I am sure the
software base will grow exponentially (so sure in fact, that
I bought one)

I was over at my local computer store the other day, and they
say that the IBM PC'S and the MAC'S are the Amiga's
best friend. They told me an amusing story about how
this one lady came in to buy a MAC and happened to see
the Amiga, with it's limited software base, running some graphics
program. So what happened??? She bought the Amiga.

Larry J. MacCaughey (No relation to the MacIntosh)

From -8269817963943683268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7e04da30631ab035,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,7e04da30631ab035,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-27 13:44:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site islenet.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
zehntel!dual!islenet!jons
From: jons@islenet.UUCP (Jonathan Spangler)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Amiga woes (LONG)
Message-ID: <1969@islenet.UUCP>
Date: Fri, 27-Dec-85 16:44:09 EST
Article-I.D.: islenet.1969
Posted: Fri Dec 27 16:44:09 1985
Date-Received: Thu, 2-Jan-86 00:48:57 EST
Reply-To: jons@islenet.UUCP (Jonathan Spangler)
Organization: Islenet Inc., Honolulu
Lines: 133
Xref: watmath net.micro.atari:2149 net.micro.amiga:1366

excerpts from "Hands ON! (Guided Tour of a `Real Live' Amiga),
          Ted Drude, Computer Shopper, January 1986

..Unfortunately, at this point, the Amiga has some weak spots from its "rushed
introduction. The lack of useful programming documentation for the Amiga is a
case in point. Another problem is little or no software for average users (and
many developers). In time these problems will be rectified, but for now, they
can be frustrating for someone who's just shelled out two grand or so for an
Amiga.
...MicroSoft BASIC was supposed to be shipped with the Amiga, but it wasn't done
in time.
...Like alot of Amiga documentation...it hasn't been released to the public yet

(this is getting ridiculous).
...AmigaDOS is a fantastic multi-taking DOS that is a perfect complement to Amiga's great hardware. Unfortunately, all the details on how to use this DOS for programming is found in the (you guessed it) not-yet-released-to-the-public "AmigaDOS Reference Manual." Almost no DOS information whatsoever is provided in the error-laden User's Guide.
...includes "ABasiC," or Amiga BASIC interpreter. The label on this disk also mentions an "Amiga Tutor" program but it isn't included (yet). ABasiC seems to be a good BASIC interperter...[but] it also has some problems in that it uses a limited line-editor instead of a full screen editor (quite a let-down for Commodore users) and it has some small bugs in it. But at least Commodore included a programming interface with every machine (which is more than can be said for Apple and its Mac).
...The worst part of ABasiC is that the "Amiga's User Guide," which includes a section detailing ABasiC, is full of errors. Many of the syntax descriptions and examples won't run because of obvious typographical errors. This is a further indication of a rushed introduction for the machine.
...One thing that isn't included is the fancy graphics demos you see on the Amiga TV commercials. The "bouncing ball" demo, for example, isn't included. Supposedly, it's for dealers only. Be nice to your dealer, and he may give you a copy to impress your friends with.
...The disk drive seems to be a tad slow for "hyper-DMA transfer", but not as bad as the Macintosh's lethargic drives.
...If you're doing any serious software development, I think a second floppy drive is almost a necessity. When copying files between disks on a single drive Amiga, you are prompted many times to swap disks. A second drive eliminates this. A hard disk would also be a big improvement. (Tecmar has a 20 Meg unit due for shipment "real soon now." Price: $1200 or so.).
...Some of the Amiga's pins [on the serial interface] have voltages on them when they should be grounded or no connection. Make sure you check the printer or modem pinouts against the Amiga's documentation before connecting or you might run into some problems...
the two video chips (`Denise' and `Agnus' are the most interesting.
Just how you get those graphic chips to work in your programs is somewhat difficlut to understand, to the uninitiated, but Commodore promises to reveal all secrets..in time. Right now, only those on the Commodore-approved "developer's list" can get that information. (Booo!)
...the more colors on the screen at once, the more Ram and processor overhead is required to maintain them. So even though 4096 are possible, the Amiga usually only displays about 16 or 32 different colors at once.
...Some Amiga owners are using Sony RGB monitors. Sony has a line of "super hi-res" analog RBG monitors that even Commodore is rumored to have been using for their own development work.
...If you're on a budget, you might look at the Commodore's other monitor, the 1902...Some claim that [the 1902 and the Amiga monitor] are the exact same monitor with only a sticker on thr front being different. Since the 1902 is running for $250 or so at discount, and the Amiga monitor is selling for $500 at retail, you might buy the 1902 if you can stand having "Commodore" and not "Amiga" on the front panel of the monitor. (By the way, don't expect your Amiga dealer to either know this or tell you about it.)
...If you're on a very low budget, you can hook your Amiga up to a TV set (throught an RF modulator) or a composite monochrome monitor. But, I'd wait until I could get an RGB monitor. I mean, the hi-res color graphics are more that half

of what the Amiga system is all about, anyway. Anything less than an RGB monitor on an Amiga is like training wheels on an F-15 fighter. Why hold back the potentional if you're going all out? It defeats the purpose.
As a final note on the Amiga monitor, the initial specs for it included a stereo audio amp. Well, it ain't there. You only get mono. You have to use a "Y" connector to get both channels hooked up to the mono amp. Of course you can hook the two Amiga sound output channels up to your stereo and skip the wimpy little monitor speaker, anyway.
...the Amiga's video chips can only access into the first 512K of RAM, so all graphics and display memory have to be there too. In a 256K machine, things start to get tight real quick. You will usually have a lot less than 190K left for programming, especially when running animated graphics. For this reason, most of the fancy graphic demos for the Amiga need 512K to run.
...If you are doing software development, you should consider getting the extra 256K at purchase time (a $200 option). If you aren't writing fancy graphics programs yet, that extra RAM can also be put to use as a RAMDisk.
...Documentation and Price -- The Downfall of a Hero?
So, while the Amiga has a lot going for it, and I do mean a lot, it aslso has some temporary (I assume), but serious shortcomings. Like a shortage of available applications software, little technical documentation (remember, this is a real production model I saw, not a "for review" prototype), and a price that will keep it out of the traditional Commodore markets (for a while). As long as these shortcomings are not addressed by Commodore, I think the Amiga will be a slow seller, and an apparent flop to "outsiders" (i.e. those who aren't Commodore "true believers").
The high price, especially will be a hindrance, because the Amiga is going to experience head to head competition (and comparison) with a computer from Commodore's life-long nemesis, Atari. The Atari 520ST doesn't quite have all the sophistication of the Amiga. But it has a fair amount of it. That may be enough to sell it to those who "want an Amiga" but will "settle for an Atari." The same technique worked well with a lot of people who bought a Commodore 64 instead of an Apple II. In my opinion, the Atari will have the marketing edge as long as there is a price difference between the two of several hundred dollars (currently it's closer to $1000 difference).
So, I hope and expect Commodore to get the price of thae base unit under $1,000 in the next year. When that happens, sales will pick up and the software will flow. Until then, expect to hear more success stories about the Atari than the Amiga.
...[cost is] almost two grand for a system with no printer and precious little software! We aren't talking about a little game machine for the kids anymore. Trying to get a discount on this thing is useless. The demand is still too high.

Development Package -- Promises from Pennsylvania. If you are lucky enough to get the "Developer's Package," a lot of the documentation problems will be solved. There may be some errata to contend with, but at least you won't spend hours (like we did) trying to discover the right syntax for CLI commands...Good luck trying to get one.
If you are willing to be a pioneer and take a risk, becoming one of the first Amiga owners might pay off. If you can stand the lack of software and documentation, the arrogant attitude of Commodore towards average Amiga owners, and the reproach of being a non-conformist, you may find that mastering one of the most powerful personal computers ever built...can be an exhilarating experience.

Just reading the news, although I would be interested in what you think about
Mr. Drude's comments on the Amiga.
I think he has said all I would have wanted to... blessed are the
Volkswagens.

Aloha,

--
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons
"On Thursday, the world came to an end."

From 8307927473614421479
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a031dec024433c72
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,a031dec024433c72
X-Google-Attributes: gid142096,public
X-Google-Thread: 129c11,a031dec024433c72
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-12-27 14:44:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site think.ARPA
Path: utzoo!linus!decvax!cca!think!ejb
From: ejb@think.ARPA (Erik Bailey)
Newsgroups: net.micro,net.micro.amiga,net.micro.atari
Subject: Re: 1986 predictions
Message-ID: <3818@think.ARPA>
Date: Fri, 27-Dec-85 17:44:37 EST
Article-I.D.: think.3818
Posted: Fri Dec 27 17:44:37 1985
Date-Received: Tue, 31-Dec-85 00:43:27 EST
References: <341@ihnet.UUCP>
Reply-To: ejb@think.UUCP (Erik Bailey)
Distribution: net
Organization: Thinking Machines, Cambridge, MA
Lines: 29
Xref: linus net.micro:12102 net.micro.amiga:5208 net.micro.atari:2072
Summary:

In article <341@ihnet.UUCP> bryan@ihnet.UUCP (b. k. delaney) writes:
>Here are my 1986 predictions for the Amiga, ST, MAC.
>
> . . . . . .
>
>Apple may be in VERY DEEP trouble, but with Fat MACs for
>$1500.00 and the new APPLE IIxt 16 bit computer that runs
>in two modes ,8 and 8/16 bit, will pull out of trouble.

>The new apple will use the new 8/16 bit 6502 micro.
>It looks like the first Personal Computer will never
>die, (who says you can't teach an old dog new tricks).

The //x (which is the name [I think], not the IIxt) may not
become an entity. There is a company selling cards for the
//e and //c that essentially turn them into //x's, with
65816 and 1meg RAM. And it goes for $400! So what I hear
from a friend of a friend who has indirect connections
with Apple is that no //x will be made, at least this year.

--
Erik Bailey
_-

Erik Bailey   -- 7 Oak Knoll   (USENET courtesy of
ihnp4!godot!ejb   Arlington, MA 02174   Thinking Machines Corp.
ejb@think.com.arpa   (617) 643-0732   Cambridge, MA)

"He's dead, Jim."   -- Leonard H. McCoy

From 1068537499053800628
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-27 17:44:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site 3comvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!tektronix!hplabs!oliveb!3comvax!mykes
From: mykes@3comvax.UUCP (Mike Schwartz)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga (??!)
Message-ID: <309@3comvax.UUCP>
Date: Fri, 27-Dec-85 20:44:13 EST
Article-I.D.: 3comvax.309
Posted: Fri Dec 27 20:44:13 1985
Date-Received: Sun, 29-Dec-85 14:26:30 EST
References: <617@ihlpm.UUCP> <2511@dragon.fluke.UUCP> <1958@islenet.UUCP>
<4301@topaz.RUTGERS.EDU>
Reply-To: mykes@3comvax.UUCP (Mike Schwartz)
Organization: 3Com Corp; Mountain View, CA
Lines: 67
Xref: watmath net.micro.amiga:1330 net.micro.atari:2124
Summary:

In article <4301@topaz.RUTGERS.EDU> eric@topaz.RUTGERS.EDU (Eric Lavitsky) writes:
>Wow, you read InfoWorld! - I hear it's a great magazine!... (ahem)

The latest issue of InforWorld reviews the Amiga, and is a real detriment to the Amiga. Not only did the article contain several mistakes, but they reviewed version 1.0 of the workbench and kickstart, which we knew had bugs. Now, 1.1 has been out for a few weeks, and I have not really had a whole lot of trouble with the software crashing. My Amiga crashes all the time when I pass extra parameters to function calls, etc., but during normal use, system crashes are rare.

InfoWorld also talked mostly about the 256K machine, which is like reviewing a 64K IBM PC. The Amiga is an 8+Megabyte of RAM machine, and those of us who own Amigas are just licking our chops waiting for the equivalent of an AST card. The Amiga with 8+ megabytes and the 68020 should be compared with the IBM AT and MicroVax. InfoWorld did review what they had available, but we who read net.micro.amiga and net.micro.atari seem to be better reporters of the state of the Amiga (and ST as well) than the "Professionals" at InfoWorld. I hope to see another review next week, since the new software is so much better. Also, InfoWorld did not mention any of the software packages that I saw several weeks ago at Computer Attic, when I bought my Amiga almost 3 weeks ago! Yes, they probably have some lead time, but to write TWO FULL PAGES about a machine that they couldn't even try any software out for, and then make statements like "As an aside, we forsee a flood of bad software written for the Amiga by programmers unaccustomed to multi-tasking programs..." is pretty stupid, if you ask me. They also put an "Editor's note:" at the bottom saying how they had a "lack of cooperation from Commodore." I wouldn't expect Commodore to cooperate with InfoWorld because of several degrading articles (John C. Dvorak, and others) about Commodore and Amiga. Also, the Amiga was given 2 terminals.

Now to the defense of Infoworld, they did have some nice things to say about how Intuition was as friendly and easy to use as the MAC.

Please note, this article is very comparable to Infoworld's, except turned around so that InfoWorld is the one getting roasted. InfoWorld did not even mention a single piece of software that we have all been seeing and hearing about since they were anounced and demonstrated at the June launch. Off the top of my head, I can think of Flight Simulator, the digitizer, perhaps 10 different Electronic Arts titles, Chang Labs (InfoWorld gave their IBM PC software good reviews) has some business-type software (I saw an accounting and general ledger package), or any of the other products demonstrated at the launch. Where was InfoWorld at the launch? Didn't they see anything then? Couldn't they call Chang Labs and ask for software for evaluation? Couldn't they do any investigation at all?

Another quote: "Judging from the number of beta-test programs floating around, we can expect to get a chance to judge the software side of the Amiga system a lot sooner than we could when the Macintosh was first introduced." Well, in June, the Amiga had more software packages announced (with real live developers working on the stuff) than any other PC in history - including the Mac, IBM PC, Atari ST, Atari 800, Commodore 64, et al.

I have been reading InfoWorld every week for a couple of years, and never noticed anything like this before. Typically their articles are real good. In the same issue as the Amiga review, they review Apple's new 20MB hard disk. It costs $1500 and is "two or three" times faster than the floppy disk (oh boy, now it only takes 1 minute to load a word processor instead of 3 minutes) and they (InfoWorld) gave it 3 (count 'em) terminals. Sounds kind of biased (just kind of) to me...

Sorry to be so long winded...

/mykes

From 7691923485359599047
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,85f13e10953d1872,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,85f13e10953d1872,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-27 18:44:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site unirot.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!uwvax!caip!unirot!grr
From: grr@unirot.UUCP (George Robbins)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: unix on the 520st [really unix rumors]
Message-ID: <263@unirot.UUCP>
Date: Fri, 27-Dec-85 21:44:43 EST
Article-I.D.: unirot.263
Posted: Fri Dec 27 21:44:43 1985
Date-Received: Sat, 28-Dec-85 13:25:40 EST
References: <2671@sunybcs.uucp> <2664@sunybcs.uucp>
Reply-To: grr@unirot.UUCP (George Robbins)
Distribution: net
Organization: The Soup Kitchen, Piscataway NJ
Lines: 45
Xref: linus net.micro.atari:2063 net.micro.amiga:5194
Summary: Misleading Infoworld Article

In article <2664@sunybcs.UUCP> ugjohna@gort.UUCP (John Arrasjid) writes:
>I just read in infoworld that AT&T have signed a deal with Atari to release
>the 520ST under their label with the UNIX V operating system. I have also
>heard numerous rumours that this machine will come standard with monochrome,
>20meg hard drive, 1 meg onboard, and will sell for $1000. Can any of you
>people who work at AT&T either confirm or deny any or all of this info. If not,
>how about a clue????
>
>John Arrasjid   SUNY/Buffalo Computer Science

Well, this little rumor was enough to make any Amigoid shiver in their boots, so I decided that I had better try to find a copy of Infoworld and see

what the article said. Well, it's on page 3 of the December 23 Issue, titled 'Atari, AT&T Reportedly in Deal for Low-End Unix Machines'. I would urge any interested persons to read it for themselves, since I don't want any Infoworld lawyers on my case.

The article states the AT&T has agreed to purchase ST's for use as low-cost *TERMINALS*, not unix machines. I would be the first to admit that the ST would make a great cheap (color?) graphics terminal. The article also states that the ST's would be specially modified, I suspect by putting in special ROM's that leave out the OS functions and include, perhaps, BLIT terminal emulation.

The article then resurrects some *OLD* Atari statements. One is about some unix based *applications* software that was supposedly going to be ported to the ST. The other relates Atari's announcement back at Comdex that they had purchased a Unix Source License.

This doesn't mean that Atari is going to planning to port unix to the 520ST, it merely means that someone at Atari was able to justify the $$$ to buy a source license as part of their overall development effort. It also doesn't make them the only or even the first company to buy a System V license.

I've previously rebutted some postings that you couldn't port unix to the ST, but that doesn't mean that Atari will do it, and this article does not announce any such thing.

[disclaimer: full time unix hacker / part time unofficial Commodore shill]
--
George Robbins uucp: ...!ihnp4!tapa!grr
P.O. Box 177 ...!caip!unirot!grr
Lincoln U, PA 19352 [Any ideas herein are not responsible for themselves!]

From -2669269594914619653
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-27 19:42:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: Re: ST wins over Amiga (??!)
Message-ID: <468@eneevax.UUCP>
Date: Fri, 27-Dec-85 22:42:54 EST
Article-I.D.: eneevax.468
Posted: Fri Dec 27 22:42:54 1985
Date-Received: Sat, 28-Dec-85 13:26:07 EST
References: <617@ihlpm.UUCP> <2511@dragon.fluke.UUCP> <412@aum.UUCP> <414@gcc-milo.ARPA> <995@cadovax.UUCP>
Reply-To: ravi@eneevax.UUCP (Ravi Kulkarni)
Distribution: net

Organization: U of Maryland, EE Dept., College Park, MD
Lines: 34
Summary: Atari OS is not CPM68k

In article <995@cadovax.UUCP> keithd@cadovax.UUCP (Keith Doyle) writes:
>In article <414@gcc-milo.ARPA> zrm@gcc-milo.UUCP (Zigurd R. Mednieks) writes:
>>where the ST takes a good drubbing from the Amiga. The ST's O.S. is derived,
>>I think, from CPM68k. I never heard a nice word about that O.S. The Amiga's
>>O.S. is derived from Tripos (sp?), which is a very nice, clean multi-tasking
>>system.
>>-Zigurd
> ...
>In addition, you may have not heard too much about the ST's O.S. from the
>ST camp perhaps because they are aware that CP/M has never really been an
>O.S. but just a sophisticated loader. And, once your program gains
>control, CP/M does so little for you it might as well not even be there,
>especially as far as performance is concerned if you are not doing CP/M
>calls.
>
>Keith Doyle

The TOS operating system is not based on CPM68k. It is instead derived
from MS-DOS. The reason CPM68k was rumored as a basis for TOS is that
the C-compiler that comes with the development kit was ported from
a CPM68k environment so the runtime library has some remnants
of CPM68k conventions. By the way the ST does have multitasking of
a sort. Basically the processes have to call a get event routine that
then calls the next routine on the ready list. The basic idea is
to have one main application program and the desk accessories
share time so that one can have printer spoolers, etc.
running in the background.

-ravi

--
ARPA: ravi@eneevax.umd.edu
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From -4830621236661003062
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,f62967a3d9c5f6b5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-28 01:37:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ucbvax!info-atari
From: info-atari-request@SU-SCORE.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8512280937.AA21211@ucbvax.berkeley.edu>
Date: Sat, 28-Dec-85 04:37:38 EST

Article-I.D.: ucbvax.8512280937.AA21211
Posted: Sat Dec 28 04:37:38 1985
Date-Received: Sun, 29-Dec-85 00:57:39 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From 7934971635242811822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ad715f5878530773,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-29 00:49:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!linus!decvax!bellcore!petrus!sabre!zeta!epsilon!gamma!ulysses!mhuxr!
mhuxn!ihnp4!cbosgd!ukma!knnngt
From: knnngt@ukma.UUCP (Alan Kennington)
Newsgroups: net.micro.atari
Subject: BASIC BUGS@#$#@@#$
Message-ID: <2437@ukma.UUCP>
Date: Sun, 29-Dec-85 03:49:22 EST
Article-I.D.: ukma.2437
Posted: Sun Dec 29 03:49:22 1985
Date-Received: Sun, 29-Dec-85 20:20:07 EST
Reply-To: knnngt@ukma.UUCP (Alan Kennington)
Distribution: net.micro.atari
Organization: Univ. of KY Mathematical Sciences
Lines: 38

I am very annoyed at the basic that I got for the ST.
I've just finished writing some 16K of code that disassembles
68K code. The program is really nice. But it doesn't work. And I have to
blame the tools: this BASIC is pathetic!!!
Having identified numerous important bugs and written the program
to specifically to avoid these, I've found that the interpreter just
can not handle strings. It just messes tham up completely. The problem is
string assignments. Strings are read in nicely from disk files. I have a
program on disk which is written in an interpreter language which I wrote
specifically (ie I designed the language) for disassembling 68000 code.
The Basic program of some 450 lines acts as interpreter for this disassembly
program, representing each line of the file as a string. First I read the file
into an array of strings. And then as I execute each line, I need to assign
the string to a temporary string in order to use it. But the Basic interpreter
can not even read the string in an array into a fixed string. It also
messes up lines like
kk$ = right$(kk$,len(kk$)-1)
[and] kk$ = right$(kk$, k)
Either there is something obscure I don't know about BASIC or else this
interpreter has a problem with management of the space allotted to strings.
It keeps overwriting where it shouldn't in the string working space.

At first I thought it would be a good joke to decode 68k using a Basic program driven by another program written in an interpreter language. Then I thought was it was not such a great joke when I realised that I would have to keep rewriting things to avoid the bugs. I thought that eventually I would use my disassembler to disassemble, dismantle and fix the BASIC. But it seems to have enough bugs to prevent anybody from easily finding the bugs. And I'm not going to hand disassemble a 130k interpreter.

How could anybody possibly run anything on such a BASIC???

Surely DR knew about all the bugs. I know they were pressed.

But now I'd like to ask just one question. When is BASIC REALLY going to come out for the ST??? I mean one with a tolerable bug level!!!

Alan Kennington.

PS I only use basic because it's there. As soon as my dev kit comes, I'm going to fix the bugs in Basic and then put it in the trash.

"Gentlemen, we have the technology to rebuild BASIC."

From -3871907042876137508
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5088e032fc4477d1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-29 05:39:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!knnngt
From: knnngt@ukma.UUCP (Alan Kennington)
Newsgroups: net.micro.atari
Subject: ST BASIC again
Message-ID: <2438@ukma.UUCP>
Date: Sun, 29-Dec-85 08:39:49 EST
Article-I.D.: ukma.2438
Posted: Sun Dec 29 08:39:49 1985
Date-Received: Mon, 30-Dec-85 02:18:53 EST
Reply-To: knnngt@ukma.UUCP (Alan Kennington)
Distribution: net.micro.atari
Organization: Univ. of KY Mathematical Sciences
Lines: 15

Update to previous message about ST BASIC: The strings are not completely irretrievably useless. One just has to replace statements of the form:

```
a$ = right$(a$, len(a$) - 1)
```

with statements of the form:

```
b$ = a$ : a$ = right$(b$, len(b$) - 1)
```

and then everything works okay. And then when the real BASIC comes along, such hopeless code can be removed. Luckily Basic is so slow in the first place that inefficient code doesn't make much difference.

I'm collecting quite a list of Basic bugs now. But since real programmers don't use Basic, I won't bore you with the details.

Does anybody still program in Basic, or is that just for kids and hand-held portables like the Sharp EL-5500II, with its magnificent

3.8k of RAM??   ....ak

From -4030836827712389296
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45848e7d79e1a332
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-29 09:24:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uokvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!okstate.UUCP!
uokvax.UUCP!emjej
From: emjej@uokvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: unix on the 520st (why there is
Message-ID: <38700006@uokvax.UUCP>
Date: Sun, 29-Dec-85 12:24:00 EST
Article-I.D.: uokvax.38700006
Posted: Sun Dec 29 12:24:00 1985
Date-Received: Tue, 31-Dec-85 06:24:18 EST
References: <2664@sunybcs.UUCP>
Lines: 23
Nf-ID: #R:sunybcs.UUCP:2664:uokvax.UUCP:38700006:000:1161
Nf-From: uokvax.UUCP!emjej   Dec 29 11:24:00 1985

/* Written 9:18 pm Dec 25, 1985 by ugjohna@sunybcs.UUCP in net.micro.atari */
I just read in infoworld that AT&T have signed a deal with Atari to release
the 520ST under their label with the UNIX V operating system. I have also
heard numerous rumours that this machine will come standard with monochrome,
20meg hard drive, 1 meg onboard, and will sell for $1000. Can any of you
people who work at AT&T either confirm or deny any or all of this info. If not,
how about a clue????
/* End of text from net.micro.atari */

Because <enter dripping red font> V <exit dripping red font>: the
System, like essentially all versions of Unix, relies heavily on memory
mapping hardware, the current 520ST will NOT support it. This is not
to say that AT&T might not write a version of "the standard OS for the
world" <heavy sarcasm> that doesn't require it, but it would be a
considerable effort, and I doubt that such a thing will happen. It's
probably easier to persuade Atari to redesign the ST.

I wouldn't mind seeing the ST those rumors describe--it would be a nice
machine to run OS-9 on when (no longer if, it seems) it comes out for
the ST.

                              James Jones

From 3653603876339718275
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,52ec7ff4e153610,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-29 12:20:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site leadsv.UUCP
Path: utzoo!linus!decvax!decwrl!pyramid!pesnta!amd!amdcad!cae780!leadsv!trimble
From: trimble@leadsv.UUCP (Gary Trimble)
Newsgroups: net.micro.atari
Subject: UNIX on the ST
Message-ID: <738@leadsv.UUCP>
Date: Sun, 29-Dec-85 15:20:32 EST
Article-I.D.: leadsv.738
Posted: Sun Dec 29 15:20:32 1985
Date-Received: Wed, 1-Jan-86 04:26:57 EST
Organization: LMSC-LEADS, Sunnyvale, Ca.
Lines: 11
Keywords: Atari, ST, UNIX , hpux

For all those skeptics that cannot believe that the ST
can't support UNIX, I suggest you look over the Hewlett-Packard
68000 based computer line. The Series 200 can run hpux (purported to
be system V with bsd enhancements) in as little as 1 Mbyte of memory
and a 10 Mbyte Winchester (sound familiar?). They support a ROM based
UNIX in a PORTABLE! The largest problem with hpux is the licensing
fee (to satisfy AT&T) which is passed on to the buyer. I don't remember
any special memory management hardware in these machines. Again, these
are single-user implementations of UNIX and may not support some of
the features which dictate the need for memory management hardware.
As a user of these systems, I look forward to a ST-UNIX box (atux?).

From 6058634191419206582
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6162576012db42c3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-29 21:02:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!cory!erich
From: erich@cory.BERKELEY.EDU (nnamrreH cirE)
Newsgroups: net.micro.atari
Subject: Re: ST questions
Message-ID: <11316@ucbvax.BERKELEY.EDU>
Date: Mon, 30-Dec-85 00:02:45 EST
Article-I.D.: ucbvax.11316
Posted: Mon Dec 30 00:02:45 1985
Date-Received: Tue, 31-Dec-85 00:21:11 EST
References: <1714@cbosgd.UUCP>
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: erich@cory.UUCP (Ranjit Bhatnagar)
Distribution: net
Organization: University of California, Berkeley
Lines: 19
Summary: No D/A, I think

In article <1714@cbosgd.UUCP> rlp@cbosgd.UUCP (Dazed and Confused) writes:
>I have a few questions about the ST that I hope someone will be kind enough
>to take the time to answer:
>
>1) Can the GI AY-3-8910 programmable sound generator (PSG) be used as a D/A
>   converter? My information from GI's catalog is incomplete. It seems there
>   are three 4-bit (lo-fi, anyone?) logarithmic D/A converters on the PSG that
>   normally take tone generator inputs, but there is an amplitude control
>   register that specifies a 4-bit amplitude plus a 'mode' bit that the data
>   sheets don't describe. My guess is that one of the modes tells the D/A
>   to just output the 4-bit value in the register. Anyone know?

From my experience with the AY-3-89something on Apple computers, that mode
bit simply selects the automatic envelope generators as opposed to manual
amplitude setting through these 4 bits. I tried sending white noise
through and modulating it with the 4 bit amplitude control; it doesn't
sound like D/A would.

    ranjit bhatnagar   mail to ...bugs!ranjit please

From -6251014172494013040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f4f14c770a278fad,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-29 21:50:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!knnngt
From: knnngt@ukma.UUCP (Alan Kennington)
Newsgroups: net.micro.atari
Subject: ST BASIC
Message-ID: <2439@ukma.UUCP>
Date: Mon, 30-Dec-85 00:50:15 EST
Article-I.D.: ukma.2439
Posted: Mon Dec 30 00:50:15 1985
Date-Received: Tue, 31-Dec-85 00:19:51 EST
Reply-To: knnngt@ukma.UUCP (Alan Kennington)
Distribution: net.micro.atari
Organization: Univ. of KY Mathematical Sciences
Lines: 24

     Someone mentioned once how to avoid the problem of the EOF test
not being valid, due to a bug in ST BASIC which somehow made the first
byte of a file unreadable and hence got the byte count wrong. Well, I have
something new to add to the list of file reading bugs.
     Suppose you have a 20K BASIC program loaded in and you use it to
read in some file. The first time, the aforesaid bug is evident, and a check
for ERR = 62 resolves the problem. But if you do a bit of editing (to cope
with other Basic bugs) and then rerun the program, you get some sort of
"Undefined error at line 740", where 740 is the line where you first

try to read in something. And the punchline is that the third time, the file seems to read in perfectly. It even gives you the very FIRST elusive byte of the file. (I saw it with my very own eyes!!) BUT when you go to use what you've read in, you find that the strings read in have got other strings written all over them. So the solution is to clear out all of the string space before doing any input using Basic.

So now there are at least 3 distinct failure modes for an input routine to cope with. Now that I have identified them, my disassembler is running beautifully. But it just shows what can happen when a company is too keen to convince the market that software exists.

My next step is to dump the operating system to see how it works, and then start writing an assembler and start programming. Of course, if my developer's kit comes first, I might be able to skip the assembler writing stage. .....ak.

From -2432513525898016076
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,be7af1bedcc800ae,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-30 09:13:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!
sdcsvax!ucbvax!info-atari
From: jeff@JPL-MILVAX.ARPA (SKALETSKY@SU-SCORE.ARPA:jeff@jpl-milvax.arpa,)
Newsgroups: net.micro.atari
Subject: BASIC for ST
Message-ID: <8512301833.AA15629@ucbvax.berkeley.edu>
Date: Mon, 30-Dec-85 12:13:00 EST
Article-I.D.: ucbvax.8512301833.AA15629
Posted: Mon Dec 30 12:13:00 1985
Date-Received: Wed, 1-Jan-86 00:46:52 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: SKALETSKY, JEFF <jeff@jpl-milvax.arpa>
Organization: The ARPA Internet
Lines: 31

Alan Kennington writes:

>I am very annoyed at the basic that I got for the ST.
>I've just finished writing some 16K of code that disassembles
>68K code. The program is really nice. But it doesn't work. And I have to
>blame the tools: this BASIC is pathetic!!!
>How could anybody possibly run anything on such a BASIC???
...
>But now I'd like to ask just one question. When is BASIC REALLY
>going to come out for the ST??? I mean one with a tolerable bug level!!!

Hal Hardenbaugh of Digital Acoustics used to publish a newsletter called "DTACK Grounded". He now occasionally mails his former subscribers a newsletter of the same name that he refers to as junk mail. Hal has long been a fan of the 68000, but not of the Macintosh or of the Amiga.

He is writing a BASIC for the ST called HBASIC, which will sell for around $80. His primary complaint with the current BASIC is that it takes up too much memory. The only thing is, Hal is apparently going to circumvent much of TOS for his BASIC. He claims it will leave 400K free for programs and data. Don't know when it will be out. I believe Hal is based in Orange County, California, but I don't have the info handy.

>Surely DR knew about all the bugs. I know they were pressed.

I understand that Metacompco was the original author of Atari's BASIC. I don't know if DR ever had anything to do with it.

Jeff Skaletsky
JEFF@JPL-MILVAX

From 177063210742140730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,edd3d5e19fb74b20
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-30 10:28:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: Re: Kermit Through a TAC
Message-ID: <12171285583.8.MRC@PANDA>
Date: Mon, 30-Dec-85 13:28:34 EST
Article-I.D.: PANDA.12171285583.8.MRC
Posted: Mon Dec 30 13:28:34 1985
Date-Received: Tue, 31-Dec-85 03:49:54 EST
References: <8512261814.AA01567@mitre.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 23

Steve -

     The correct order is:

     @B O S   (Binary Output Start -- binary to user from TAC)
     @B I S   (Binary Input Start -- binary to TAC from user)

      Binary Input Start disables any TAC commands from the user until the connection is closed.

      On certain advanced operating systems (e.g. TOPS-20 systems with the PANDA MODIFICATIONS), there are user commands which accomplish the same effect and hence you don't lose anything by using them. On the PANDA TOPS-20's (SIMTEL20, STL-HOST1, and DREA-XX), the command is

TERMINAL [NO] NETWORK-BINARY [INPUT | OUTPUT | BOTH]
The word "NO" after "TERMINAL" disables binary mode (else it is enabled),
and the default binary mode is both. There is also a system call to do the
same thing.

Perhaps some bright Unix hacker can figure out how to put this in Unix.

-- Mark --

From -2019554184479122174
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6c3e4f7152fb26be,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-30 13:27:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: D-ROGERS@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari
Subject: Adv?
Message-ID: <8512302231.AA18487@ucbvax.berkeley.edu>
Date: Mon, 30-Dec-85 16:27:53 EST
Article-I.D.: ucbvax.8512302231.AA18487
Posted: Mon Dec 30 16:27:53 1985
Date-Received: Tue, 31-Dec-85 03:55:15 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 23

Please forgive my putting this out for general distr., but i couldn't find
a way to send a direct msg.
-*-
id AA18253; Fri, 27 Dec 85 19:44:19 PST
Date: 26 Dec 85 20:00:51 GMT
From: sdcsvax!sdcc3!sdcc12!ml29@ucbvax.berkeley.edu (ml29)
Organization: U.C. San Diego, Academic Computer Center
Subject: Re : Atari ST graphics term emulation.
Message-Id: <496@sdcc12.UUCP>

What's wrong with advertise the information about the program on the ne?
If somebody like me want that kind of program badly, he probably need
that right away and save time to seek information. Nobody will blame
the author because he advertise some product on the net which cannot
easily be found everywhere else.
-*-
FLAME ON****
What's wrong is that usenet is connected to MILNET and the rules of the latter
are such that advertising is VERBOTTEN!
FLAME OFF####
For myself, i wouldn't care either way. But, i would definitely hate to see
the service go away, especially over something that simple.

der

From -1904101299393194178
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8e02d08879c8a72b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-30 13:34:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site csd2.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!cmcl2!csd2!dimitrov
From: dimitrov@csd2.UUCP (Isaac Dimitrovsky)
Newsgroups: net.micro.atari
Subject: ST information wanted
Message-ID: <3280002@csd2.UUCP>
Date: Mon, 30-Dec-85 16:34:00 EST
Article-I.D.: csd2.3280002
Posted: Mon Dec 30 16:34:00 1985
Date-Received: Wed, 1-Jan-86 00:50:17 EST
Organization: New York University
Lines: 27

[]
A few questions about the ST from a prospective customer:

What's the deal with the disk drives? I understand that with
the default $700 monochrome package (monitor, cpu, keyboard,
and disk drive) the drive is a single sided 360K one. Are there
also double sided drives available? If so, can you get a double
sided drive instead?

Is a development system (full documentation + a C compiler)
easily available? How much does it run?

How much would a 1200 baud modem + a smart terminal emulator
(if any exists) run? Any recommendations for particular brands?

What's the last word on hard disk availability?

Hope to hear from all you ST owners out there. If the replies
are interesting enough, I'll summarize to the net.

Isaac Dimitrovsky
allegra!cmcl2!csd2!dimitrov   (l in cmcl2 is letter l not number 1)
251 Mercer Street, New York NY 10012   (212) 674-8652

You know the great thing about tv? If something important happens anywhere at
all in the world, no matter what time of the day or night, you can always
change the channel - Jim Ignatowski

From -638395462214779314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-30 15:53:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site vax135.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!vax135!dh
From: dh@vax135.UUCP (David N. Horn)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga (??!)
Message-ID: <1254@vax135.UUCP>
Date: Mon, 30-Dec-85 18:53:55 EST
Article-I.D.: vax135.1254
Posted: Mon Dec 30 18:53:55 1985
Date-Received: Tue, 31-Dec-85 03:56:54 EST
References: <617@ihlpm.UUCP> <2511@dragon.fluke.UUCP> <1958@islenet.UUCP>
<4301@topaz.RUTGERS.EDU> <309@3comvax.UUCP>
Organization: AT&T Bell Labs, Holmdel, NJ
Lines: 3
Xref: watmath net.micro.amiga:1338 net.micro.atari:2132

This is the second posting that I have seen that implies that the Amiga uses a
68020 (32-bit) CPU. I thought it used a 68000 (16-bit). Am I wrong?
     Dave Horn, AT&T Bell Labs.

From -9713294469856120
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d7729a548eed7de,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-30 16:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: JRCooper.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: MIDI on the ST
Message-ID: <851230-160020-2647@Xerox>
Date: Mon, 30-Dec-85 19:00:00 EST
Article-I.D.: Xerox.851230-160020-2647
Posted: Mon Dec 30 19:00:00 1985
Date-Received: Tue, 31-Dec-85 03:57:57 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

To: Diki Wozniak
(((ucdavis!lll-crg!gymble!umcp-cs!seismo!cmcl2!philabs!pwa-b!mmintl!
dikiw@ucbvax.berkeley.edu))),<undeliverable
from this site>

Hybrid Arts is working on Patch Librarians and ST versions of MIDITRACK III- a 16 track sequencing program that currently has been implemented for the 130XE and the 800 line. I have the 130 XE version and it is great you can do cut and paste editing, delay tracks, looping, lock to a variety of sync sources, More!!!. Hopefully the ST version will include some better graphic displays and make use of the other advanced features of the ST. They've done a good job in the past.

jim

From -6151825296814559836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-30 18:04:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site fear.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!pesnta!amd!amdcad!cae780!weitek!fear!mahar
From: mahar@fear.UUCP (mahar)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga
Message-ID: <315@fear.UUCP>
Date: Mon, 30-Dec-85 21:04:07 EST
Article-I.D.: fear.315
Posted: Mon Dec 30 21:04:07 1985
Date-Received: Sun, 5-Jan-86 02:03:07 EST
References: <617@ihlpm.UUCP> <157@ism780c.UUCP>
Distribution: net
Organization: Weitek Corp. Sunnyvale Ca.
Lines: 8
Xref: watmath net.micro.amiga:1411 net.micro.atari:2175
Summary: Evil Vaxxian Empire

In article <157@ism780c.UUCP>, tim@ism780c.UUCP (Tim Smith) writes:
> By the way, does anyone know what the Atari arcade game people have
> against DEC? I am refering to the game _Major Havoc_, where one fights
> against the Evil Vaxxxian Empire, from the planet of Maynard.
Atari Coin-op people don't really have anything against DEC. One of the
programmers on the Mojor Hovoc project added that one day when the 780
they were running on was exceptionally slow. The higher ups didn't know
what Evil Vaxxion Empire ment so they left it in the game.

From -1401303316550721850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d7729a548eed7de
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-30 21:15:59 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site iheds.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!iheds!dlm
From: dlm@iheds.UUCP (Daryl Monge)
Newsgroups: net.micro.atari
Subject: Re: MIDI on the ST
Message-ID: <477@iheds.UUCP>
Date: Tue, 31-Dec-85 00:15:59 EST
Article-I.D.: iheds.477
Posted: Tue Dec 31 00:15:59 1985
Date-Received: Wed, 1-Jan-86 00:28:25 EST
References: <851230-160020-2647@Xerox>
Organization: AT&T Bell Laboratories
Lines: 6

> Hybrid Arts is working on Patch Librarians and ST versions of MIDITRACK
> III- a 16 track sequencing program that currently has been implemented
> for the 130XE and the 800 line.

I have heard of the predecessors to this. How about a detailed review of
MIDITRACK III, especially on the 130XE?

From 8200384478301925214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,eae01d832bb288ac
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-30 22:49:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!knnngt
From: knnngt@ukma.UUCP (Alan Kennington)
Newsgroups: net.micro.atari
Subject: Re: Copying files from disk A to disk B
Message-ID: <2441@ukma.UUCP>
Date: Tue, 31-Dec-85 01:49:00 EST
Article-I.D.: ukma.2441
Posted: Tue Dec 31 01:49:00 1985
Date-Received: Wed, 1-Jan-86 00:33:23 EST
References: <500023@iuvax.UUCP>
Reply-To: knnngt@ukma.UUCP (Alan Kennington)
Organization: Univ. of KY Mathematical Sciences
Lines: 12

    I hate to have to say this, but my owner's manual has clear (enough)
instructions for inter-disk file copying on pages 53-54:
    "If you want to put a copy of a file onto another disk, drag the
icon over to and on top of the icon for that disk." etc. complete with
semi-mockup photo/printout of aforesaid activity.
    But rather than clog the phone-lines with items about what people
have found out that is not in their manual, it would be a nice idea to
have some bull. bd. somewhere on which to deposit the accumulated

discoveries from people actually using the machine. In the Amiga group
there seems to be plenty of the kind of information you encourage.
It's a mystery to me why nothing so constructive appears here.

From -5585987813879294261
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,98779181a928b6f4,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 14f753,98779181a928b6f4,start
X-Google-Attributes: gid14f753,public
X-Google-ArrivalTime: 1985-12-31 05:28:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watrose.UUCP
Path: utzoo!watmath!watnot!watrose!jsgray
From: jsgray@watrose.UUCP (Jan Gray)
Newsgroups: net.micro.atari,net.lang.st80
Subject: Anyone working on Smalltalk-80 for the Atari ST?
Message-ID: <7743@watrose.UUCP>
Date: Tue, 31-Dec-85 08:28:54 EST
Article-I.D.: watrose.7743
Posted: Tue Dec 31 08:28:54 1985
Date-Received: Wed, 1-Jan-86 00:44:18 EST
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 7
Xref: watmath net.micro.atari:2139 net.lang.st80:292

(Even with the 1 Mbyte upgrade it'll be a squeeze job...)

Please respond by mail. Thanks.

Jan Gray   (jsgray@watrose)   University of Waterloo   (519)-885-1211 x3870
soon to become
Jan Gray   (jan@looking)   Looking Glass Software   (519)-884-7473

From 3027685451492972794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,82aeda838e0749a4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-31 07:44:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sunybcs.UUCP
Path: utzoo!watmath!sunybcs!ugjohna
From: ugjohna@sunybcs.UUCP (John Arrasjid)
Newsgroups: net.micro.atari
Subject: Re: Printers for the ST?
Message-ID: <2683@sunybcs.UUCP>
Date: Tue, 31-Dec-85 10:44:13 EST
Article-I.D.: sunybcs.2683
Posted: Tue Dec 31 10:44:13 1985
Date-Received: Wed, 1-Jan-86 06:42:35 EST

References: <628@tekigm.UUCP> <21833@mgweed.UUCP> <401@well.UUCP>
Reply-To: ugjohna@gort.UUCP (John Arrasjid)
Distribution: net
Organization: SUNY/Buffalo Computer Science
Lines: 21
Keywords: Panasonic 1092, dot matrix, near letter quality, $329
Summary: Panasonic 1092

The printer that I feel is best for the ST is the Panasonic 1092. It retails for around $400, but I've seen it as low as $329. It is 180 characters per second, has draft, condensed, near letter quality, proportional draft, and proportional near letter quality modes selectable from the top of the printer, not to mention more from software. It takes single or tractor feed paper, and will automatically advance the paper to the paper bail for you. The tractor is behind the paper roller so that you don't have to waste 1 sheet of paper like with most other printers. The mode that it comes with is Epson compatible and it also has some IBM modes.

It seems to work fine for screen dumps and works with ST-writer, 1st word, and Final Word. It supports the international character set as well as graphics characters. You might have to wait a few weeks if you order one as I'm told they are nationally back ordered.

John Arrasjid SUNY/Buffalo Computer Science
UUCP: [decvax,dual,rocksanne,watmath,rocksvax]!sunybcs!ugjohna
CSnet: ugjohna@buffalo
ARPAnet: ugjohna%buffalo@CSNET-RELAY

From 5002951162328134983
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c36269296956f7f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-31 08:32:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!decwrl!ucbvax!info-atari
From: jeff@JPL-MILVAX.ARPA (SKALETSKY@SU-SCORE.ARPA:jeff@jpl-milvax.arpa,)
Newsgroups: net.micro.atari
Subject: ST Dealers in West LA
Message-ID: <8512311744.AA00723@ucbvax.berkeley.edu>
Date: Tue, 31-Dec-85 11:32:00 EST
Article-I.D.: ucbvax.8512311744.AA00723
Posted: Tue Dec 31 11:32:00 1985
Date-Received: Wed, 1-Jan-86 04:59:10 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: SKALETSKY, JEFF <jeff@jpl-milvax.arpa>
Organization: The ARPA Internet
Lines: 11

Someone mentioned that they were having trouble finding Atari dealers

on West Side of L.A... I got mine from Compumart, on Wilshire near 23rd
(actually in Santa Monica, but barely). Andy, the guy who runs the place,
is a hardware-knowlegeable type who *won't* try to snow you. He'll also
bend over backward to help you, too. Good Store.

 ** I have no affiliation with Compumart other than as a satisfied
    customer and friend.

From -329348447437014842
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-31 08:51:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ecsvax.UUCP
Path: utzoo!linus!decvax!mcnc!ecsvax!hes
From: hes@ecsvax.UUCP (Henry Schaffer)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST wins over Amiga (??!)
Message-ID: <998@ecsvax.UUCP>
Date: Tue, 31-Dec-85 11:51:49 EST
Article-I.D.: ecsvax.998
Posted: Tue Dec 31 11:51:49 1985
Date-Received: Wed, 1-Jan-86 04:46:43 EST
References: <617@ihlpm.UUCP> <2511@dragon.fluke.UUCP> <1958@islenet.UUCP>
<4301@topaz.RUTGERS.EDU> <309@3comvax.UUCP> <1254@vax135.UUCP>
Organization: NC State Univ.
Lines: 7
Xref: linus net.micro.amiga:5232 net.micro.atari:2083

> This is the second posting that I have seen that implies that the Amiga uses a
> 68020 (32-bit) CPU. I thought it used a 68000 (16-bit). Am I wrong?
>   Dave Horn, AT&T Bell Labs.
   It's just people discussing what a wonderful machine this would be *IF*
it had a 68020 and 8+Mb of RAM, and especially how much better this would be
than today's ST. 1/2 :-)
--henry schaffer

From -5742957360586949784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,219c74c5db70c4ed,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,219c74c5db70c4ed,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 15cf62,219c74c5db70c4ed,start
X-Google-Attributes: gid15cf62,public

X-Google-ArrivalTime: 1985-12-31 13:04:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site alice.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!aer
From: aer@alice.UucP (D. Rosenberg)
Newsgroups: net.micro,net.micro.atari,net.rumor
Subject: Atari to introduce TT?
Message-ID: <4759@alice.UUCP>
Date: Tue, 31-Dec-85 16:04:03 EST
Article-I.D.: alice.4759
Posted: Tue Dec 31 16:04:03 1985
Date-Received: Wed, 1-Jan-86 02:41:28 EST
Organization: Bell Labs, Murray Hill
Lines: 14
Xref: watmath net.micro:13330 net.micro.atari:2142 net.rumor:1194

A friend just told me he was expecting Atari to introduce a "TT" line of computers- the "TT" standing for "thirty-two/thirty-two", using possibly National Semiconductor's 32326 (or something) cpu. He said that it would be so fast, so wonderful, that Atari could "emulate anything else by brute force if it wanted to." The machine supposedly would "run UNIX."

Anyone else heard of this beast? (Post replies to net.micro.atari, and net.rumor I suppose.)

--
##
#D. Rosenberg "These are my opinions. Accept no imitations."
#..{ihnp4,research,allegra}!alice!aer

From 3987811702629509028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7221dc6707c65c7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-31 14:21:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site h-sc1.UUCP
Path: utzoo!linus!decvax!genrad!panda!talcott!harvard!h-sc1!breuel
From: breuel@h-sc1.UUCP (thomas breuel)
Newsgroups: net.micro.atari
Subject: 520ST: where and what to buy?
Message-ID: <853@h-sc1.UUCP>
Date: Tue, 31-Dec-85 17:21:32 EST
Article-I.D.: h-sc1.853
Posted: Tue Dec 31 17:21:32 1985
Date-Received: Wed, 1-Jan-86 05:15:36 EST
Distribution: net
Organization: Harvard Univ. Science Center
Lines: 43

Well, I have decided now that I am probably going to get an
Atari 520ST in the near future (in case you care, the main
reasons for my decision, when comparing it to the AMIGA, were
the price and the high-quality 640x400 display mode).

(One thing that I noticed is that the 520ST has a little
bus-connector on its side. What signals are available on
that connector?)

I have a few questions, and I am sure that others might be
interested in these as well:

-- what is the cheapest place to buy? I know of a place in
   Cambridge that sells it for $650 (monochrome, ss drive).
-- how pressing are disk-space problems on the machine?
   The dealer disk had a TOS image that was 200k big. Can
   that be stripped down? Are the tools to strip it down
   available? What configuration, a ds drive, two ss drives,
   or a ss and a 5 1/4" drive would YOU recommend?
-- what off-the-shelve development software do you know of
   and would you recommend? I have seen (at various computer stores):
   -- 4xFORTH
   -- HiSoft Assembler
   -- MetaComCo Assembler
   -- Haba C
   Do you have any experience with these? Are there other
   packages available?
   In particular, I have heard that Haba C has some severe
   problems. Is there hope that they'll be fixed?
-- what word processors do you know of/would you recommend?
   I have seen 1st-Word, and it looked decent, although
   not impressive.
   It would be very helpful for me if I could configure the
   processor for my printer (an Imagewriter II).
-- what MIDI software and hardware do you know of for the ST?
-- what commercial RAM upgrades are there? Is there a 1M version
   of the computer being marketed in the U.S.? In Europe?

                        Thank you,
                        Thomas.

                        tmb@tardis.ARPA
                        tmb@tardis.HARVARD.EDU

From 6153060443015571574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8e02d08879c8a72b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-31 18:58:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!decwrl!ucbvax!info-atari

From: ugjohna@BUFFALO.CSNET (John Arrasjid)
Newsgroups: net.micro.atari
Subject: Re: ST information wanted
Message-ID: <8601010500.AA08222@ucbvax.berkeley.edu>
Date: Tue, 31-Dec-85 21:58:44 EST
Article-I.D.: ucbvax.8601010500.AA08222
Posted: Tue Dec 31 21:58:44 1985
Date-Received: Wed, 1-Jan-86 05:16:31 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

```
Double sided drives:   720k   for  $289
Development system:    $300   includes 3000 pages of documentation,
                              CPM68k, C compiler, Assembler, Linker, etc.
Modems:    Hayes ($350), Mercury ($250), Qubie ($250), etc. (any RS232 modem)
Terminal programs:     ST-Talk  (vt52   $16)
                       Chat     (vt52   $15)
                       PC/Intercom  (vt100, kermit, xmodem   $109)
```

John Arrasjid   SUNY/Buffalo Computer Science
UUCP: [decvax,dual,rocksanne,watmath,rocksvax]!sunybcs!ugjohna
CSnet: ugjohna@buffalo
ARPAnet: ugjohna%buffalo@CSNET-RELAY
:wq

From -7652431365775882133
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4b3b428999367604
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-31 22:35:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Results of split atari group poll
Message-ID: <500024@iuvax.UUCP>
Date: Wed, 1-Jan-86 01:35:00 EST
Article-I.D.: iuvax.500024
Posted: Wed Jan 1 01:35:00 1986
Date-Received: Fri, 3-Jan-86 01:51:00 EST
References: <231@pluto.UUCP>
Lines: 2
Nf-ID: #R:pluto:-23100:iuvax:500024:000:48
Nf-From: iuvax!franco   Jan 1 01:35:00 1986

I vote to split. net.micro.atari, net.micro.st

From 8178301968159785537

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,776a89be2cdd00e0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-01 09:05:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sunybcs.UUCP
Path: utzoo!watmath!sunybcs!ugjohna
From: ugjohna@sunybcs.UUCP (John Arrasjid)
Newsgroups: net.micro.atari
Subject: USA today article of December 30, 1985
Message-ID: <2687@sunybcs.UUCP>
Date: Wed, 1-Jan-86 12:05:59 EST
Article-I.D.: sunybcs.2687
Posted: Wed Jan 1 12:05:59 1986
Date-Received: Fri, 3-Jan-86 08:09:06 EST
Reply-To: ugjohna@gort.UUCP (John Arrasjid)
Organization: SUNY/Buffalo Computer Science
Lines: 15
Keywords: 1meg, 512k, dealers, discount houses
Summary: 1meg st

An article in USA today (12/30/85) talked about Atari announcing that the
512k st would be sold in chain stores, and a 1 meg version of the st would
be carried by those stores currently carrying the 520st. Sounds like the 260ST
will be dropped!!?!?!!

Also, it appears the TOS rom chips will be going for about $20 and that they
will be shipped any day now. Gary Tramiel provided this info (TOS chips) to
my boss at a local store.

John Arrasjid   SUNY/Buffalo Computer Science
UUCP: [decvax,dual,rocksanne,watmath,rocksvax]!sunybcs!ugjohna
CSnet: ugjohna@buffalo
ARPAnet: ugjohna%buffalo@CSNET-RELAY

From 7194402785909081772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c64f7300c84acfce,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-01 14:44:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site uvicctr.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
fluke!ssc-vax!uvicctr!collinge
From: collinge@uvicctr.UUCP (Doug Collinge)
Newsgroups: net.micro.atari
Subject: Atari 520ST DMA Specs
Message-ID: <161@uvicctr.UUCP>
Date: Wed, 1-Jan-86 17:44:47 EST
Article-I.D.: uvicctr.161

Posted: Wed Jan 1 17:44:47 1986
Date-Received: Tue, 7-Jan-86 03:56:39 EST
Distribution: net
Organization: University of Victoria, Victoria B.C. Canada
Lines: 16

Dear Netters,
     Has anyone got the specs for the DMA port yet? If so where did
you get the information? Has anyone verified that there is an easy way
to convert it to SCSI? Yes, I have the January Byte.
     Please post or mail according to your feeling about general
interest in your information.
Doug.

--
          Doug Collinge
          School of Music, University of Victoria,
          PO Box 1700, Victoria, B.C.,
          Canada, V8W 2Y2
          decvax!nrl-css!uvicctr!collinge
          decvax!uw-beaver!uvicctr!collinge
          ubc-vision!uvicctr!collinge

From -918671091282210876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3f3b98e104e8caf7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-02 03:18:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: RSMAGRUD@WEIZMANN.BITNET (Randy Magruder)
Newsgroups: net.micro.atari
Subject: KERMIT and ACTION
Message-ID: <8601021348.AA25062@ucbvax.berkeley.edu>
Date: Thu, 2-Jan-86 06:18:00 EST
Article-I.D.: ucbvax.8601021348.AA25062
Posted: Thu Jan 2 06:18:00 1986
Date-Received: Fri, 3-Jan-86 01:49:38 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 20

I just got the KERMIT file transfer protocol files and was delighted
and ready to put them in when I saw that I'd have to have the ACTION!
language cartridge in order to do so. Also, because Atari's DOS II
destroys the T: and R: drivers, I have to recompile the programs before
I can run them each time. The suggested alternative was to build my
own AUTORUN.SYS which would compile automatically the stuff, and save
me time. Does anyone know how I would go about writing such a system?

And what software I need? (remember please I am a very new Atari owner
with an 800XL --> please don't look down on me, ST owners).

Also, I know that they'd LIKE Me to get the cartridge rather than have
action! put onto a diskette, but is it possible to have someone put it
on diskette for me? Would I still be able to run the stuff? and compile
it?

Ignorantly yours,

Randy Magruder

From 7071406997410490764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6c259dc442c831b4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-02 05:19:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site mcvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!ut-sally!seismo!mcvax!simon
From: simon@mcvax.UUCP (Simon Kenyon)
Newsgroups: net.micro.atari
Subject: unix DOES need an MMU (well I think so!)
Message-ID: <933@mcvax.UUCP>
Date: Thu, 2-Jan-86 08:19:15 EST
Article-I.D.: mcvax.933
Posted: Thu Jan 2 08:19:15 1986
Date-Received: Sat, 4-Jan-86 05:44:01 EST
Reply-To: simon@mcvax.UUCP (Simon Kenyon)
Organization: CWI, Amsterdam
Lines: 15

what about all the relocation fancy footwork that unix does
to handle the per process data area
what about multiple processes
are we proposing going back to the dark ages of rsx (unmapped)
where programs were linked for different load addresses
memory mangement is required for two reasons
protection and reloxcation
the first you can live without (that is if you never have pointers
which point nowhere)
the second is kind of hard to live without
--
simon kenyon
simon@mcvax.UUCP
national software centre, dublin, ireland

From -5378093564281555498
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,2b61c54ff307b890,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-02 09:39:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!decwrl!ucbvax!info-atari
From: godden@GMR.CSNET (Kurt Godden)
Newsgroups: net.micro.atari
Subject: ACTION! vs. C/65
Message-ID: <8601021929.AA29703@ucbvax.berkeley.edu>
Date: Thu, 2-Jan-86 12:39:00 EST
Article-I.D.: ucbvax.8601021929.AA29703
Posted: Thu Jan 2 12:39:00 1986
Date-Received: Fri, 3-Jan-86 04:24:35 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 15

At last...an 8-bit question!

Can anyone discuss the relative merits or otherwise of OSS's ACTION! cartridge
vs. their C/65 compiler. Which would you recommend I purchase? I know that
C/65 requires MAC/65, but that's ok. I'm more interested in things like
ease of programming in one lang vs. the other, development environment
provided, known bugs, speed, etc. I'm leaning toward C/65 mainly because
learning C at least would be of use with other machines, whereas ACTION!
is presumably of no use outside 8-bit Atariland. I have an Atari 800.
Posting replies to the net would probably be appropriate here. Thanks.

Kurt Godden
godden.gmr@csnet-relay

I have no opinions, but if I did they could be yours for a price.

From -4618741801197495375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e963565977d5ec7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-02 09:41:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site h-sc1.UUCP
Path: utzoo!decvax!genrad!panda!talcott!harvard!h-sc1!breuel
From: breuel@h-sc1.UUCP (thomas breuel)
Newsgroups: net.micro.atari
Subject: Where to get an ST in Cambridge...
Message-ID: <859@h-sc1.UUCP>
Date: Thu, 2-Jan-86 12:41:26 EST
Article-I.D.: h-sc1.859
Posted: Thu Jan 2 12:41:26 1986
Date-Received: Fri, 3-Jan-86 02:22:15 EST
Distribution: na
Organization: Harvard Univ. Science Center

Lines: 29

Several people have asked me where in Cambridge one can get the
Atari 520ST. Well, the address and telephone numbers is:

     MetroServe Computer Company
     312 Broadway Ave., Cambridge
     491-0908

When I first called them a few weeks ago they quoted a price of
'roughly $650' on the 520ST. I just called them again, and now (?)
the price is $700 on the monochrome system, and $900 on the colour
system. If you want ds instead of ss drives, that is $50 extra.
There is no further student discount, because 'these prices are
special sales prices', they say. They don't have any ST's in stock,
they say they sell them as they come in, and there is a waiting
list of about 2 weeks.

Needless to say, I'm not in any way connected with MetroServe Computer
Company, other than having called them twice. I've neither seen
their sales offices nor bought anything from them. So if you find
out anything about that company, let me know. Except for the Lechemere
store in Cambridge, which only sells the colour version (expensive!),
this seems to be the only place in Cambridge that sells ST's.

                              Thomas.

PS: I would, of course, still be very much interested in any place that
sells the ST for less than $700, even by mail order. Someone on the
network quoted that he got it for $600. Was that a special deal with
the university?

From 4780393380661781411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,42e26d2555ba7fe2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-02 09:44:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site decwrl.DEC.COM
Path: utzoo!linus!decvax!decwrl!dec-rhea!dec-pulman!peters
From: peters@pulman.DEC (Don Peters, APO-1/F8, 289-1242)
Newsgroups: net.micro.atari
Subject: Availability of TOS in ROM
Message-ID: <231@decwrl.DEC.COM>
Date: Thu, 2-Jan-86 12:44:34 EST
Article-I.D.: decwrl.231
Posted: Thu Jan 2 12:44:34 1986
Date-Received: Fri, 3-Jan-86 04:48:39 EST
Sender: daemon@decwrl.DEC.COM
Organization: Digital Equipment Corporation
Lines: 10

An earlier message on the net implied that TOS in ROM might be available
by Christmas. Not seeing any evidence of this, I called Atari. They said
the ROMs would be available in two more weeks. Someone else confirmed that
he expected to buy the ROMs from his local dealer in mid-January.

Is anyone using the EPROM version of TOS? If so, how does it look?

     /Don Peters, Digital, 617-689-1242/

        ...decvax!decwrl!dec-rhea!dec-pulman!peters

From 9065376728384517066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2b8d564faa83f78,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-02 11:12:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site utecfa.UUCP
Path: utzoo!utcsri!utai!uthub!utecfa!mugc
From: mugc@utecfa.UUCP (ModemUserGroupChairman)
Newsgroups: net.micro.atari
Subject: Doc. for the PD assembler for the ST; plain-text
Message-ID: <1767@utecfa.UUCP>
Date: Thu, 2-Jan-86 14:12:42 EST
Article-I.D.: utecfa.1767
Posted: Thu Jan 2 14:12:42 1986
Date-Received: Thu, 2-Jan-86 16:41:16 EST
Organization: Engineering Computing Facility, University of Toronto
Lines: 127

/*   ------- If swallowed, call a usenet hack immediately --------   */

     This is the documentation for the public domain assembler that
     I posted a few minutes ago.

------------------ Cut this line out -----------------------------------

****
*   A68 - MC68000 ASSEMBLER   *
****

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ALL RIGHTS RESERVED

A68 VERSION 1.0 PLACED IN THE PUBLIC DOMAIN WITH THE PROVISION
THAT IT NOT BE SOLD FOR PROFIT WITHOUT THE AUTHOR'S CONSENT.

A68 VERSION 2.0 IS PLANNED AS A COMMERCIAL RELEASE IN MID DECEMBER.

CONTACT THE AUTHOR FOR FURTHUR INFO.

A68 TAKES A STANDARD 68000 ASSEMBLY LANGUAGE SOURCE FILE WITH THE
EXTENSION .A68 AND PRODUCES A GEMDOS .PRG FILE.

THE COMMAND LINE TAKES THE FORM
A68 filename

THE SOURCE FILE SHOULD CONTAIN STANDARD 68000 ASSEMBLY LANGUAGE
AS DESCRIBED IN THE M68000 PROGRAMMER'S REFERENCE MANUAL.

EACH LINE TAKES THE FORM:
[label] opcode[.ext] [source],[destination] [comments] or
*[comments]

LABELS - must start in the first column with a letter. They are
valid to 6 characters and contain letters and digits. Lower case
letters are converted to upper case by a68. A label must be
follow by a white space character (TAB or SPACE).

COMMENT LINES - are indicated by a * in the first column.

OPCODE - must be preceded by white space. The ext is .b for byte
.w for word and .l for longword. If left out .w is assumed. The
branch instructions use .b and .w for short and long branch.

OPERANDS - must be prceded by white space and separated by a
comma. The addressing modes follow the standard as follows:

SP is not accepted in place of A7 or a7.

The absolute short addressing mode is not supported by GEMDOS.
Absolute long is assumed as the default unless .w is used as the extension.

The address register with displacement (with or without an index)
mode is treated as follows:
     d(An)   d is treate as an absolute displacement.

The program counter with displacement (with or without an index)
mode is treated as follows:
     d(PC)   d is treated as location to which a displacement
is calculated.

For the displacement with index modes the length of the index
must be specified by the .w or .l extension.

# indicates immediate data

$ indicates hex (i.e. #$ff is immediate data 255).

Only simple expressions are accepted by version 1.0. (no + - etc.)

THE FOLLOWING PSEUDO-OPS ARE SUPPORTED:

EQU
label EQU value
use the EQU to reference absolute memory locations. The locations
referenced by a EQU are not relocated by GEMDOS.

ORG
 ORG value
use only as the first opcode in a file to create an absolute file
without the GEMDOS relocation information.

DC.[ext]
 DC.B 'string',$hexvalue,decimalvalue etc.
defines constants of lenght .ext. Moves to next even address
after DC.B.

DS.[ext]
 DS.l value
reserves value number of locations of length .ext.

DCB.[ext]
 DCB.W count,value
defines constant value count number of times.

A68 ERROR MESSAGES ARE REPORTED AS THE SOURCE CODE IS DISPLAYED
ON THE CONSOLE IMMEDIATELY AFTER THE ERROR IN THE FORM <**En**>.

1 - Illegal opcode
2 - Duplicate label
3 - undefined label
4 - illegal operand
5 - illegal size
6 - branch out of range
7 - displacement out of range

THE SYMBOL TABLE IS LISTED AT THE CONCLUSION OF THE ASSEMBLY AND
A68 WAITS THE A SPACE BEFORE RETURNING.

IF YOU FIND A BUG PLEASE REPORT IT TO

BOB BROWN
53 CLIFF LANE
LEVITTOWN N.Y. 11756

----------CUT AGAIN----------

--
Anees Munshi
{allegra,ihnp4,linus,decvax}!utzoo!utcsri!utecfa!mugc
{ihnp4|decvax|utzoo|utcsri}!utecfa!utecfb!munshi

From -347336573609845228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2b61c54ff307b890
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-02 12:40:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!decwrl!ucbvax!info-atari
From: camis..ajb@MITRE.ARPA
Newsgroups: net.micro.atari
Subject: RE: ACTION! vs. C/65
Message-ID: <8601022040.AA20001@mitre.ARPA>
Date: Thu, 2-Jan-86 15:40:29 EST
Article-I.D.: mitre.8601022040.AA20001
Posted: Thu Jan 2 15:40:29 1986
Date-Received: Fri, 3-Jan-86 04:25:09 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Washington, D.C.
Lines: 19

I've had my ACTION! cart for about 6 months now. I can't compare it with
C65, having never used it. To my mind, however, ACTION! could be the very
best programming environment on the Atari. The editor is very convenient
to use. The compiler is super fast. Try compiling 300-500 lines of anything
on any machine as fast as ACTION! can (just a very few seconds) on the Atari.
Although I've never examined the machine code emitted by ACTION!, my programs
tend to run blindingly fast. I've written programs in ACTION! for which I would
previously have resorted to assembler. The documentation supplied is
excellent, and the syntax is easy to learn. The only feature that I can think
of which is present in C and missing in ACTION! is recursion.

C is a general purpose large language (relatively speaking, no flames please).
ACTION! is a tiny language, well designed for execution in a (specifically)
6502 processor environment. For my money, ACTION! is the best choice to most
completely exploit the Atari environment.

If anyone out there in net-land is interested we could try some benchmarks
comparing ACTION! with any other Atari (or other manufacturer) high or low
level language.

From 3187243457422401337
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,22548c0b814e4eb4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1986-01-02 12:57:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!decwrl!ucbvax!info-atari
From: jsd@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: Re: Micro-Illustrator file format

Message-ID: <8601022057.AA06528@mitre-bedford.ARPA>
Date: Thu, 2-Jan-86 15:57:20 EST
Article-I.D.: mitre-be.8601022057.AA06528
Posted: Thu Jan 2 15:57:20 1986
Date-Received: Fri, 3-Jan-86 04:26:27 EST
References: <851218183814.585585@HIS-PHOENIX-MULTICS.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 6

Did you find any information on the Micro-Illustrator format?
I am interested in any of the results you might have obtained, please forward
any appropriate information about the format.

thanks,
John Durand

From -7005811164776898294
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,96f23460164f6c87,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-17 11:37:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: MRC%PANDA@SUMEX-AIM.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: Amiga vs. ST
Message-ID: <12167890272.7.MRC@PANDA>
Date: Tue, 17-Dec-85 14:37:34 EST
Article-I.D.: PANDA.12167890272.7.MRC
Posted: Tue Dec 17 14:37:34 1985
Date-Received: Thu, 19-Dec-85 04:45:46 EST
Sender: dillon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

Did anybody notice how, in the 8 bit days, all the Atari nuts said "Yes,
the Apple II is a faster machine, but the Atari is better because it has
better sound and graphics"? Today, all the Atari nuts are saying, "Yes,
the Amiga has better sound and graphics, but the Atari is better because
it is a faster machine"!

Frankly, I want a fast machine with superior sound and graphics. The ST
isn't fast enough, and the Amiga's graphics/sound aren't good enough.

'nuff said about toy computers.

From 2664264172413886366
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,6e02fb0ec0aa2f5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-17 12:00:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: 256K 800XL Lives (Part I)
Message-ID: <1812@uwmacc.UUCP>
Date: Tue, 17-Dec-85 15:00:01 EST
Article-I.D.: uwmacc.1812
Posted: Tue Dec 17 15:00:01 1985
Date-Received: Fri, 20-Dec-85 01:11:37 EST
References: <479@imsvax.UUCP>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Organization: UWisconsin-Madison Academic Comp Center
Lines: 36

In article <479@imsvax.UUCP> bob@imsvax.UUCP (Bob Burch) writes:
>
>   Third, the Madison Area Atari Users Group (MAAUG) has a third version
>called RAMBO-XL (256K) as well as Terminator-XL (512K). These work and have
>been demonstrated according to their Newsletter.
>
   ...and according to an eyewitness (moi). By the latest count, there are
about a dozen club members with expanded machines, evenly distributed
between 256K and 512K. I have the necessary parts (<$30), and am eagerly
awaiting the next hardware SIG meeting so somebody can hold my hand
through the soldering stage (I just program the darn things).
  Incidentally, the last meeting was prefaced by a bouncing ball demo--
on an 800! It *was* a bit slower, but those buying certain nameless machines
based on that ubiquitous demo might want to consider spending $1-2K less for
the 8-bitter (:-).

>   The Buchholz 2nd upgrade, the MAAUG upgrade, and the CDY upgrade all use
>the same address scheme to switch 12 16k banks in $4000 - $7FFF using
>bits 2,3,5,6 of PORTB. None are truly 100% compatible with the 130XE,
>yet they are not really incompatible either. They merely extend bank
>switching capability beyond that defined by Atari. All implementations are
>compatible with each other, with the exception of the original BYTE
>implementation.

   I've been meaning to post something about the updated BYTE board for the
last week. Since you got the scoop, I'll just add the following tidbit--
Mr. Buchholz saw a copy of the MAAUG newsletter recently, and wrote a letter
to our group. He said that he had succumbed to pressure to improve his
circuit (and sent us his result). He noted that the two were functionally
identical, but admitted to liking ours a bit better. He further stated
that he dislikes the "Rambo" name (I concur, though I approve of the
"Terminator" designation), and expressed his disappointment in not being
credited in the original articles (I think BYTE was mentioned, but not

Mr. Buchholz personally). Oh well.

 - Joel ({allegra,ihnp4,seismo}!uwvax!uwmacc!oyster)

From -3916344607104141430
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,77af413817561b10,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-17 12:56:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site nmtvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!linus!philabs!cmcl2!lanl!unm-la!unmvax!nmtvax!pickle
From: pickle@nmtvax.UUCP
Newsgroups: net.micro.atari
Subject: Modems revisited again
Message-ID: <906@nmtvax.UUCP>
Date: Tue, 17-Dec-85 15:56:20 EST
Article-I.D.: nmtvax.906
Posted: Tue Dec 17 15:56:20 1985
Date-Received: Fri, 20-Dec-85 05:23:51 EST
Distribution: net
Organization: New Mexico Tech, Socorro
Lines: 27

    Some of you may recall some postings about cheap modems a while back, so heres a followup for all of you waiting with baited breath.... I ordered the Atari 830 and telelink cartridge from Atari for $25. It arrived a few days ago, and I've tested it with an Atari and 850 interface, and a normal terminal--it works as advertised. 300 baud is kind of slow, but for the price, I'm not one to complain.
    About the modem: it's acoustic, 300 baud, brainless (you have to set switches for originate/answer, full and half duplex), has it's own power supply, and comes with a cable to connect the rs232 on the modem to the serial on an 850. The rs232 must be normal because I used a HP plotter cable to connect it to a wyse terminal, and had no problems. Rumor has it that the modem is a Novation in an Atari box.... I also got an hour of Compuserve, Dow Jones, and the Source free [doubt that I'll use them, though].
    I'm not sure if Atari still has any, but for the price, it would be worth finding out (if you need a modem, of course). There was an 3 page ad in Analog about 2 months back.
    Hope somebody has some use for this.... BTW, allow a few extra weeks for delivery--they said about 6, and it took 8.

Patrick Madden, at a dusty terminal in a dusty town in a dusty state....
     And now with a dusty modem.
!cmcl2!lanl!unmc!nmtvax!pickle | "And through the wire
!ucbvax!unmvax!nmtvax!pickle | I see your face."
PS: Thanx to Mr. Hartman for the modem tutorials, Fun Eddy for the 850 and manual, and Ray for the cable and implements of destruction.

From -5032386823762811035
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1588de0a7d2e6f0
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,1f77569756eaca3f
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-17 16:51:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cadovax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Amiga sound capabilities
Message-ID: <989@cadovax.UUCP>
Date: Tue, 17-Dec-85 19:51:19 EST
Article-I.D.: cadovax.989
Posted: Tue Dec 17 19:51:19 1985
Date-Received: Fri, 20-Dec-85 01:56:56 EST
References: <8512062142.AA07057@ucbvax.berkeley.edu> <977@cadovax.UUCP>
<267@sdcarl.UUCP> <399@amiga.amiga.UUCP>
Reply-To: keithd@cadovax.UUCP (Keith Doyle)
Organization: CONTEL CADO Systems, Torrance, CA
Lines: 18
Keywords: Sampling???
Xref: watmath net.micro.atari:2018 net.micro.amiga:1192

In article <399@amiga.amiga.UUCP> sam@snidely.UUCP (Samuel C. Dicker) writes:
>I hope Mr. Doyle didn't buy an Amiga JUST for digital sampling of sound.
>Although the Amiga can play pre-recorded or synthesized sound samples it
>does not have built-in user sampling.

No, but it was a factor. By the way, I *was* aware that it couldn't input
sample sound but can output before I bought the Amiga. Sorry if my
original article gave mis-impressions there. I kinda felt being able to
play the samples back is a good 80% of the job. After all, you can get
by only sampling the input at a fixed rate if you absolutely have to, and
don't have to do input so often that it even has to be done by every
machine, but you need lots of controls and parameters etc. for the output
side usually. (if you want to play Beethovens 9th in dog barks that is).

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
cadovax!keithd@ucla-locus.arpa

From 5179203435420770486
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4b3b428999367604,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 122486,4b3b428999367604,start

X-Google-Attributes: gid122486,public
X-Google-ArrivalTime: 1985-12-17 17:55:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site pluto.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!pesnta!phri!pluto!warren
From: warren@pluto.UUCP (Warren Burstein)
Newsgroups: net.micro.atari,net.news.group
Subject: Results of split atari group poll
Message-ID: <231@pluto.UUCP>
Date: Tue, 17-Dec-85 20:55:46 EST
Article-I.D.: pluto.231
Posted: Tue Dec 17 20:55:46 1985
Date-Received: Fri, 20-Dec-85 04:48:55 EST
Organization: The Mayhem Institute
Lines: 46
Xref: watmath net.micro.atari:2023 net.news.group:4864

I was going to post these results last week but our phone lines
were down. I received 15 responses (I think I pulled a few in from
postings but I'm not sure. I know I didn't get everyone who posted
(but didn't mail)) There were 10 Yes and 5 No.

Nearly everyone had ideas for what the groups should be called. Here they are

old machines	st
net.micro.atari	net.micro.st (2 votes)
net.micro.atari.eightbit	net.micro.atari.st
	net.micro.atari.520st
	net.micro.atarist
net.micro.atari	net.micro.atari.st (2 votes, one with a no vote)
net.micro.atari.8bit	net.micro.atari.st

There was one vote that we split, but that the group for old machines NOT be
called net.micro.atari800

Most of the no votes said there was not enough traffic and the eight bit
group would go away. One suggested that everyone use keywords to describe
which machines their message is about.

I head from:
pyramid!csg
ames-vmsb.ARPA!nep.pgelhausen
apollo!johnf
watmath!esfraga
usl-pa!cs419314
islenet!jons
stc!drm
ethz!kindlima
ark!boomsma
sdcc7!ln63fkn
gitpyr!tynor
oyster@uwmacc
mgweed!kek

felix!rlong
ttidcb!guzman

I have no idea what to do now. I was hoping for more votes. I'm going
to talk to some net people about this and see what they say. Meanwhile,
if you want your votes to be counted and it's not in here, send it
posthaste.
--

The Maxwell R. Mayhem Institute for Quandary Requiem and Maternal Sciamachy
Accept no substitutes.

From -6647440312549076482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,90ffc35db3441aab,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-17 18:34:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: B9AJ@CORNELLA.BITNET (jim mcwhirter)
Newsgroups: net.micro.atari
Subject: lack of activity
Message-ID: <8512172330.AA06628@ucbvax.berkeley.edu>
Date: Tue, 17-Dec-85 21:34:32 EST
Article-I.D.: ucbvax.8512172330.AA06628
Posted: Tue Dec 17 21:34:32 1985
Date-Received: Thu, 19-Dec-85 04:48:48 EST
Sender: searle@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 38

Whats happening out there? I have received no ATARI mail for some time? Did
the list collapse due to the lack of a moderator? Or are people just taking
a holiday break? In the off chance that net.micro.atari is still in
existance, let me try to pass on some interesting tidbits I've come
across recently.

In the Sept. or October issue of BYTE, there was an article on CD ROMS. The
article mentioned that the ST was the only ccomputer planing direct support for
such a device. They also talked about the potentials of this storage medium.
They mentioned a company that has a CD ROM with an IBM PC/xx interface (whof
course) and they had some encyclopedia on disk. (world book, I think) They
reiewer used it on his pc with software, and said he was able to do things like
have it search for all references to "COMPUTER". Such a search (of an entire
encyclopedia!!) took a very short time (< 1 min.). Also, this encyclopedia
took up only 2/3 of the disk space, and they plan a future version with
a complete dictionary and thesauris(sp?). I still have the article and can
clear up the exact specifics if anyone is interested. I forget if they were
planing to support the st or not.

In this months creative computing, in the "OUTPOST ATARI" column, there s

a good reviesw of the ST. The reviewer talks about the infamous problem with the ST chips coming lose in theeir sockets during transit.

An even more interesting article was in the N.Y. Times buisness section, on Monday 12/16/85. Ther is an article about the "face off" between ATARI and COMMODORE overthe ST and AMIGA. One interesting note from this article, is that there is much more software currently available for the ATARI than the AMIGA. I find this interesting, since this fall, one of the common arguments I heard on why you should not buy an ST, and should instead buy an AMIGA, was that the software situation for the AMIGA was and would be mushc better than for the ST.

Well, I hope this doesn't just bounce back to me with a "USER ID UNKNOWN TO HOST" or something like that. Ignore the typo's, I'm to lazy to correct them.

Jim McWhirter   (b9aj@cornella.bitnet)

From 5883244331590604887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-17 20:07:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gitpyr.UUCP
Path: utzoo!linus!decvax!tektronix!uw-beaver!cornell!vax135!houxm!mhuxt!mhuxr!
ulysses!gatech!gt-stratus!gitpyr!lbg
From: lbg@gitpyr.UUCP (Lee B Grey)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST enthusiasts
Message-ID: <1193@gitpyr.UUCP>
Date: Tue, 17-Dec-85 23:07:40 EST
Article-I.D.: gitpyr.1193
Posted: Tue Dec 17 23:07:40 1985
Date-Received: Sat, 28-Dec-85 10:20:34 EST
References: <342@unmg.UUCP> <565@unmc.UUCP>
Distribution: net
Organization: Georgia Institute of Technology
Lines: 25
Xref: linus net.micro.amiga:5106 net.micro.atari:2003
Summary: If you are sick of the 520ST discussion, don't waste time reading this.

In article <565@unmc.UUCP>, ma3752af@unmc.UUCP writes:
> > Ok all you 520st enthusiasts, its time to stop dreaming. The atari
> > st is an incredible low end home computer. But it is NOT an Amiga.
> > Sure, with some very difficult assembly language code (counting cycles!
> > egad!) - you can copy the bouncing ball, but if anyone seriously thinks
> > a ST can match up to the Amiga, they are crazy.
>

>
>   Oh, come off it!! Your message before this totally destroys
>   your credibility. You sell Amigas - therefore you are
>   biased in its favor. The ST is a great machine for the price;
>   the Amiga is a great machine, but I can't afford 1795 to get
>   one. Come down off your high horse and go use an ST - it is
>   a great machine, with a great price!!!
>
>   V.J. Murphy
>   B.K. Thaeler

Are we back to this garbage again??? Could you people please post your
f*****g comparisons to net.bullshit? I, for one, am really tired of
this crap! I own an Amiga and am not really interested in whether or
not you think I made the right decision. I've got better things to do
than listen to you be insecure about which computer you bought.

Lee

From -6057337958216762410
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,803969adba07f48a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-17 20:21:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!knnngt
From: knnngt@ukma.UUCP (Alan Kennington)
Newsgroups: net.micro.atari
Subject: Re: Printers for the ST
Message-ID: <2418@ukma.UUCP>
Date: Tue, 17-Dec-85 23:21:32 EST
Article-I.D.: ukma.2418
Posted: Tue Dec 17 23:21:32 1985
Date-Received: Wed, 18-Dec-85 07:05:15 EST
References: <8057@ucla-cs.ARPA>
Reply-To: knnngt@ukma.UUCP (Alan Kennington)
Organization: Univ. of KY Mathematical Sciences
Lines: 31
Keywords: printer basic dev kit
Summary: printers, basic, dev kit etc.

++++++++what is a line eater??!++++++++

     On the subject of printers, the Panasonic 1091 works really very well
with the ST, and seems to be somewhat better and cheaper than the Epson printers
usually recommended.
     The basic interpreter seems to arrive very slowly because Atari ran
out of them, or so they told me on the phone. Perhaps they've paused to
take out some of the very numerous bugs. Richard Frick said, when I asked
him about bugs, straightaway that the basic was very embarassing. He must

have been having a lot of people telling him about such things. Eg, hex$ of anything but an explicit number gives the string "50". But it's not too bad for wiling away the hours waiting for the development kit. They said the basic was being sent out 4 to 6 weeks late. But that is exceeded in my case.

Anyway, what I wanted to say about the developer's kit has now been saidby someone: that is, that it costs an extra 21 dollars for ship/hand, above the 300 for the kit itself.

Does anyone know how to get a full screen dump on the printer? I guess it's probably not so simple. But what would be very nice is a program to print out summaries of disk contents, like a program advertised at an excessive $50 for the Mac.

And finally, while waiting for my dev kit, I am just dying to know how the basic interp opens files and sends data to a disk or printer. I'm writing a disassembler in basic, and it would be nice to send stuff to the printer. Especially I'd like to use all the things my printer can do without going through someone else's software.

And in conclusion, I approve of comparisons of At vs Am in this newsgroup. It's a darn sight better than reading some of the biased and incompetent stuff that comes out in magazines. And in net.micro.atari, the few gems of wisdom easily compensate for the dribble (including the present note).

So long.

Alan Kennington.

From -7366128122653461273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,80a6aacdcece4f98,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-17 22:06:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmath.UUCP
Path: utzoo!linus!decvax!watmath!csc
From: csc@watmath.UUCP (Computer Sci Club)
Newsgroups: net.micro.atari
Subject: DRI C Assembler Bug
Message-ID: <550@watmath.UUCP>
Date: Wed, 18-Dec-85 01:06:19 EST
Article-I.D.: watmath.550
Posted: Wed Dec 18 01:06:19 1985
Date-Received: Sat, 28-Dec-85 09:37:45 EST
Organization: U of Waterloo, Ontario
Lines: 26

The programmers here at Unit 36 Research have discovered a cute little bug in the DRI C compiler/assembler (for this is probably best considered an assembler bug). If one writes the code

```
a = array[i = 0];
```

where "i" is an int, the compiler will set up the zero value in a register to perform the array access. In order to do this it writes a "clr a0". The assembler turns this into a "suba.w a0,a0" instruction which will not actually

clear the address register. This instruction sign extends the lower word of the address register and then subtracts that value (using 32 bit arithmetic) from the original value. This leaves garbage in the upper 16 bits of the address register. If the compiler then uses that value as a longword: kaboom! It really needs to generate the long version of the instruction. Moving the index initialization out of the subscript cures the problem. We discovered this while writing a memory test program for the wonderful, sexy new .5 megabytes we have installed in the ST.

Tracy Tims
Brian Stecher

PS. Why have none of the damn microcomputer hackers discovered the value of good programming style? I say we shoot anyone who can't write consistent, well structured, visually coherent code. Or just have some licensing scheme to prevent tyros from writing and distributing offensive code 8-). Gack, spew 8-(.

From 8622205344747197774
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e2016a35fff94d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-17 22:27:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmath.UUCP
Path: utzoo!watmath!csc
From: csc@watmath.UUCP (Computer Sci Club)
Newsgroups: net.micro.atari
Subject: AS68 Bug Found
Message-ID: <552@watmath.UUCP>
Date: Wed, 18-Dec-85 01:27:02 EST
Article-I.D.: watmath.552
Posted: Wed Dec 18 01:27:02 1985
Date-Received: Wed, 18-Dec-85 06:16:01 EST
Organization: U of Waterloo, Ontario
Lines: 26

The programmers here at Unit 36 Research have discovered a cute little bug in the developer's kit assembler (AS68). If one writes the C code

```
a = array[i = 0];
```

where "i" is an int, the compiler will set up the zero value in a register to perform the array access. In order to do this it writes a "clr a0". The assembler turns this into a "suba.w a0,a0" instruction which will not actually clear the address register. This instruction sign extends the lower word of the address register and then subtracts that value (using 32 bit arithmetic) from the original value. This leaves garbage in the upper 16 bits of the address register. If the compiler then uses that value as a longword: kaboom! It really needs to generate the long version of the instruction. Moving the index initialization out of the subscript cures the problem (the compiler clears the variable first.) We discovered this while writing a

memory test program for the wonderful, sexy new .5 megabytes we have installed
in the ST.

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Brian Stecher

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of good programming style? I say we shoot anyone who can't write
consistent, well structured, visually coherent code. Or just have
some licensing scheme to prevent tyros from writing and distributing
offensive code 8-). Gack, spew 8-(.

From 8327156964809892883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45848e7d79e1a332
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 04:37:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site mcvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!ut-sally!seismo!mcvax!simon
From: simon@mcvax.UUCP (Simon Kenyon)
Newsgroups: net.micro.atari
Subject: Re: unix on the 520st (why there is none)
Message-ID: <928@mcvax.UUCP>
Date: Wed, 18-Dec-85 07:37:01 EST
Article-I.D.: mcvax.928
Posted: Wed Dec 18 07:37:01 1985
Date-Received: Fri, 20-Dec-85 05:11:57 EST
References: <235@unirot.UUCP>
Organization: CWI, Amsterdam
Lines: 5

if there is no mmu there is no multiprogramming
if you don't have that, what is the point in running unix?
--
simon kenyon
national software centre, dublin, ireland

From -8341606162737211614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e02fb0ec0aa2f5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 04:55:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ucla-cs!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: 256K 800XL Lives (Part I)

Message-ID: <8512181303.AA23338@ucbvax.berkeley.edu>
Date: Wed, 18-Dec-85 07:55:12 EST
Article-I.D.: ucbvax.8512181303.AA23338
Posted: Wed Dec 18 07:55:12 1985
Date-Received: Fri, 20-Dec-85 05:30:35 EST
References: <479@imsvax.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 19

Thank you Bob Burch for the informative review of the 256K upgrades
available for the 800XL. Let me just add a couple of notes:

1) I did not develop the 256KXL but am acting as a distributor for
Newell Industries.

2) The 256KXL comes with MYDOS 4.0 which does support a ramdisk in
several different configurations. Also, OMNIVIEW256 has resident
ramdisk handlers which allow you to use the ramdisk in many environments.

What a relief that all the upgrades appear to address the extra memory
in the same way! Have we stumbled upon a standard? By the way, the 256KXL
does have a switch option to replace the original function of bit 5.
With this switch you can tell ANTIC to follow banked memory or stay
in main memory when banking occurs. We needed this mod to be compatible
with TYPESETTER by XLENT Software.

David Young

From -569682059121975102
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,642b1a0f8e2f38d6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 07:00:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ucla-cs!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Redistribution of Info-Atari
Message-ID: <12168101892.11.G.ABRAMS@SU-SCORE.ARPA>
Date: Wed, 18-Dec-85 10:00:01 EST
Article-I.D.: SU-SCORE.12168101892.11.G.ABRAMS
Posted: Wed Dec 18 10:00:01 1985
Date-Received: Fri, 20-Dec-85 05:31:01 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 34

As I continue to moderate INFO-ATARI I learn all sorts of interesting

things. But I also need some help in bringing the records up to date. Following is the list I have inferred of where INFO-ATARI is redistributed:

```
!BBN! INFO-ATARI@BBN-UNIX,-
!BERKELEY! post-info-atari@BERKELEY,-
 "ihnp4!garfield!info-atari"@BERKELEY,-
!BRL! info-atari@BRL,genesis@BRL-BMD,-
!CIT! info-atari-users@CIT-HAMLET,-
!ECL! LOCAL-INFO-ATARI@USC-ECL,-
!MIT! BbInfo-Atari@MIT-XX,BB-INFO-ATARI@MIT-CLS,-
 Info-Atari%Wayne-MTS%UMich-MTS.Mailnet@MIT-MULTICS,-
!NRL! info-atari@nrl-css,-
!RICE! info-atari@rice,-
!SRI! INFO-ATARI@SRI-SPAM,TYSON@SRI-AI,-
 SHERWOOD@SRI-NIC,BBOARD-INFO-ATARI@SRI-CSL,-
!UBC! info-atari%ubc@CSNET-RELAY,-
!UTAH! UTAH-INFO-ATARI@UTAH-20,-
```

But I don't have addresses for the moderators of all these; I have the following:

```
!RICE! salex@rice,-
!UMASS! salamir%umass.bitnet@wiscvm,-
!BBN! knintzel@bbn-unix, postmaster@bbn-unix,-
!SRI-CSL! Geoff@SRI-CSL,-
!nrl-css! mullen@nrl-css
```

I would appreciate additions and corrections to this list. Among other possibilities, all moderators would need to coordinate splitting into two lists such as INFO-ATARI8 and INFO-ATARI16. On that subject, would the person conducting a poll please contact me.

```
From 5897876018501138111
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3b11ae2eb479eeaf,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 08:16:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: banks@LATOUR.DEC (Dawn Banks)
Newsgroups: net.micro.atari
Subject: request
Message-ID: <8512181622.AA00322@decwrl.DEC.COM>
Date: Wed, 18-Dec-85 11:16:11 EST
Article-I.D.: decwrl.8512181622.AA00322
Posted: Wed Dec 18 11:16:11 1985
Date-Received: Fri, 20-Dec-85 05:40:40 EST
Sender: searle@ucbvax.BERKELEY.EDU
```

Organization: The ARPA Internet
Lines: 3

I haven't been keeping score lately, but if this list has a moderator,
I'd like to be removed from the list. Thanks much (it's been real) ...

From -2169727120389150026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-18 08:18:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST enthusiasts
Message-ID: <1736@trwrba.UUCP>
Date: Wed, 18-Dec-85 11:18:53 EST
Article-I.D.: trwrba.1736
Posted: Wed Dec 18 11:18:53 1985
Date-Received: Fri, 20-Dec-85 05:27:08 EST
References: <342@unmg.UUCP>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Distribution: net
Organization: TRW EDS, Redondo Beach, CA
Lines: 35
Xref: watmath net.micro.amiga:1206 net.micro.atari:2027

In article <342@unmg.UUCP> tvillan@unmg.UUCP writes:
>Ok all you 520st enthusiasts, its time to stop dreaming. The atari
>st is an incredible low end home computer. But it is NOT an Amiga.

Thanks for the compliment (:-)

>I don't own either machine, and probably never will, however I have
>researched both. Both have merits of their own...

Gee, I guess that makes you an authority on the subject (unlike those
of us who actually OWN an ST or Amiga :-)

>   ...The Amiga is a better computer, flat out,
>and it also costs twice as much. Which is better for the money?
>I don't know...

I'm sure you don't (make up your mind!)

>   ...I am tired of hearing atari salesmen, and atari

>owners, blabbing that the ST is "the same thing as an Amiga". That
>quote came directly from an atari salesman.

We all know how much knowledge salesmen possess (I base all of my
buying decisions on what they don't know :-). Seriously, I own an ST
(not a "520st") and am probably going to buy an amiga (Amiga :-)
sometime in the future. I, for one, do not believe that the two
computers are "the same thing". However, I do believe that if people
can stop arguing about which machine is better, then we might be able
to help both machines find strong positions in the (presently boring) PC
marketplace. Buy an Amiga or ST and write some software!

Richard E. Sansom
{decvax,ucbvax,ihnp4}!trwrb!trwrba!sansom

From -5637366272020736914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c5c25c3b940752f2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 08:28:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.atari
Subject: Re: Large Arrays In Sight
Message-ID: <1737@trwrba.UUCP>
Date: Wed, 18-Dec-85 11:28:53 EST
Article-I.D.: trwrba.1737
Posted: Wed Dec 18 11:28:53 1985
Date-Received: Fri, 20-Dec-85 05:27:27 EST
References: <500017@iuvax.UUCP> <500018@iuvax.UUCP>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Distribution: net
Organization: TRW EDS, Redondo Beach, CA
Lines: 11

In article <500018@iuvax.UUCP> franco@iuvax.UUCP writes:
>P.P.S. Another peculiarity is that, by means of poke, one can find the
>highest byte address recognized by ST BASIC to be about 1014000 which is
>short of 1Meg by about 30000 bytes. Did I get gipped or what?

I don't know about the extra memory for ST BASIC, but I do know that
the upper 32K of the TPA (Transient Program Area) is reserved for
display memory.

Richard E. Sansom
{decvax,ucbvax,ihnp4}!trwrb!trwrba!sansom

From -8525651943037050539

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-18 08:44:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!pesnta!amd!amdcad!lll-crg!qantel!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Reply to: Questions about ST vs. AMIGA
Message-ID: <409@aum.UUCP>
Date: Wed, 18-Dec-85 11:44:34 EST
Article-I.D.: aum.409
Posted: Wed Dec 18 11:44:34 1985
Date-Received: Sat, 21-Dec-85 01:23:32 EST
References: <342@unmg.UUCP> <840@h-sc1.UUCP> <352@well.UUCP>
Distribution: net
Organization: The Aurora Systems Bunch
Lines: 41
Xref: watmath net.micro.amiga:1215 net.micro.atari:2050

> > (b) the AMIGA has better special-purpose graphics capabilities than the
> >   ST, but at the expense of main CPU speed.
>
>   Absolutely false. The graphics capability is achieved with co-processors
>   which tend to let the CPU run at full speed much more often than if the
>   CPU were responsible for display updates. Note that the coprocessors
>   also allow I/O to proceed independently of the CPU, as well.

how do you explain the much better drystone results of the ST?
(the compiler can not be the only thing responsible)

> > (c) the AMIGA graphics is said to be not usable at a
> >   resolution of 640x400 for text or serious graphics applications.
>
>   Probably true, but only until monitors become available that address
>   the special problems with 640 X 400 mode (using color - there are mono-
>   chrome monitors which will work quite well at 640 X 400, and the ST, as I
>   understand it, forces monochrome at that resolution anyway)

A *BIG* point about the ST is that 640 x 400, non-interlaced monochrome creates
a very good looking window environment that the AMIGA cannot match.

> > (e) the AMIGA has a multitasking operating system. Definitely a big plus,
> >   but as soon as OS9 is available for either machine, this does not
> >   matter anymore.
>
>   Perhaps, perhaps not. The Amiga's OS (NOT the AmigaDOS, but the under-
>   lying kernal) was specifically designed to take advantage of the large
>   amount of intelligence held in the coprocessors. Unless the OS9 imple-

>   mentation is done VERY well, it probably will lose in efficiency. Note
>   that OS9 was probably not designed for a high-power graphics environment,
>   and Amiga's EXEC was.

I do not think that your argument here is complete. It seems that I could argue
similarly in favor of the ST.
--

                          Erik James Freed
                 Aurora Systems
                 San Francisco, CA
                 {dual,ptsfa}!aum!freed

From 3334038811126237730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,38a8763948e4520,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 08:51:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ucla-cs!ucbvax!info-atari
From: LRC.Slocum@R20.UTEXAS.EDU (Jonathan Slocum)
Newsgroups: net.micro.atari
Subject: Please remove my name...
Message-ID: <12168122269.24.LRC.SLOCUM@R20.UTEXAS.EDU>
Date: Wed, 18-Dec-85 11:51:57 EST
Article-I.D.: R20.12168122269.24.LRC.SLOCUM
Posted: Wed Dec 18 11:51:57 1985
Date-Received: Fri, 20-Dec-85 05:31:26 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 2

from the INFO-ATARI mailing list. Thanks much.

From -5588234554160919964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b188ad3539752b57,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 08:52:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: RSMAGRUD@WEIZMANN.BITNET (Randy Magruder)
Newsgroups: net.micro.atari
Subject: I hope this reaches someone
Message-ID: <8512182332.AA05869@ucbvax.berkeley.edu>
Date: Wed, 18-Dec-85 11:52:00 EST

Article-I.D.: ucbvax.8512182332.AA05869
Posted: Wed Dec 18 11:52:00 1985
Date-Received: Fri, 20-Dec-85 05:42:21 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 62

Hi.

This is my first attempt at participating in this info service. I
Hope someone confirms receiving this.

I am a new Atari 800XL owner. Here in Israel, the 520ST hasn't been
released, so all I know about the Amiga and the 520ST is what I read
in some magazines and on this forum (???).

I once read in CREATIVE COMPUTING (I think) something about a chip
called AMY which supposedly has 10.75 octave range and 8 voices. It =
was supposed to be offered in a computer called the 600 XEM, though
I've heard no further news on this computer. Does anyone know if it
is going to be produced? IF the AMY chip is still alive and well?
If it will be released in a cartridge for use in XL machines?

Also, today I was in Tel Aviv searching computer stores for answers
to an interesting question concerning MICROSOFT BASIC II.

It supposedly comes with a book, a cartridge, and an extension diskette.
the cartridge has 16K of memory, while the diskette carries 3.5K. I have
a diskette which, I was told, has ALL Of MICROSOFT BASIC II on it.

I don't understand what is going on here. Why didn't ATARI release
the whole package on a diskette? Was this to prevent copying? Can
MICROSOFT BASIC II work totally on diskette? The only OTHER explanation
I can think of is that the 3 1/2 K extension diskette is supposed to be
copied as a set of file management programs (like DOS and AUTORUN etc.)
But again. I DO NOT KNOW, and no one here can seem to tell me. I hope
this isn't too terribly amateur for you folks.

Also, is MICROSOFTs flight simulator also called SUBLOGIC?? I've never
seen one advertised by microsoft, just by sublogic.

Now for a few comments.

I've been reading with interest the advertisements and debates about
three hot computers: Amiga, 520ST and MACintosh.

If Amiga is indeed twice the price of the 520ST, then I really don't
think that the extra money spent is WELL spent, considering the 520ST's
characteristics, which seem to rival, if not top, those of the Amiga.
As for the Mac, we are dealing with a super-Atari for 1/4th the price
of a Mac, to which the only disadvantage seems to be a lack of software,
and I'm always weary of PROMISES by software companies to develop software.
I'm still waiting for PASCAL for the Atari, promised years ago, but never

delivered (to my knowledge).

But then again, if any new computer has to have thousands of programs ready to run upon its release, then there will never be another successful computer breakthrough, because people want software FAST!

And in closing my LONG first entry to this thing, let me add that its been my experience that Man is usually loyal to three things, in this order:

1) His religion
2) His country
3) His computer

so you'll never meet an objective computer owner...

Rsmagrud@WEIZMANN.BITNET

From 2243569693333481845
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,96f23460164f6c87
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 08:55:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ucla-cs!ucbvax!info-atari
From: LLi.ES@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Amiga vs. ST
Message-ID: <851218-085521-1250@Xerox>
Date: Wed, 18-Dec-85 11:55:11 EST
Article-I.D.: Xerox.851218-085521-1250
Posted: Wed Dec 18 11:55:11 1985
Date-Received: Fri, 20-Dec-85 05:31:13 EST
References: <12167890272.7.MRC@PANDA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

Re: "... I want a fast machine with superior sound and graphics. ...."

Same here! The question is what is the required resolution. The Xerox workstations has superior (black and white) graphics at about 80 dots/in. The Apple Macintosh also displays near that resolution. Therefore 640x400 on a 8"x5" (about 10" diagonal) monitor would look nice if it's non-interlaced. I am disappointed that Amiga comes so close yet still misses the mark.

Leonard Li.

From -4325208974265011806
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-18 09:00:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!pesnta!amd!amdcad!lll-crg!qantel!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: ST enthusiasts
Message-ID: <410@aum.UUCP>
Date: Wed, 18-Dec-85 12:00:52 EST
Article-I.D.: aum.410
Posted: Wed Dec 18 12:00:52 1985
Date-Received: Sat, 21-Dec-85 01:23:51 EST
References: <342@unmg.UUCP>
Distribution: net
Organization: The Aurora Systems Bunch
Lines: 36
Xref: watmath net.micro.amiga:1216 net.micro.atari:2051

> Ok all you 520st enthusiasts, its time to stop dreaming. The atari
> st is an incredible low end home computer. But it is NOT an Amiga.
> Sure, with some very difficult assembly language code (counting cycles!
> egad!) - you can copy the bouncing ball, but if anyone seriously thinks
> a ST can match up to the Amiga, they are crazy.
>
> I don't own either machine, and probably never will, however I have
> researched both. Both have merits of their own, but they are two
> completely different machines. The Amiga is a better computer, flat
> out, and it also costs twice as much. Which is better for the money?
> I don't know, but I am tired of hearing atari salesmen, and atari
> owners, blabbing that the ST is "the same thing as an Amiga". That
> quote came directly from an atari salesman.
>
> I am not about to list features, but if this letter makes you red, grab
> the specs for both machines and see for yourself. No comparison.

I hate to think that it is really me that is involved in a ST vs Amiga war
but I have to take exception to this article. There are a lot of very cute
and superior things about the Amiga. There are also undeniably superior
features that the ST can boast. I am incredulous that the Usenet has spawned
so many articles devoid of any reasoning and filled with such misguided
emotion. If I can get a computer that has a 68000, 640 x 400 non-interlaced
graphics, and that runs code faster than than any other personal computer
(including the amiga -see the drystones) And I can get it for $600
(yes it has been discounted that low) I feel that that is a far superior
computer *FOR ME*. I however do not really need the color, sound capabilities,

bus expansion, animation, and hope to use OS-9. The type of reasoning that is being displayed in some of these articles seems more appropriate while discussing football teams at one's favorite bar.
--

Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From -3321029687360100323
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c77717a0ba8fa6cc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 10:09:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!decvax!cwruecmp!bammi
From: bammi@cwruecmp.UUCP (Jwahar R. Bammi)
Newsgroups: net.micro.atari
Subject: Re: one meg upgrades - PLEASE READ or fry your ST
Message-ID: <1354@cwruecmp.UUCP>
Date: Wed, 18-Dec-85 13:09:35 EST
Article-I.D.: cwruecmp.1354
Posted: Wed Dec 18 13:09:35 1985
Date-Received: Fri, 20-Dec-85 03:24:16 EST
References: <157@imagen.UUCP>
Distribution: net
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 299

> ~~~~~~~~~~~~~~~~~~~pop goes the ST~~~~~~~~~~~~~~~~~~~
>
> i just fried my ST and after talking to atari and my local dealer i
> have tracked down the problem. It is related to the 1 Meg upgrade
> and the new proms, it seems that the early postings of "how to
> upgrade ...." left out 4 critical resisters (60 ohm 10% tol); 2 must
> be placed on the CAS lines and 2 on the RAS lines, all 4 go on the
> MMU (i know it isnt really an MMU) side. the upgrade will work fine
> w/o the resistors until you put in the new proms, the difference in
> the current drain will cost you all your memory chips and possibly
> the MMU.
> --
>   god bless Lily St. Cyr
>   -Rocky Horror Picture Show
>
> Name: James Turner
> Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
>   Santa Clara, CA 95052-9400
> AT&T: (408) 986-9400
> UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner

After reading the above article, I downloaded the revised procedure from Compu Serve. I have had the upgrade for about 3 months, and has worked without a flaw. I would have probably added the proms without the resistors. Thanks to Mr. Turner for the warning.
Here is a copy of the revised procedure:

NOTE: This is an REVISED,TESTED version of the original text downloaded from CompuServe. December 6, 1985

(This was REVISED AND TESTED by an annonymous engineer on Atari's developement staff. The addition of the resistors should provide a long life to your machine, but the warning below is STILL IN EFFECT. This is not an official sanction of the modification. USE WITH CARE!!!)

Here's the 1 Meg upgrade directions:

I have brought this over un-editted from the arpanet info-st mailing list. I TAKE NO RESPONSIBILITY FOR ITS CONTENT OR ACCURACY. I HAVE NOT TRIED THIS MODIFICATION ON MY OWN ST AS YET. I AM PASSING THIS ALONG TO THOSE WHO DO WISH TO TRY IT. FOLLOW THE DIRECTIONS AT YOUR OWN RISK.
--Dwight McKay (75776,1521)

From: gert@pescadero

WARNING: This is a hardware modification that will void the warranty of your 520ST. If you do not have the appropriate tools or experience you have a substantial chance of ruining your 520ST. Proceed at your own risk! This modification has been in my 520ST without any problems for 6 days now. However, I have (of course) not checked with knowledgable sources at Atari to verify if this modification endangers the long term machine reliability and/or software compatibility (I suspect it may endanger their software compatibility if enough of us do it!)

Tools & components needed :

16 256k * 1 RAM chips, 150 ns access time type, e. g. NEC 41256C-15 (avilable at e. g. Fry's Electronics, Sunnyvale, CA for $2.77 each)

A good quality, preferrably temperature controlled soldering iron, with a minature tip (tip should be narrow enough to avoid touching 2 I. C. pins at the same time). E. g. Weller type soldering station.

Good quality resin core solder (thin).

Approximately 4 foot of #24 AWG insulated wire and a good stripper for it and 2 feet of #22 AWG solid tinned copper

bus wire. You will have to route 3 wires over a sequence if I.C. pins.

Desoldering wick and solder suction tool.

Philips type screwdriver (for opening your ST), tweezers, pliers, etc.

A steady hand and self-confidence.

Explaination of the modification :

(Please read the rest of this document before starting. It may save you time and an 520ST)

The current memory inside the 530ST consists of 16 256K*1 RAM chips. Address (A0..A8) lines are common to all those chips. The WriteEnable line is also common to all chips. Data (in and out) lines are of course individual. The RAS (row-address strobe) line is common to all chips. The 8 chis foring the high order byte group have one common CAS line, and the 8 forming the low order byte group have one common CAS line (CAS is used as enable for write operations, such that WriteEnable can be common to both groups). The high order group from MSB to LSB consists of U45, 44, 43, 42, 38, 34, 33, 32. The low order group of U30, 29, 28, 25, 24, 28, 27, 26. Note that all chips are adjacent, though the numbering has gaps. RAS0, CAS0H, and CAS0L are supplied from U1 pin 8,6 and 7 respectively (The 0 indicates bank 0)

Bank 1 that you are going to build in will be "piggy-backed" on top of the current chips, where all pins of the new chips EXCEPT RAS (pin 4) and CAS (pin 15) are soldered to the old chips equivalent pins. Thus they will end up sharing addresses, data, WriteEnable and power and ground with the existing chips.

All RAS pis of the new chips are wired together and will be supplied with the "RAS1" signal generated on pin 18 of U15 (the memory controller, marked 3H-2119C or so). The CAS pins of the 8 new high order byte chips (on top of U45..U32) are wired together and supplied from the "CAS1H" signal generated on pin 22 of U15. Analogously, the CAS pins of the new U30 to U16 are wired together and supplied with "CAS1L" from pin 21 of U15.

How to go about it:

Step 1: Open up your 520ST, pull off the keyboard connector and remove the main circuit card from its top and bottom shielding. Make sure to remember which screws go where and note the keyboard connector orientation.

Step 2: Desolder all of the capacitors adjacent to the existing RAM chips. (DO NOT SKIP THIS STEP. You'll lose time if you do, and worse, the modification will no be reliable since you can't solder pins obstructed by the capacitors reliably (if at all)). To desolder them, I found it easiest to heat the island on the non component side, and bend the wires straight. After doing that or each capacitor, turn over to the component side and heat the islands wile pulling the capacitor out with the tweezers.

Step 3: Open up the holes of all the desoldered capacitors, using a combiation of de-soldering wick and suction tool. Do this from the non component side. If certain holes are difficult to open up, you may want to use a wood splinter. (push it through while heating). Be carefull to remove all solder debris!! THE REASON for opening the holes NOW is that they will be less accessible once you've done the other steps! Patience is a virtue.

(NOTE: Step 2 & 3 are the only ones that may damage your ST PC board. Be sure not to use excessive force while pullling out the capacitors. If you damage your PC board anyway, cure the problem now and not later).

Step 4: In this step we will piggyback the new RAM's on top of the old oes. Be sure to connect all pins except pin 4 (RAS) and 15 (CAS). The best way to go about this is to do chip by chip. First, bend the pins of the new RAM's suchthat hey are perpendicular to the package (instead of having slightly spread "cowboy legs"). Use pliers to bend pin 4 and 15 such that the legs are 180 degrees from their normal position, so they stick up in the air above the plane of the top surface of the chips. Don't make an absolute sharp 180 degree bend since some manufacturers' pins may snap off. Leave a little curve in the leg, but insure that is above the plane of the top surface of the chip.

Using #22 AWG to #16 AWG tinned solid copper wire you will form three buses along the top surface of the new d-rams. Cut a #22 AWG solid copper wire the length of the 16 d-rams on the PCB. The RAS bus is formed by soldering all the pin 4's of the new d-rams to the solid copper wire. The bus wire must be seated against the top surface of the new d-rams without a gap. This insures clearance between the top shield and the pins of the d-rams.

After soldering all 16 d-rams to the bus clip off any portion of the pins that extend above the top of the bus wire. Now cut a #22 AWG solid copper wire the length of the 16 d-rams. Place the bus wire along the top surface of the new d-rams in contact with all the pin 15's of the new d-rams. Solder every pin 15 to this bus and as above insure that the wire is seated solidly against the top surface of

the new d-rams. Cut off all excess pin length sticking up above the top of the bus wire. Using diagonal cutters remove the section of the bus connecting the new U30 pin 15 to the new U32 pin 15. This divides the bus in half with the new U16, 17, 18, 24, 28, 29 having a common pin 15. The new U32, 33, 34, 38, 42, 43, 44, 45 now have a common pin 15, seperated from the other common bus.

(NOTE: until step 6 is finished, do no in any way apply power to your ST. This intermediate state of affairs will damage your memory chips!!)

Step 5: Remount all the desoldered capacitors. Bend the pins like they were before resoldering, suchthat they will not touch the lower shielding. Solder from the non component side.

Step 6: Orient the 520ST PCB so that you are looking at the solder side of the PCB (non-component side), with the row of d-rams nearest you. Find the double square pattern of pads at the 68-pin socket of the memory controller, U15 (3H2119). The following is a guide to locating the six memory controller pins necessary to complete the wiring. The socket is numbered conterclockwise, starting with pin 1, the square pad (look closely) in the middle of the bottom outside row. The sequence, moving counterclockwise from pin 1, first on the outside square ONLY: (NOTE: the sequence ")(" means to make a 90-degree turn counterclockwise, i.e. around the corner)

1,3,5,7,9)(10,12,14,16,18,20,22,24,26)(27,29,31,33,35,37,39,41,43)(44,46,48,50,52,54,56,58,60)(61,63,65,67

The sequence, moving counterclockwise along the inside square only, and starting with the left side of the bottom row:

(62,64,66,68,2,4,6,8)(11,13,15,17,19,21,23,25)(28,30,32,34,36,38,40,42)(45,47,49,51,53,55,57,59)

Six 68-ohm 1/4W plus/minus 10% carbon film resistors must be added when adding memory. These series terminating resistors minimize undershoot which may damage BOTH BANKS of d-rams if omitted. Solder a 68-ohm resistor to pin 18 of U15, RAS1. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to the pin 4 bus (RAS) of all the new d-rams. that is the new U16, 17, 18, 24, 25, 28, 29, 30, 32, 33, 34, 38, 42, 43, 44, and 45.

Solder a 68-ohm resistor to pin 22 of U15, CASH1. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to pin 15 bus (CAS) of the new U45,44,43,42,38,34,33,32.

Solder a 68-ohm resistor to pin 21 of U15, CASIL. Solder a #24 AWG stranded wire from the remaining end of the 68-ohm resistor to pin 15 bus (CAS) of the new U30, 29,28,25,24,18,17,16.

For best results in all three cases above solder the wires coming from the resistors to the middle of the three bus wires in a "T" fashion rather than at one end of the buses.

Use a continuity tester to find the following three traces -- do not depend on visual inspection. Now install three 68-ohm series terminating resistors in the original 512K bank of ram. Be very careful while soldering to these narrow traces, since excessive heat can easily lift a trace from the board. Use an Exacto knife to gently remove solder mask from traces.

Cut the trace leading from pin 8, RAS0, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Cut the trace leading from pin 6, CAS0H, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Cut the trace leading from pin 7, CAS0L, of U15 near U15. Solder a 68-ohm resistor in series with the trace.

Step 7: Sit back. Use Brain. Do you feel confident about the quality of your work? No mistakes? Check evrything once again if you are but a little uncertain. Applying power with errors might make your ST into a decorative, nonfunctional piece of art. OK. Either rebuild your ST into its shielding and cabinet, or put it onto a surface clear of wires and solder remians and connect it to monitor, disk and supply. Boot it.

It it boots, you're probably there. Test if the new memory works by looking at the phystop variable ($42E) with SID if you have the developer stuff. It should read $100000 (1M hex). Also note that memcntlr ($424) now holds 5 instead of 4, and that v_bas_ad ($44E) now holds $F80000 (screen bitmap origin). If you don't have the developer stuff, try a single drive copy and check that you get the whole disk in one buffer instead of two.

If the new memory does not seem to exist, use SID to deposit and retrieve words on locations $80000 and up (1/2 Meg hex). If bit errors occur, the ST bootROM did not detect the extension (it checks all bits of 512 locations by testing a psedo random sequence, before accepting a memory bank). Try to pin point the faulty chip(s) and remove the error.

If it doesn't boot, you're in trouble. I'm sorry. It is

difficult to give hints on what to do here. So many possibilities. Desoldering the new chips probably won't work (if the old ones were functional, the ST would still boot). Check for hidden short:circuit on the RAM pins. May also be that you have a flaky new pin connection.

That's all there is...

--

Jwahar R. Bammi
Usenet: .....!decvax!cwruecmp!bammi
CSnet: bammi@case
Arpa: bammi%case@csnet-relay
CompuServe: 71515,155

From 6730622342159592615
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7bb6270756b5fab
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 10:16:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ucla-cs!ucbvax!info-atari
From: RSMAGRUD@WEIZMANN.BITNET (Randy Magruder)
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8512181844.AA29738@ucbvax.berkeley.edu>
Date: Wed, 18-Dec-85 13:16:00 EST
Article-I.D.: ucbvax.8512181844.AA29738
Posted: Wed Dec 18 13:16:00 1985
Date-Received: Fri, 20-Dec-85 05:36:45 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 69

Hi.

This is my first attempt at participating in this info service. I Hope someone confirms receiving this.

I am a new Atari 800XL owner. Here in Israel, the 520ST hasn't been released, so all I know about the Amiga and the 520ST is what I read in some magazines and on this forum (???).

I once read in CREATIVE COMPUTING (I think) something about a chip called AMY which supposedly has 10.75 octave range and 8 voices. It = was supposed to be offered in a computer called the 600 XEM, though I've heard no further news on this computer. Does anyone know if it is going to be produced? IF the AMY chip is still alive and well?

If it will be released in a cartridge for use in XL machines?

Also, today I was in Tel Aviv searching computer stores for answers
to an interesting question concerning MICROSOFT BASIC II.

It supposedly comes with a book, a cartridge, and an extension diskette.
the cartridge has 16K of memory, while the diskette carries 3.5K. I have
a diskette which, I was told, has ALL Of MICROSOFT BASIC II on it.

I don't understand what is going on here. Why didn't ATARI release
the whole package on a diskette? Was this to prevent copying? Can
MICROSOFT BASIC II work totally on diskette? The only OTHER explanation
I can think of is that the 3 1/2 K extension diskette is supposed to be
copied as a set of file management programs (like DOS and AUTORUN etc.)
But again. I DO NOT KNOW, and no one here can seem to tell me. I hope
this isn't too terribly amateur for you folks.

Also, is MICROSOFTs flight simulator also called SUBLOGIC?? I've never
seen one advertised by microsoft, just by sublogic.

Now for a few comments.

I've been reading with interest the advertisements and debates about
three hot computers: Amiga, 520ST and MACintosh.

If Amiga is indeed twice the price of the 520ST, then I really don't
think that the extra money spent is WELL spent, considering the 520ST's
characteristics, which seem to rival, if not top, those of the Amiga.
As for the Mac, we are dealing with a super-Atari for 1/4th the price
of a Mac, to which the only disadvantage seems to be a lack of software,
and I'm always weary of PROMISES by software companies to develop software.
I'm still waiting for PASCAL for the Atari, promised years ago, but never
delivered (to my knowledge).

But then again, if any new computer has to have thousands of programs
ready to run upon its release, then there will never be another successful
computer breakthrough, because people want software FAST!

And in closing my LONG first entry to this thing, let me add that its
been my experience that Man is usually loyal to three things, in this
order:

1) His religion
2) His country
3) His computer

so you'll never meet an objective computer owner...

Randy Magruder

rsmagrud%weizmann.bitnet@wiscvm.arpa(if you are on arpa or csnet)
{decvax}!ihnp4!talcott!WEIZMANN!rsmagrud (UUCP blubby way)

From 7697962360390520569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c4a7480c4f283,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 10:17:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Atari changes on CompuServe
Message-ID: <22419@mgweed.UUCP>
Date: Wed, 18-Dec-85 13:17:26 EST
Article-I.D.: mgweed.22419
Posted: Wed Dec 18 13:17:26 1985
Date-Received: Fri, 20-Dec-85 01:20:19 EST
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 38

According to the January 1985 issue of ANTIC, there have been some changes made on CompuServe. SIG*Atari is now split into three special interest groups--plus the ANTIC ONLINE electronic magazine. There is a SIG for 8-bit Atari computer owners, a 16-bit SIG for Atari ST users and a software developers forum. Each SIG has as much online space as the original SIG*Atari.

Half of the developers forum will be open to the public and will be a up-to-the minute source of information on new products. The other half will be reserved for professional software developers, authors and retailers. A special section within the developers forum will provide technical support for the professional software tools published by the ANTIC Catalog.

The ANTIC ONLINE section has been enhanced and features the Professional GEM Helpline with a twice-monthly column for Atari ST developers by Tim Oren, who designed and implemented the GEM Resource Construction Set as well as other parts of the GEM Programmer's Toolkit. He is a former member of the GEM programming team at Digital Research, Inc.

Oren's ANTIC ONLINE column will initially be geared to people who have both a knowledge of the C programming language and a copy of Atari's ST Programmers Toolkit with documentation. "Every two weeks, Professional GEM Helpline demonstrates amazing new tricks while guiding ST developers past pitfalls and strange bugs that lurk for the unwary." (that's a quote directly from ANTIC).

They also mentioned that they will no longer be uploading ANTIC ONLINE or SIG*Atari onto the Delphi service, so it looks like CompuServe is still the best place for serious Atari owners and developers to have a subscription.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek
"Power Without the Price"

From -384352630237706578
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,38a8763948e4520
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 10:33:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: SHERWOOD@SRI-NIC.ARPA (Glenn Sherwood)
Newsgroups: net.micro.atari
Subject: Please remove my name...
Message-ID: <12168140768.31.SHERWOOD@SRI-NIC.ARPA>
Date: Wed, 18-Dec-85 13:33:34 EST
Article-I.D.: SRI-NIC.12168140768.31.SHERWOOD
Posted: Wed Dec 18 13:33:34 1985
Date-Received: Fri, 20-Dec-85 05:41:00 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 2

from the INFO-ATARI mailing list. Thank you, Glenn.

From 7826590460652376490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,22548c0b814e4eb4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 10:38:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: albert%pco@CISL-SERVICE-MULTICS.ARPA (Don Albert)
Newsgroups: net.micro.atari
Subject: Micro-Illustrator file format
Message-ID: <851218183814.585585@HIS-PHOENIX-MULTICS.ARPA>
Date: Wed, 18-Dec-85 13:38:00 EST
Article-I.D.: HIS-PHOE.851218183814.585585
Posted: Wed Dec 18 13:38:00 1985
Date-Received: Fri, 20-Dec-85 05:38:39 EST
Sender: bloom@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 14

I am looking for information on the file format used by Micro-Illustrator. I have the cartridge for my 800 that uses the PowerPad touch tablet as the input device, and also have the public-domain Paint! program that uses a joystick. I would like to be able to convert pictures from one format to the other and also do things like add text to the pictures, and do some kind of screen dump to printer program.

The Paint! program seems to store in a straight forward screen dump format with some bytes for preserving the screen color registers tacked on. The Micro-Illustrator, however, must be using some kind of compression algorithm, as the file size varies with the amount of detail on the screen. Can anyone out in Netland provide the details of the format?

From 6189884716477997908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b188ad3539752b57
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 10:55:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: Shiffman@GODZILLA.SCH.SYMBOLICS.COM (Hank Shiffman)
Newsgroups: net.micro.atari
Subject: I hope this reaches someone
Message-ID: <851218105519.6.SHIFFMAN@RAMOTH.SCH.Symbolics.COM>
Date: Wed, 18-Dec-85 13:55:00 EST
Article-I.D.: RAMOTH.851218105519.6.SHIFFMAN
Posted: Wed Dec 18 13:55:00 1985
Date-Received: Fri, 20-Dec-85 05:38:57 EST
References: <RSMAGRUD%WEIZMANN.BITNET@WISCVM.WISC.EDU>
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: Shiffman@SCRC-STONY-BROOK.ARPA
Organization: The ARPA Internet
Lines: 59

> Date: Wed, 18 Dec 1985 18:52 O
> From: Randy Magruder
> <RSMAGRUD%WEIZMANN.BITNET@WISCVM.WISC.EDU>
>
> Hi.
>
> Also, today I was in Tel Aviv searching computer stores for answers
> to an interesting question concerning MICROSOFT BASIC II.
>
> It supposedly comes with a book, a cartridge, and an extension diskette.
> the cartridge has 16K of memory, while the diskette carries 3.5K. I have
> a diskette which, I was told, has ALL Of MICROSOFT BASIC II on it.

The original Microsoft BASIC was on diskette. A later version was released on cartridge, with a diskette containing a few less frequently used functions which wouldn't fit into 16KB (the cartridge capacity). Advantages of the cart, aside from being more difficult to copy, were higher reliability and much faster startup.

> I don't understand what is going on here. Why didn't ATARI release the whole package on a diskette? Was this to prevent copying? Can MICROSOFT BASIC II work totally on diskette? The only OTHER explanation I can think of is that the 3 1/2 K extension diskette is supposed to be copied as a set of file management programs (like DOS and AUTORUN etc.) But again. I DO NOT KNOW, and no one here can seem to tell me. I hope this isn't too terribly amateur for you folks.
>
> Also, is MICROSOFTs flight simulator also called SUBLOGIC?? I've never seen one advertised by microsoft, just by sublogic.

The Microsoft Flight Simulator is for the IBM PC. It was written by Bruce Artwick of subLogic, who markets the other versions (Atari, Apple, Commode) directly through subLogic.

> Now for a few comments.
>
> I've been reading with interest the advertisements and debates about three hot computers: Amiga, 520ST and MACintosh.
>
> If Amiga is indeed twice the price of the 520ST, then I really don't think that the extra money spent is WELL spent, considering the 520ST's characteristics, which seem to rival, if not top, those of the Amiga. As for the Mac, we are dealing with a super-Atari for 1/4th the price of a Mac, to which the only disadvantage seems to be a lack of software, and I'm always weary of PROMISES by software companies to develop software. I'm still waiting for PASCAL for the Atari, promised years ago, but never delivered (to my knowledge).

To avoid excess flamage on this subject, let's just say that the extra features may not mean much to YOU, but that other users may have very different sets of criteria for judging the systems. Others may question the thousands I've put into my audio/video equipment. Personally, I think it was money well spent.

BTW, Pascal WAS shipped for the 8 bit Atari. It was sold through the Atari Program Exchange. Atari didn't make a big deal about it because it was so big and slow and required two disk drives to do much of anything.

From 2781267639583682553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,96f23460164f6c87
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 11:20:48 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Amiga vs. ST
Message-ID: <851218-112050-1429@Xerox>
Date: Wed, 18-Dec-85 14:20:48 EST
Article-I.D.: Xerox.851218-112050-1429
Posted: Wed Dec 18 14:20:48 1985
Date-Received: Fri, 20-Dec-85 05:40:19 EST
References: <12167890272.7.MRC@PANDA>
Sender: mayo@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

I have owned an Atari 800 four 4 years and I have never heard anyone say that the Apple II was faster than the Atari. (True, disk access is faster). If you think the new ST and Amiga are toys then you are in the minority. Both computers are more powerful and elegant than the IBM PC. I guess the computer elitists will look down their noises at any computer which is priced to be affordable by the average consumer. As for me, I welcome the rest of the world into the computer age.

John

From 9022849615216325244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-18 11:36:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site h-sc1.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!ut-sally!seismo!harvard!h-sc1!breuel
From: breuel@h-sc1.UUCP (thomas breuel)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Reply to: Questions about ST vs. AMIGA
Message-ID: <845@h-sc1.UUCP>
Date: Wed, 18-Dec-85 14:36:41 EST
Article-I.D.: h-sc1.845
Posted: Wed Dec 18 14:36:41 1985
Date-Received: Fri, 20-Dec-85 05:34:17 EST
References: <342@unmg.UUCP> <840@h-sc1.UUCP> <352@well.UUCP>
Distribution: net
Organization: Harvard Univ. Science Center

Lines: 45
Xref: watmath net.micro.amiga:1208 net.micro.atari:2033

Thank you very much for replying to my questions. Since I believe that
other potential buyers might be intersted in this discussion, I am
following up to the net.

||(b) the AMIGA has better special-purpose graphics capabilities than the
|| ST, but at the expense of main CPU speed.
|
| Absolutely false. The graphics capability is achieved with co-processors
| which tend to let the CPU run at full speed much more often than if the
| CPU were responsible for display updates. Note that the coprocessors
| also allow I/O to proceed independently of the CPU, as well.

Let me state the question more precisely: is there any difference in
speed between the ST and the AMIGA when either machine is just
displaying a bit image, without any active painting or sound production?

||(c) the AMIGA graphics is said to be not usable at a
|| resolution of 640x400 for text or serious graphics applications.
|
| Probably true, but only until monitors become available that address
| the special problems with 640 X 400 mode (using color - there are mono-
| chrome monitors which will work quite well at 640 X 400, and the ST, as I
| understand it, forces monochrome at that resolution anyway)

Again, let me state the question more precisely. I thought the problem
with the AMIGA 640x400 display is that it is interlaced, and that therefore
every line only gets re-freshed at a rate of 30Hz. The only way to
'fix' this would be to use high-persistence phosphors, clearly not
a desirable solution. Is this true? How does the ST deal with
this problem?

And there are a few more questions that came to my mind in the meantime:
-- are there MacWrite type word processors available for either machine?
   How easy are they to adapt to a specific printer?
-- what terminal emulators are available for the two machines? Are
   they reliable? What protocols do they support for file transfer?
-- what graphics design programs (in the style of MacDraw) are available
   for either machine? How usable are they?
-- what is the scoop on the difference between disk capacity and disk
   speed between the ST and the AMIGA?
-- are there versions of either machine which will work with BOTH
   120/220V 50/60Hz?

                              Thanks,
                              Thomas.

From 3680780888982030258
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 13:09:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!ucbvax!info-atari
From: Weaver@WHITE.SWW.SYMBOLICS.COM (Eric Weaver)
Newsgroups: net.micro.atari
Subject: Re: ST wins over Amiga
Message-ID: <851218130939.2.WEAVER@BLACK.SWW.Symbolics.COM>
Date: Wed, 18-Dec-85 16:09:00 EST
Article-I.D.: BLACK.851218130939.2.WEAVER
Posted: Wed Dec 18 16:09:00 1985
Date-Received: Fri, 20-Dec-85 05:39:55 EST
References: <851218082749.2.SHIFFMAN@RAMOTH.SCH.Symbolics.COM>
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: Weaver@SCRC-STONY-BROOK.ARPA
Organization: The ARPA Internet
Lines: 23

    Date: Wed, 18 Dec 85 08:27 PST
    From: Hank Shiffman <Shiffman@GODZILLA.SCH.Symbolics.COM>

    ======== Mail Forwarded by Shiffman ========
         id AA12535; Tue, 17 Dec 85 20:38:57 PST
    Date: 16 Dec 85 20:26:08 GMT
    From: sdcsvax!sdcrdcf!ism780c!tim@ucbvax.berkeley.edu (Tim Smith)
    [Atari irrelevancies deleted]

    By the way, does anyone know what the Atari arcade game people have
    against DEC? I am refering to the game _Major Havoc_, where one fights
    against the Evil Vaxxxian Empire, from the planet of Maynard.
    --
    Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim
    ================

Ha! I can tell you that, as a former high-strung prima donna myself.
Most of the coin-op development (the only part of Atari still owned by
Warner Communications, last I heard) is done on Vaxen under VMS, using
old cross-assemblers written in 11 code, which run in 11 emulation
mode, and run very slowly. Doing real work on the Vaxen takes a certain
stamina, not to mention tolerance for teeth-gnashing.

From -9018863169179442437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a09dafb2beb0acb6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 17:02:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watnot.UUCP
Path: utzoo!watmath!watnot!sdhufnagel

From: sdhufnagel@watnot.UUCP (Stephen Hufnagel)
Newsgroups: net.micro.atari
Subject: re: ST vs Amiga comparisons
Message-ID: <11383@watnot.UUCP>
Date: Wed, 18-Dec-85 20:02:55 EST
Article-I.D.: watnot.11383
Posted: Wed Dec 18 20:02:55 1985
Date-Received: Thu, 19-Dec-85 03:25:31 EST
Reply-To: sdhufnagel@watnot.UUCP (Stephen Hufnagel)
Followup-To: net.micro.atari
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 9
Keywords: Atari, ST, Amiga

Hello World. I would like to ask that those of you who post these
ST vs Amiga comparisons to back them up with facts and don't cross
post the articles to both newsgroups. I'm sure that those who are
interested in both machines subscribe to both groups so just post
the ones that say 'the ST is better' in this group and the 'Amiga
is better' ones in the Amiga newsgroup. Sorry for this interuption
in news reading, we now return you to the regular promgramming.

Steve Hufnagel

From 4173949963067867511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b6253b4074c72d07,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 18:54:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cvl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decuac!cvl!gyuri
From: gyuri@cvl.UUCP (Gyorgy Fekete)
Newsgroups: net.micro.atari
Subject: To MMU or not to MMU?
Message-ID: <1053@cvl.UUCP>
Date: Wed, 18-Dec-85 21:54:59 EST
Article-I.D.: cvl.1053
Posted: Wed Dec 18 21:54:59 1985
Date-Received: Fri, 20-Dec-85 04:43:36 EST
Distribution: net
Organization: Computer Vision Lab, U. of Maryland, College Park
Lines: 28

Maybe we can get of the Amiga vs ST bit and switch over to
"Does UNIX really need MMU: discussion.

I couldn't help but notice that there have been multiple
postings from Dublin, Ireland about how the ST has no mmu, never will
and therefore can't run UNIX. Memory manegement is a luxury,

not a necessity. I've seen UNIX evolve since its early days,
when you could sit down and pretty much see what's where in one
weekend if you had the sources. Unix has since changed, but neither
then, nor now do I see why MMU is necessary to running
unix. I do, of course, assume that the environment is fiendly,
and security is not an issue, moreover that programs don't randomly
walk all over memory. (this latter may a very strong constraint, seeing some
code that is floating around).

So my version of the bard's song is:

THE ST HAS NO MMU
SO WHAT?
IT THEREFORE MAY OR MAY NOT RUN UNIX ....:-)

(If you had seen earlier postings, it would help)
--
USPS: Gyorgy Fekete | ARPA: gyuri@cvl.umd.edu
      Center for Automation Research | ATT: (301) 454-5858
      University of Maryland | UUCP: ..{seismo,allegra,brl-bmd}\
      College Park, MD 20742 | !umcp-cs!cvl!gyuri

From -4683210268075695841
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,be912395372b9026,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 19:23:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!ssc-bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: Optimized Systems Software
Message-ID: <445@ssc-bee.UUCP>
Date: Wed, 18-Dec-85 22:23:53 EST
Article-I.D.: ssc-bee.445
Posted: Wed Dec 18 22:23:53 1985
Date-Received: Sat, 21-Dec-85 00:45:10 EST
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 45

First off, i am in *no* way connected with the OSS company and
i am just posting this because there is a general interest in new
Atari 520ST software....(etc)....

Two pieces of software are being released by OSS in late December:

PASCAL -(with extensions into GEM and otherwise) "...strings,

...debugging options, special code optimizer and easy to use
GEM support. It includes "compiler,linker,libraries,editor,"
Suggested retail will be $89.95. (Not feeling well today, and
staying home with little else to do ...) i called OSS...the
person that answered seemed knowledgeable and appeared to have
a good feel for the C products out. (I forgot to ask about
floating point libraries, if someone else finds out...pleez post)
He mentioned that the compiler was now written in Pascal (itself)
and that the GEM support would "blow the doors off of the competition."
This reference was meant i think to convince me that they are taking
pains to provide better (or less cryptic) graphics functions. (libraries)

additionally OSS is releasing a GEMDOS(TOS) DiskKit to examine, repair,
and modify TOS diskettes.

------
ahhh....finally the real reason i called...OSS has announced that they
will release Prolog in March of '86 (they have or are announcing
availability of a Prolog for the Macintosh...this will be a port of the
Mac software).

Just in case anyone is interested their address is :
     Optimized Systems Software
     1221 B Kentwood Avenue
     San Jose, Ca 95129

     1-(408)-446-3099

     Charles Ditzel

...uw-beaver!ssc-vax!ditzel

                        [v.nabokov - Details of a Sunset]
The last streetcar was disappearing in the mirrorlike murk of the street
and, along the wire above it, a spark of Bengal light, crackling and
quivering, sped into the distance like a blue star.

From -7731393648485816420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,afb3eec36ae79b2c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-18 19:59:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Removal as undeliverable
Message-ID: <12168243857.9.G.ABRAMS@SU-SCORE.ARPA>
Date: Wed, 18-Dec-85 22:59:52 EST
Article-I.D.: SU-SCORE.12168243857.9.G.ABRAMS

Posted: Wed Dec 18 22:59:52 1985
Date-Received: Fri, 20-Dec-85 04:36:47 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

The following two addresses have been removed from INFO-ATARI because
all mail to them is returned (cluttering up my mailbox). If anyone
knows a good adddress for either, please let me know.

TRWRB!TRWRBA!SANSOM@UCBVAX.BERKELEY.EDU   ...   Host unknown
facrrlc@AMES-AERO   ...   User "facrrlc" unknown

From -5681957849472593461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8c494448bd903fb0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 00:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!info-atari
From: L12@DHDURZ2.BITNET (Wolf-Dieter Batz)
Newsgroups: net.micro.atari
Subject: ATARI 520ST utilities...
Message-ID: <8512191305.AA18642@ucbvax.berkeley.edu>
Date: Thu, 19-Dec-85 03:00:00 EST
Article-I.D.: ucbvax.8512191305.AA18642
Posted: Thu Dec 19 03:00:00 1985
Date-Received: Sat, 21-Dec-85 04:43:25 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

Hi folks,
  I'm interested in software for the above machine; mainly for
communication (MODEM7, VT100) and word-processing(??????).
Any minimum-speculation-hint is greatly appreciated.

---->>>> I don't read this list so reply to me directly. <<<<----

If enough material is coming in I'll post a summary later.
             thanxalott & so long *** wodi

From -6670698151655094438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8db193f0b12b8295,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 00:08:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!info-atari
From: ATWELL@UTAH-20.ARPA (Bart Atwell)
Newsgroups: net.micro.atari
Subject: Word Processors on ST
Message-ID: <12168289129.7.ATWELL@UTAH-20.ARPA>
Date: Thu, 19-Dec-85 03:08:33 EST
Article-I.D.: UTAH-20.12168289129.7.ATWELL
Posted: Thu Dec 19 03:08:33 1985
Date-Received: Sat, 21-Dec-85 00:38:55 EST
Sender: serge@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 18

I was looking for a word processor for my ST today and came across one called
THE FINAL WORD. I was wondering if anyone has used it and what they think of
it. (It seemed as if it had been ported from another machine (the PC?))

This on seemed fairly expensive ($145) so how much better is it?

In addition, they were selling a VT100 emulator. It was called PC/Intercom.
Any information on this one?

My final question is about a public domain RAM disk. Where can I get one?

Thanks in advance,

Bart Atwell

atwell@utah-20

From 3825479926886826822
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,7bb6270756b5fab
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 00:52:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!pesnta!amd!amdcad!lll-crg!ucdavis!ucbvax!info-atari
From: info-atari-request@SU-SCORE.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8512190852.AA14470@ucbvax.berkeley.edu>
Date: Thu, 19-Dec-85 03:52:29 EST
Article-I.D.: ucbvax.8512190852.AA14470
Posted: Thu Dec 19 03:52:29 1985
Date-Received: Sun, 22-Dec-85 00:21:52 EST
Sender: usenet@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 0

From -7290107058490941277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,96fc2338422791b2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 01:51:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Redistribution group disabled
Message-ID: <12168307856.11.G.ABRAMS@SU-SCORE.ARPA>
Date: Thu, 19-Dec-85 04:51:25 EST
Article-I.D.: SU-SCORE.12168307856.11.G.ABRAMS
Posted: Thu Dec 19 04:51:25 1985
Date-Received: Sat, 21-Dec-85 00:39:08 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

The following redistribution group has been disabled because all messages
to it are rejected as addressee unknown. Anyone with further information
is encouraged to advise me.

    Info-Atari%Wayne-MTS%UMich-MTS.Mailnet@MIT-Multics

From -1354861564608921844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45848e7d79e1a332
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 05:34:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: unix on the 520st (why there is none)
Message-ID: <159@imagen.UUCP>
Date: Thu, 19-Dec-85 08:34:35 EST
Article-I.D.: imagen.159
Posted: Thu Dec 19 08:34:35 1985
Date-Received: Sun, 22-Dec-85 00:22:05 EST
References: <912@mcvax.UUCP> <235@unirot.UUCP>
Distribution: net

Organization: The Houses of the Holy
Lines: 36

> In article <912@mcvax.UUCP> simon@mcvax.UUCP (Simon Kenyon) writes:
>
> > the 520st has no mmu
> > it has no memory protection
> > no relocation
> > therefore it cannot run unix
> > end of story
> > by unix i mean v6 or later
>
> > simon kenyon the national software centre dublin, ireland
>
>
>
> Sorry, the above are very useful, but not *vital* to running unix,
> especially on a personal computer. I would bet my terminal that
> there will be a unix port in six months to a year. It might not be

~~~~~~~~~~~~~~~~backspace lineater, backspace~~~~~~~~~~~~~~~~~~~~~~~~

i wouldn't bet my terminal too quickly, there WILL be a unix
available from Atari and it will be AT&T V7, but not for the ST. The
above reasons while not vital are critical enough to make it too
difficult to do. The Atari port will be for the TFM machine and your
timeframe is about right, nothing is set in concrete but it will be
a black box with a 68020 (i hope) or a 32032 in it and it will use
the ST as an intelligent front end, windowing terminal etc.

--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner

From 372649101774722615
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b4e269480876de26,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,b4e269480876de26,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 15517a,b4e269480876de26,start
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-12-19 06:11:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!mnetor!lsuc!jimomura
~~~~~~~~~~~~~~~~

From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.68k
Subject: Correction re cost of OS-9 68K C
Message-ID: <986@lsuc.UUCP>
Date: Thu, 19-Dec-85 09:11:00 EST
Article-I.D.: lsuc.986
Posted: Thu Dec 19 09:11:00 1985
Date-Received: Thu, 19-Dec-85 11:21:15 EST
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Distribution: na
Organization: Barrister & Solicitor, Toronto
Lines: 13
Xref: utcs net.micro.pc:6231 net.micro.atari:1993 net.micro.68k:1425
Summary: Microware's 68K C is $400.00

I have just learned that unlike their 6809 C Compiler, Microware is charging $400.00 for their 68K C compiler which runs under OS-9. There may be other C compilers available for OS-9 68K, but I don't know about them right now.

Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
(416) 652-3880

From -1350150123115796866
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bf77f910e5bb763e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 06:46:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!hjuxa!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari
Subject: Unbundled ST or ripoff?
Message-ID: <380@pedsgd.UUCP>
Date: Thu, 19-Dec-85 09:46:02 EST
Article-I.D.: pedsgd.380
Posted: Thu Dec 19 09:46:02 1985
Date-Received: Fri, 20-Dec-85 05:01:11 EST
Distribution: net
Organization: CONCURRENT Computer Corp, Tinton Falls, NJ
Lines: 44

<here, line eater .. nice line eater .. >

Potential scam here, folks.

I saw an ad in the NY Times this past Tues (12/17) from one Executive Photo on 31st St, Manhattan. In their computer section, they had the following entry: "Atari 520 ST $369.". I called their WATS number (800-223-7323), frankly assuming a typo for an intended price of $639, still an excellent discount on the B&W ST.

When I got through to them, they told me over the phone "That's the price for the CPU only, the package is $699."

Say WHAT?!?!?!

I called the distributor in Westchester county as shown in the recent ST ads and asked if the ST was available unbundled. The answer was that they had heard Atari was considering it, but not at the present. Okay, I called Atari in Sunnyvale. The person I got was 'puzzled'. They took the dealer's name & phone #, my name & address, and said they'd look into it.

If the manufacturer doesn't offer something unbundled, and the regional distributor doesn't distribute it unbundled, and NO ONE has ever advertised the item in unbundled form, what do you call an ad selling you a piece of an otherwise bundled system? I called Executive again to see if they were still holding to their line. They were. I called the NY state Atty General's office and have requested complaint forms be sent. I think false advertising charges are appropriate.

ANYONE else ever see ads for unbundled ST systems? I don't mean supplemental drives, etc. I mean an ad along the lines of 'CPU only $XXX, monitor $XXX, first disk $XXX'. If so, please let me know. Thanks.

Bob Halloran

==========
UUCP: {decvax, ucbvax, most Action Central}!vax135\
{pesnta, topaz, princeton}!petsd!pedsgd!bobh
USPS: 19 Culver Ct, Old Bridge NJ 08857

Disclaimer: My opinions are my own.
Quote: "When the going gets weird, the weird turn pro..." -- Hunter Thompson

From -6413413295404688263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c5c25c3b940752f2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 07:16:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!decvax!tektronix!tekigm2!wrd

From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Re: Large Arrays In Sight
Message-ID: <317@tekigm2.UUCP>
Date: Thu, 19-Dec-85 10:16:41 EST
Article-I.D.: tekigm2.317
Posted: Thu Dec 19 10:16:41 1985
Date-Received: Sat, 21-Dec-85 05:27:02 EST
References: <500017@iuvax.UUCP>
Organization: Tektronix, Beaverton OR
Lines: 20

>
> Well, I guess I am the newest member of the ONE MEG club. Anyone wanting
> to convert can use me as another data point. I will be happy to answer
> any questions about reliability or the installation itself. Also, I would
> like to receive reports from other ONE MEGers about reliability and about
> possible side-effects. Thanks.
>
> franco.indiana@csnet-relay

Please state what machine you have converted to "One Meg" -- locally there
are now both 520ST's and 130XE's that have been converted to one meg. I
am interested in the 130XE conversion.

By the way, have heard via the grapevine that the 256XE is about to hit
the market place, anyone seen one yet? Why doesn't Atari just bite the
bullet and bring out the 1040XE? The "Super 520" (why not 1040ST?) is
now available in europe, why not in the good old USA?

                --Bill--

From -8019831099770956022
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,178656f3b32e112f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 07:19:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site
tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: "256XE"
Message-ID: <318@tekigm2.UUCP>
Date: Thu, 19-Dec-85 10:19:33 EST
Article-I.D.: tekigm2.318
Posted: Thu Dec 19 10:19:33 1985
Date-Received: Sat, 21-Dec-85 05:27:16 EST
Distribution: net

Organization: Tektronix, Beaverton OR
Lines: 6

Whoops! I should have said 260XE not 256XE. I do wish that Atari Corp.
would make up their mind as to how they are nomenclating their products.
The new 256ST has 512k memory. The super 520ST has 1 Meg memory. Why
not stay with what they started?

--Bill--

From 203648247011752506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-19 07:53:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!hjuxa!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Reply to: Questions about ST vs. AMIGA
Message-ID: <382@pedsgd.UUCP>
Date: Thu, 19-Dec-85 10:53:30 EST
Article-I.D.: pedsgd.382
Posted: Thu Dec 19 10:53:30 1985
Date-Received: Fri, 20-Dec-85 05:37:57 EST
References: <342@unmg.UUCP> <840@h-sc1.UUCP> <352@well.UUCP>
Distribution: net
Organization: CONCURRENT Computer Corp, Tinton Falls, NJ
Lines: 31
Xref: watmath net.micro.amiga:1210 net.micro.atari:2035

In article <352@well.UUCP> farren@well.UUCP (Mike Farren) writes:
>In article <840@h-sc1.UUCP>, breuel@h-sc1.UUCP (thomas breuel) writes:
>> It would be much more helpful if you stated WHY you believe that the
>> AMIGA is better than the ST. Since I may buy a new computer soon, I
>> would like to hear real information about the two machines. So far, the
>> main differences appear to be:
>>
>> (b) the AMIGA has better special-purpose graphics capabilities than the
>>   ST, but at the expense of main CPU speed.
>
>   Absolutely false. The graphics capability is achieved with co-processors
>   which tend to let the CPU run at full speed much more often than if the
>   CPU were responsible for display updates. Note that the coprocessors
>   also allow I/O to proceed independently of the CPU, as well.

Granted, the graphics chips relieve the 68000 from dealing with the
display, as it must in the Mac, but the 68000 and the various co-processors
must still contend for access to memory. YES, I/O can proceed independently,

etc., but only ONE of the processors can use memory at a time. This
HAS to impact the throughput of the 68000.

BTW, the ST also has an I/O co-processor, so presence vs. non-presence
arguments in favor of the Amiga are inappropriate.

                        Bob Halloran
==
UUCP: {decvax, ucbvax, most Action Central}!vax135\
                    {pesnta, topaz, princeton}!petsd!pedsgd!bobh
Disclaimer: My opinions are my own.
Quote: "When the going gets weird, the weird turn pro..." -- Hunter Thompson

From 635827454439153005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,38a8763948e4520
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 07:56:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!trwrb!
trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.atari
Subject: Please add my name...
Message-ID: <1744@trwrba.UUCP>
Date: Thu, 19-Dec-85 10:56:10 EST
Article-I.D.: trwrba.1744
Posted: Thu Dec 19 10:56:10 1985
Date-Received: Sat, 21-Dec-85 01:17:47 EST
References: <12168122269.24.LRC.SLOCUM@R20.UTEXAS.EDU>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Distribution: net
Organization: TRW EDS, Redondo Beach, CA
Lines: 4

to the INFO-ATARI mailing list (he asked for the third or fourth time).
Thanks in advansk!

Richard E. Sansom
{decvax,ucbvax,ihnp4}!trwrb!trwrba!sansom
Relay-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site sdcrdcf.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.atari
Subject: Please add my name...
Message-ID: <1744@trwrba.UUCP>
Date: 19 Dec 85 15:56:10 GMT
Date-Received: 19 Dec 85 18:06:12 GMT
References: <12168122269.24.LRC.SLOCUM@R20.UTEXAS.EDU>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)

Distribution: net
Organization: TRW EDS, Redondo Beach, CA
Lines: 4

to the INFO-ATARI mailing list (he asked for the third or fourth time).
Thanks in advansk!

Richard E. Sansom
{decvax,ucbvax,ihnp4}!trwrb!trwrba!sansom

From -8037297678896276225
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2340afaea1b267fd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 09:03:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro.atari
Subject: ST EPROM size and number
Message-ID: <336@ihnet.UUCP>
Date: Thu, 19-Dec-85 12:03:02 EST
Article-I.D.: ihnet.336
Posted: Thu Dec 19 12:03:02 1985
Date-Received: Fri, 20-Dec-85 06:16:24 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 15

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

The ST uses up to 6 27256 eproms.
The adress space for the EPROMS is 96k words on the ST so you
need 6 27256 to give you the full amount (3 sets of 32k x 16)

The 27256 eprom is organized as a 32k X 8 bit memory.
There fore you need 2 27256 to give you 32k words.
If you look inside the ST you will see six sockets
with roms in the first and third socket.
Also you can use 2 27128 or 2 2764 to give you 16k or 8k words
of memory.

ihnet!bryan

From 7893906526823355715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,743e65f56f718c3c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 11:01:30 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Two more problem addresses
Message-ID: <12168407995.31.G.ABRAMS@SU-SCORE.ARPA>
Date: Thu, 19-Dec-85 14:01:30 EST
Article-I.D.: SU-SCORE.12168407995.31.G.ABRAMS
Posted: Thu Dec 19 14:01:30 1985
Date-Received: Sat, 21-Dec-85 06:26:13 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

The destination mailers have objected to the following two entries.
Please advise me of corrections.

     ICONS@UMass
     Farakas@SCRC-STONY-BROOK

From 4532331689086738120
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,949531cf158a2473
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,949531cf158a2473
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-19 11:29:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site amiga.amiga.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!pyramid!amiga!bruceb
From: bruceb@amiga.UUCP (Bruce Barrett)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Reply to: Questions about ST vs. AMIGA
Message-ID: <421@amiga.amiga.UUCP>
Date: Thu, 19-Dec-85 14:29:05 EST
Article-I.D.: amiga.421
Posted: Thu Dec 19 14:29:05 1985
Date-Received: Sat, 21-Dec-85 04:42:31 EST
References: <342@unmg.UUCP> <840@h-sc1.UUCP> <352@well.UUCP> <845@h-sc1.UUCP>
Reply-To: bruceb@hunter.UUCP (Bruce Barrett)
Distribution: net
Organization: Commodore-Amiga Inc., 983 University Ave #D, Los Gatos CA 95030
Lines: 40
Xref: watmath net.micro.amiga:1220 net.micro.atari:2052

In article <845@h-sc1.UUCP> breuel@h-sc1.UUCP (thomas breuel) writes:
>-- are there MacWrite type word processors available for either machine?
(Answeres given for Amiga computer, note my bias)

Textcraft is the only thing I am aware of. It is oriented toward "home"
or "new small business" use. On a 256k machine it can handle about 6-10
pages of text. One font in many styles (bold, italics,...) is supported.
>   How easy are they to adapt to a specific printer?
Trivial if you select one of the "standard" supported printers:
     Alphapro 101, Brother HR15xl, CBM MPS1000, Diablo (630, Advantage,
     C-150), Epson (fx series and JX80), HP laserjet (and plus),
     Okimate 20, Qume leterpro 20.
If you do not select any of the above you can select "generic".
NOTE: All "right-thinking" software uses standard Amiga (ISO, DEC, Amiga)
escape sequences to the PRT: device. If the attached printer can do the
requested operation the Amiga "translates" the command for the printer
and issues it. Printer independent software is a snap! (The "generic"
printer is assumed to have no features.)

>-- what terminal emulators are available for the two machines? Are
>   they reliable? What protocols do they support for file transfer?
Several available, see past postings. Companies posted include:
     Micro-Systems Software, IncModem7/Xmodem, XmodemCRC, and
       Hayes-Smartcomm file xfer protocols
     ELCom's ElTerm data communications package. both KERMIT and
       XMODEM built in. ansi terminal emulation
     Maxicorp, Maxicomm package.
     Commodore is marketing one also.
>-- what graphics design programs (in the style of MacDraw) are available
>   for either machine? How usable are they?
     Graphicraft (Commodore Amiga) and Delux Paint from Electronic arts.
     Both seen to have the limitation the the painting cannot exceed
     the size of the screen. EA supports 640x400 (interlaced).
     You may want/need more than 512k of RAM.

--BruceB
Disclaimer: I work for Commodore-Amiga. I have played with TextCraft and
Graphicraft alot, but not with Deluxe Paint or any of the Comm packages.
Everything above is, undoubtedly TM or Registered. I hope all of the
above companies prosper and continue to come out with new produces for
the Amiga.

From -2364287168525142890
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e116e17283d152c5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 12:28:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site spp2.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!psuvm.bitnet!psuvax1!burdvax!sdcrdcf!trwrb!
trwspp!spp2!rroux
From: rroux@spp2.UUCP (Ray Roux)
Newsgroups: net.micro.atari
Subject: 256K upgrade fo 800XL
Message-ID: <833@spp2.UUCP>
Date: Thu, 19-Dec-85 15:28:22 EST

Article-I.D.: spp2.833
Posted: Thu Dec 19 15:28:22 1985
Date-Received: Sat, 21-Dec-85 04:55:09 EST
Distribution: net
Organization: TRW, Redondo Beach CA
Lines: 55

----- line eater snack -------------

I just installed CDY's 256K upgrade in my 800xl and am fairly pleased. All the XE versions of programs I've tried work fine (Synfile, Syncalc, Paper Clip, and Atari Writer+.) Using the Omniview OS I'm able to create and use a RAMdisk with DOS 2.0 (Other DOSes are better but the ability is still there).

I also installed CDY's Ramrodxl and Omniview. I'm glad I got the Ramrodxl, because some software refuses to boot with the omniview chip, for example: the XE version of paper clip, and electronic arts games. 80 columns, even using a good monitor, is hard to look at for long periods of time. I suppose that if I had a good monochrome monitor it would be much better.

The omniview OS is supposed to be super 400/800 compatable, it does boot MOST of the software that needed translation but, alas, Blue Max still won't boot (lucky for me I still have my trusty 800 :-)).

I am having some problems, and I'm not sure if they are due to my soldering or inherent in the upgrade. If anyone else has done the upgade I'd appreciate responses. Anyway, here's the quirks I see:

1. Booting the non-XE version of Paper Clip gives me the the same buffer space as if it was booted on a 48K machine (427 FREE) rather than the 800XL buffer size (785 FREE). I know, I should just use the XE version, but it still bugs me!

2. I sometimes have trouble booting another program, even doing a power off/on leaves me in a wierd state - the disk isn't accessed until I power the DISK off/on.

3. I sometimes get random garbage on the screen when I'm booting, the program seems to behave ok - just unsettling to watch.

And now for my wish list (are you listening David Young?):

1. I would like to be able to switch ramdisk drive numbers without resetting. It would be great for loading the back side of an Infocomm game into a ramdisk, booting the front, and then switching the ramdisk to drive 1 - playing Infocomm in RAM what a joy!

2. It would be nice to be able to have two single density ramdisks. Then (using the first request) you could load the Synapse novels and not GRIND your disks to death.

Disclaimer: My only connection with CDY is that I own a few of there
             products and they own some of my (as yet unearned) money (where
             would we be without plastic?)

--

   Ray Roux
        {ucbvax|decvax}!trwrb!trwspp!spp3!rroux
Relay-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site sdcrdcf.UUCP
Posting-Version: version B 2.10.2 9/5/84; site spp2.UUCP
Path: sdcrdcf!trwrb!trwspp!spp2!rroux
From: rroux@spp2.UUCP (Ray Roux)
Newsgroups: net.micro.atari
Subject: 256K upgrade fo 800XL
Message-ID: <833@spp2.UUCP>
Date: 19 Dec 85 20:28:22 GMT
Date-Received: 19 Dec 85 21:03:47 GMT
Distribution: net
Organization: TRW, Redondo Beach CA
Lines: 55

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--

Ray Roux
{ucbvax|decvax}!trwrb!trwspp!spp3!rroux

From -8372207875688864309
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3b32f965ee3b492,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-19 15:22:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site islenet.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!islenet!jons
From: jons@islenet.UUCP (Jonathan Spangler)
Newsgroups: net.micro.atari
Subject: Awards for the ST!
Message-ID: <1955@islenet.UUCP>
Date: Thu, 19-Dec-85 18:22:39 EST
Article-I.D.: islenet.1955
Posted: Thu Dec 19 18:22:39 1985
Date-Received: Wed, 25-Dec-85 00:27:55 EST
Reply-To: jons@islenet.UUCP (Jonathan Spangler)
Organization: Islenet Inc., Honolulu
Lines: 24

Editorial, Infoworld Dec. 2 1985

...But opening new areas of computing or releasing floodgates of demand are not the only things that make a winner. Value, always an important consideration in the high-priced, high-tech world of microcomputers, represents the major criterion for two of our awards this year. Our Hardware Value of the Year goes to the Atari 520ST, a product whose makers pride themselves on providing quality

for a low price. Indeed, what last year was available only on machines costing $2,500 and up can now be had for less than $1,000. The power of a 68000 microprocessor, the ease of an icon-based graphic user interface, and the ability to do serious work is available for the cost of last year's toy. Atari 520ST, an amazine machine for the money.

Need I say more?

Aloha,
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons
"Put the ST in your ChriSTmas!"
--
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons
"Put the ST in your ChriSTmas!"

From -6059858057912917935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4752aa8ba0933395
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,4752aa8ba0933395
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,4752aa8ba0933395
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-06 15:11:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!ut-sally!seismo!uwvax!uwmacc!rick
From: rick@uwmacc.UUCP (the absurdist)
Newsgroups: net.micro.mac,net.micro.amiga,net.micro.atari
Subject: Re: Portability of Mac Source
Message-ID: <1768@uwmacc.UUCP>
Date: Fri, 6-Dec-85 18:11:04 EST
Article-I.D.: uwmacc.1768
Posted: Fri Dec 6 18:11:04 1985
Date-Received: Sun, 8-Dec-85 03:24:35 EST
References: <6679@boring.UUCP> <25500120@ISM780B.UUCP> <452@graffiti.UUCP>
<330@mmm.UUCP> <471@graffiti.UUCP> <284@yetti.UUCP>
Reply-To: rick@uwmacc.UUCP (Rick Keir)
Organization: UWisconsin-Madison Academic Comp Center
Lines: 28
Xref: watmath net.micro.mac:3720 net.micro.amiga:1015 net.micro.atari:1909

[dropped from the net.lang.c distribution, since this is not a
  specifically C language issue]

In article <284@yetti.UUCP> oz@yetti.UUCP (Ozan Yigit) writes:
>   Perhaps it is safe to say that some MAC programmers worry more
>   about how the program *looks* rather than what it *does*. SIGH.
>   And I thought the advancement of systems like MAC would clear

>   away all the interface blues, and let people concentrate more on
>   the *functionality*.

Almost any source I have seen has function mixed w/interface all over it.
Not just on the Mac -- look at Unix sources. It's possible to call
a separate module everytime you need to handle an exception, do i/o,
or whatever -- but very few people bother. (Quick, what was the last
major C program you wrote where every call to a routine from section III
of the manual was separate? No forks, etc.?)
     Sure, portability is desirable. But most people are aiming at a
specific target, and why should they make their code more complex and
fragile to support a machine they are not interested in?
     Something that escapes most mainframe-oriented people is that it is often
nearly impossible to get tech support (even manuals!) w/o buying software
to go with it. Even IF someone wanted to write for Apple's Toolbox,
Atari's Gem, and Amiga's Intuition interfaces, they'd face major problems
in finding out how to write/support software on a second and third machine.
This discussion is about what people do for *FREE*, after all.
--
Rick Keir -- right next to the Oyster Tank -- UWisc - Madison
{allegra, ihnp4, seismo}!uwvax!uwmacc!rick

From -803374294892308106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,697c0bfe8e04d24e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-06 17:08:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ISM780C.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!cmcl2!harvard!talcott!panda!
genrad!decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ISM780C!tim
From: tim@ISM780C.UUCP (Tim Smith)
Newsgroups: net.micro.atari
Subject: Re: Latest ST tidbits from Atari
Message-ID: <115@ISM780C.UUCP>
Date: Fri, 6-Dec-85 20:08:43 EST
Article-I.D.: ISM780C.115
Posted: Fri Dec 6 20:08:43 1985
Date-Received: Mon, 9-Dec-85 04:01:32 EST
References: <1605@decwrl.UUCP>
Reply-To: tim@ISM780C.UUCP (Tim Smith)
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 12

In article <1605@decwrl.UUCP> peters@pulman.DEC (Don Peters, APO-1/F8, 289-1242)
writes:
>
> - The TOS ROMS for the ST are not out yet, but, if you have a
>   developer's kit, Atari will send you the latest EPROM version
>   of TOS at no charge if you send them 8 AMD 2256 EPROMS and a
>   self-addressed return envelope for them. To verify that you are

How many EPROMs are in the ST? 8 seems excessive...
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim
                ^
                ^-- Not ISM780C, ignore the header!

From 7091967503397350230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fad704dd2905950d,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,fad704dd2905950d,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-06 17:29:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Good, inexpensive printer and RS-232 cables available
Message-ID: <1715@druxu.UUCP>
Date: Fri, 6-Dec-85 20:29:53 EST
Article-I.D.: druxu.1715
Posted: Fri Dec 6 20:29:53 1985
Date-Received: Tue, 10-Dec-85 06:51:08 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 13
Xref: watmath net.micro.atari:1922 net.micro.amiga:1043

Tired of paying ridiculous prices for cables for your PC at local computer
stores? I've found an excellent source I thought I'd pass on to you. Its
Jameco Electronics, 1355 Shoreway Road, Belmont CA 94002 (415) 592-8097.

Their shielded IBM to Centronics 8' printer cable (IBM-8PC) is only $17.95
(compared to $40-50 for the computer stores) and shielded 6' RS232 cables are
$10.75 (male-male, MMS-2206) and $10.95 (male-female, MFS-2206). I've seen
these cables priced between $35-$40 at the computer stores.

The cables seem very well made and should be quite durable. The only catch is
that Jameco has a $20 minimum order requirement.
--
Terry Zrust AT&T-ISL Denver, CO   (303) 538-4547

From -5604934006532875498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,59235d0f804617f0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-06 18:20:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: cel@CIT-HEX.ARPA

Newsgroups: net.micro.atari
Subject: 256K memory expansions, etc.
Message-ID: <851206181749.00m@CITHex>
Date: Fri, 6-Dec-85 21:20:01 EST
Article-I.D.: CITHex.851206181749.00m
Posted: Fri Dec 6 21:20:01 1985
Date-Received: Sat, 7-Dec-85 20:23:17 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 33

There's been discussion of 256K upgrades for 800XL's and 1200's, but some
of it misses the mark for those of us with "old" 800's. The real question
is how to get maximum advantage from memory upgrades. So far, I know
of five schemes for 64K+ memory expansions:

```
        Axlon ramdisk 128K     ... don't know how it works ...
        Atari 1200 (other XL?) extra 16K swapped with O.S., PORTB selected
        Mosiac Select          4K banks at $C000, non-PORTB select scheme
        Atari 130XE            16K banks at $4000, PORTB selected
        Byte's 800XL 256K "dog"  ??
```

The problem comes when you realized that NONE of these is standard. Yeah,
sure, Atari themselves came out with the XL's and the 130XE, but the two
aren't compatable and (worse) have little to no support from the O.S.
software.

So: how to get the best use out of add-on memory? Shall we take the
130XE as the new standard, and junk all of our old stuff? I know it's
a little late in the game to be talking about standardizing 800 add-ons,
but isn't there something we can do about it?

Now the suggestion (are you listening, C. Dave Young?): how about some
kind of software "standard" which would let you use the extra memory
regardless of what Atari it's on and how it got put there. Hide the
differences between the above systems in some sort of low-level
"extra memory" handler. Ramdisks address part of the problem, but
there are many applications for which you want memory, not emulated
disk files.

....anybody have some ideas about this?

                    --Chuck Lane
                            cel@cit-hex.arpa

From 8551523640851965494
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d005d89ea03088af,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12da6b,d005d89ea03088af,start
X-Google-Attributes: gid12da6b,public
X-Google-Thread: 142096,d005d89ea03088af,start

X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,d005d89ea03088af,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-12-06 18:23:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ISM780C.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!ittatc!
dcdwest!sdcsvax!sdcrdcf!ISM780C!tim
From: tim@ISM780C.UUCP (Tim Smith)
Newsgroups: net.lang.c,net.micro.mac,net.micro.atari,net.micro.amiga
Subject: Re: Windows (Really porting between Mac, Amiga, and ST
Message-ID: <116@ISM780C.UUCP>
Date: Fri, 6-Dec-85 21:23:04 EST
Article-I.D.: ISM780C.116
Posted: Fri Dec 6 21:23:04 1985
Date-Received: Sun, 8-Dec-85 07:05:08 EST
References: <-13400@brl-tgr.UUCP>
Reply-To: tim@ISM780C.UUCP (Tim Smith)
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 69
Xref: watmath net.lang.c:7341 net.micro.mac:3722 net.micro.atari:1911
net.micro.amiga:1019

Note: I am adding net.micro.{mac,amiga,atari} to this, because this article
is really about portability between the Mac, the ST, and the Amiga.

[I am >>]
In article <-13400@brl-tgr.UUCP> jon@brl-tgr.UUCP writes:
>>> [compaint that Mac programmers are not writting portable code.
     Mentions that other machines have windows besides the Mac]
>> Are you saying my Mac programs should easily port to the Amiga, the Atari
>> 520ST, the Sun , V8 Unix (if you have a BLIT), System V (if you have
>> a Teletype 5620), the IBM PC and Clones (with GEM), the AT&T PC7300,
>> and a few random Xerox machines? They all have windows.
>>
>   Are you saying you want to write different programs to accomplish the
>same thing on all these machines?

Of course not. What I mean is that just because N machines all
support windows, or similar user interfaces, that does not mean
that they are alike in other details of the operating system.

Portability depends a lot on what the program does. For example,
a V8 program that makes heavy use of streams probably take a bit
of work to run on a non V8 Unix. Or a BSD program that depends
on the 4.2 behaviour of signals might have problems. Or look at
all the problems with tty drivers and time functions between
various Unix implementation. These Unixes are a lot closer to
each other than the Macintosh and the Amiga and the ST are!

Good implementations of stdio can do a lot to help. An example
is the MegaMax implementation on the Mac. If you attempt to
printf or putchar on stdout, and you have not initialized

QuickDraw and the window manager yet, it will notice this, do it
for you, and create a window called "stdout", which looks a lot
like a TTY in cooked mode. For example, echoing, ^S, ^Q, and
backspace work, and there is a way to kill the program with a key
sequence. ^D generated EOF. So most programs that just want to
interact with a user, and do some computation will port just
fine. I believe that the other Mac C systems do similar things.
I don't know anout the ST and the Amiga, but if they don't
already, they can certainly be made to.

But when I write a program on the Mac, I want to use menues,
graphics, dialogs, etc. In short, I want to use the Mac
interface. If I had an ST or an Amiga, I would want to use their
interfaces.

It should be possible to develop a graphics library that is
implementable on the Mac, Amiga, and ST, so that one could write
portable programs that do graphics. It would probably not fully
utilize each machine, e.g., collision detection on the Amiga, but
most programs would be able to use the library.

I suppose one could also come up with menu libraries, window
libraries, text libraries, etc, so that one could write portable
programs that make use of the user interface available on the Mac
and Amiga and ST.

Until someone actually writes those libraries, I don't think one will
see a lot of portable code between these machines, except for programs
that use a simple command line user interface.

This specs for the above mentioned libraries could be a fun topic
to discuss (certainly more interesting than curly braces and bouncing
balls!).

Sounds like a job for an ANSI committee! :-)
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim
                ^
                ^-- Not ISM780C, ignore the header!

From -2939157159757020652
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e4aa2292e9c288fe
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,e4aa2292e9c288fe
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-06 19:51:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ISM780C.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!ucdavis!ucbvax!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ISM780C!tim
From: tim@ISM780C.UUCP (Tim Smith)

Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Jersey Amiga Users Group
Message-ID: <121@ISM780C.UUCP>
Date: Fri, 6-Dec-85 22:51:28 EST
Article-I.D.: ISM780C.121
Posted: Fri Dec 6 22:51:28 1985
Date-Received: Mon, 9-Dec-85 03:30:21 EST
References: <325@well.UUCP>
Reply-To: tim@ISM780C.UUCP (Tim Smith)
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 12
Keywords: WHO CARES ABOUT A FUCKING NEW JERSEY AMIGA USERS GROUP
Xref: watmath net.micro.amiga:1029 net.micro.atari:1916

Why is most of net.micro.amiga cross posted to net.micro.atari? And why is
most of the ST stuff cross posted to net.micro.amiga? Maybe the groups
need to be re-organized:

```
     net.micro.atari                 8 bit atari stuff
     net.micro.amiga_and_st          Amiga and 520ST stuff
```

This would come closer to recognizing reality.
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim
                ^
                ^-- Not ISM780C, ignore the header!

From -3596706681362970361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9be16f43ba84f4b1
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-06 19:58:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site umd5.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!umcp-cs!cvl!umd5!oconnor
From: oconnor@umd5.UUCP
Newsgroups: net.micro.atari
Subject: Re: ERROR MESSAGES AND HIPPO-C
Message-ID: <809@umd5.UUCP>
Date: Fri, 6-Dec-85 22:58:37 EST
Article-I.D.: umd5.809
Posted: Fri Dec 6 22:58:37 1985
Date-Received: Sun, 8-Dec-85 03:25:12 EST
References: <8512061148.AA25696@ucbvax.berkeley.edu>
Reply-To: oconnor@umd5.UUCP (Mike oconnor)
Organization: U of Md, CSC, College Park, Md
Lines: 51

The "out of registers" error is a result of poor compiler design.
When generating subroutine calls the Hippo C compiler generates code that

moves each argument into a data register before moving it onto the stack. Unfortunately it does not reuse the data register, so that when you have a call with more arguments than available registers the compiler will halt with the error "out of registers". Of the 8 data registers in the 68K only six can be used this way (a Hippo issue, not hardware). So a call to the VDI routine "v_ellpie()" which has 7 arguments will not compile (even though it is "supported" by Hippo).

For example, if a program contained the following subroutine call:

```
v_ellpie( handle, x, y, xradius, yradius, begang, endang ) ;
```

where all the arguments are automatic variables contained in "main", the Hippo compiler generates the following assembly language:

```
move.w   -200(a6),d2
ext.l    d2
move.w   -198(a6),d3
ext.l    d3
move.w   -196(a6),d4
ext.l    d4
move.w   -194(a6),d5
ext.l    d5
move.w   -192(a6),d6
ext.l    d6
move.w   -190(a6),d7
```

whereupon it would halt with the "out of registers" error message. If there were enough registers, it would have continued with:

```
ext.l    d7
move.w   -188(a6),d8
ext.l    d8
move.l   d2,-(sp)
move.l   d3,-(sp)
move.l   d4,-(sp)
move.l   d5,-(sp)
move.l   d6,-(sp)
move.l   d7,-(sp)
move.l   d8,-(sp)
jsr  _v_ellpie
```

Because of this and their copy-protection I do not recommend this compiler to anyone.

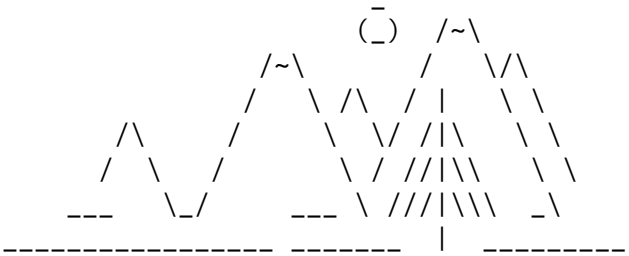
Mike O'Connor
oconnor@umd5.arpa
oconnor@umd5.UUCP

From 4262811128083169312
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18089a2010170a28
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-12-06 21:18:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: How to read joystick/mouse ports on 520ST?
Message-ID: <1711@druxu.UUCP>
Date: Sat, 7-Dec-85 00:18:24 EST
Article-I.D.: druxu.1711
Posted: Sat Dec 7 00:18:24 1985
Date-Received: Tue, 3-Dec-85 08:03:52 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 15

How do I read the joystick ports on the 520ST via Basic? I didn't
see STICK() or STRIG() or MOUSE() :-) anywhere in my manual.
Where do I peek()?

Thanks!
Terry Zrust   ATTISL Denver (303) 538-4547
--
druxu!tlz
Terry L. Zrust
AT&T Information Systems
11900 North Pecos Street
Denver, Colorado 80234
Mail Stop 30L49
(303) 538-4547
Cornet 374-4547



From -3165507286550223143
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,410ace57f5278c28
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-06 23:29:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: c50-1dk%franny@UCBVAX (Andy Lieberman)
Newsgroups: net.micro.atari
Subject: Re: GETTING ATARI 520ST BASIC
Message-ID: <8512070729.AA04842@ucbfranny>
Date: Sat, 7-Dec-85 02:29:12 EST
Article-I.D.: ucbfrann.8512070729.AA04842
Posted: Sat Dec 7 02:29:12 1985
Date-Received: Sat, 7-Dec-85 20:25:47 EST
References: <8512040400.AA25847@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: University of California, Berkeley
Lines: 11

I got mine in the mail about three days ago. I bought my computer in July.
Be sure to send in your warranty card, that's all I had to do.

--

Andy Lieberman
c50-1dk@ucbfranny.UUCP
1736 Hearst St., Berkeley, CA 94703 (415)644-2250

From -3440287095092168671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4c6696b0ceaa8509
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-07 11:05:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mcnc.mcnc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: Re: Floating pnt & ACTION!
Message-ID: <1038@mcnc.mcnc.UUCP>
Date: Sat, 7-Dec-85 14:05:52 EST
Article-I.D.: mcnc.1038
Posted: Sat Dec 7 14:05:52 1985
Date-Received: Mon, 9-Dec-85 03:51:13 EST
References: <5340003@acf4.UUCP>
Reply-To: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Organization: Microelectronics Center of NC; RTP, NC
Lines: 20
Summary:

OSS used to distribute a bunch of routines on a separate disc
called a 'programmers library' or something along those lines
(NOT to be confused with the run-time library) that contained
various useful routines like character manipulation/transalation
stuff, routines for PM graphics, and also had the floating point
functions; most of the stuff would pop in as in-line ML code, though
all the use had to do was include the code and call it like a
regular function. The name of the disc was later changed to the
'Action toolkit', and it can be obtained from OSS or picked up
somewhere for $15 or so. Its definitely worth the money.

-ravi
{decvax,ucbvax}!mcnc!ravi

--

-ravi
{decvax,ucbvax}!mcnc!ravi

From 4974390396516452259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 159df4,6f6516b0170fb417,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 1517c1,6f6516b0170fb417,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 150311,6f6516b0170fb417,start
X-Google-Attributes: gid150311,public
X-Google-ArrivalTime: 1985-12-07 20:27:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site pur-ee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!mckay
From: mckay@pur-ee.UUCP (Dwight D McKay)
Newsgroups: net.micro.atari,net.micro.6809,net.micro.68k
Subject: OS9 soon to be available for Atari 520ST
Message-ID: <3556@pur-ee.UUCP>
Date: Sat, 7-Dec-85 23:27:01 EST
Article-I.D.: pur-ee.3556
Posted: Sat Dec 7 23:27:01 1985
Date-Received: Mon, 9-Dec-85 03:16:03 EST
Reply-To: mckay@pur-ee.UUCP (Dwight D McKay)
Organization: Electrical Engineering Department , Purdue University
Lines: 49
Xref: watmath net.micro.atari:1913 net.micro.6809:653 net.micro.68k:1391

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*** Attention Atari ST owners: You say you want a powerful, flexible, multitasking, multiuser operating system for your Atari ST? Well, you're going to get it! A company, whose name I can not yet mention, is now in the process of porting OS9 to the Atari ST! Believe me, I know. I will also be a beta tester for ST/OS9, so as time goes on, I will be able to answer most questions you may have.

Designed by Microware Inc., OS9 is a Unix-like operating system, with much of the power and flexibility of Unix, but without the price or size! It is, and has been for about 6 years, running on a variety of 6809 and 68000 CPU's, including Gimix, Smoke Signal, SWTPC, Tandy Color Computer, Hazelwood, Helix, and UniQuad. It has recently been announced and is being distributed with a 68000 coprocessor for the IBM PC/XT/AT! It is also in the process of being ported to the Commodore Amiga. It will be available possibly

during the first quarter of 1986, or the second quarter at the latest.

OS9 comes with a full complement of utilities, pipes, and filters, just as Unix does. It also provides access to a wide variety of business software, and a wide variety of programming tools and languages, including C, Pascal, Basic09, Fortran, and Cobol.

Stay tuned to the CompuServe OS9 Sig for news of this new product for the Atari ST, and for constant news, information, technical assistance, and public domain software.

Remember, you heard it here first! Please pass the word, and when you want to visit the OS9 Sig, just type "GO OS9" from anywhere on CompuServe! The OS9 Sig is dedicated to the promotion of OS9 and OS9 information, and to helping OS9 users. We have been open for 3 years and we are 1000 members strong at this moment. We are also the repository for the international OS9 Users Group Software library, and we are the largest single common gathering and information point for OS9 users, no matter what computer is being used.

Wm. A. Van Nest "Van" 76703,467 SysOp of the CompuServe OS9 Sig

From -6882653882840780277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,666062a44c65d082,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-08 11:27:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site ccvaxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!ccvaxa!tucker
From: tucker@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: possible ST upgrade idea
Message-ID: <2800017@ccvaxa>
Date: Sun, 8-Dec-85 14:27:00 EST
Article-I.D.: ccvaxa.2800017
Posted: Sun Dec 8 14:27:00 1985
Date-Received: Tue, 10-Dec-85 06:37:54 EST
Lines: 21
Nf-ID: #N:ccvaxa:2800017:000:988
Nf-From: ccvaxa.UUCP!tucker Dec 8 13:27:00 1985

I thought some of you might be interested to know that Philips and Signetics have anounced they will start producing a CPU called the 68070. It will be fully 68000/68010 code and bus compatible and have an on chip memory management unit, 2 high speed DMA channels, serial port, I2C bus interface and three counter timer functions in

one 84pin package (the extra pins are for the peripheral interfaces).
It will use low power CHMOS so as not to draw more power than your
68000 already does. It will have the instruction continue capacity
of the 68010 for virtual memory.
    This would make a nice (and easy) upgrade to any ST (or Amiga).
Just pull out your 68000 and put the 68070 on a little board that
maps all of the 68000 bus pins to the right places. I hope some
hardware hacker out there is listening.

Tim Tucker
..ucbvax!ihnp4!uiucdcs!ccvaxa!tucker
tucker@gswd-vms.ARPA

Note: I'm not an employee of Philips or Signetics and my intent was
not to advertise their products.

From -616588611689499458
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e4aa2292e9c288fe
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,e4aa2292e9c288fe
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-08 13:19:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site well.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!ut-sally!seismo!lll-crg!well!perry
From: perry@well.UUCP (Perry S. Kivolowitz)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Jersey Amiga Users Group
Message-ID: <329@well.UUCP>
Date: Sun, 8-Dec-85 16:19:48 EST
Article-I.D.: well.329
Posted: Sun Dec 8 16:19:48 1985
Date-Received: Tue, 10-Dec-85 05:29:00 EST
References: <325@well.UUCP> <121@ISM780C.UUCP>
Organization: Whole Earth Lectronic Link, Sausalito, CA
Lines: 44
Xref: watmath net.micro.amiga:1032 net.micro.atari:1917

In article <121@ISM780C.UUCP>, tim@ISM780C.UUCP (Tim Smith) writes:
> Keywords: WHO CARES ABOUT A FUCKING NEW JERSEY AMIGA USERS GROUP
>
> Why is most of net.micro.amiga cross posted to net.micro.atari? And why is
> most of the ST stuff cross posted to net.micro.amiga? Maybe the groups
> need to be re-organized:
>
> Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim
>   ^
>   ^-- Not ISM780C, ignore the header!

Timmy,

Usually when one has a beef with a particular article posted to the net, one sends a meesage to the author and not to the net as a whole. Since you have sent your message to the net, this reply should also be as public.

Do you have a problem expressing yourself with the aid of profanity? Or perhaps your command of the language is so limited that the thought that you could express the same intent with fewer words just didn't come to you. Maybe it did but you are too bloody mindless to recognize a good thought unless it bites you on the ass.

The discussion of what material should be sent where has been beaten to death (or maybe you can't remember back that far...or maybe you can't read at all and when someone read my notes aloud to you you got the wrong impression?)

I sent my posting to net.micro.amiga rather than nj.general because I don't believe I'd reach enough New Jersey, Pennsylvania, and New Yorkers that way.

I sent my note to net.micro.atari because, as I mentioned, the INTERESTED PUBLIC is welcome. I thought that atari fans would appreciate a chance to gain more information about other computers.

Now, Timmy lad, what really do you a have problem with? Are you mad because by saying ``interested public'' you, being a proto-simian blob, were left out?

I'd like to hear your explanation - but do it in private. Sending any thing else to the net would certainly mean you;d only embarras yourself further.

From 6966762627054523361
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9ae8430e790cd505,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-08 14:02:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: misc. questions from an ST novice
Message-ID: <8512091957.AB00272@ucbvax.berkeley.edu>
Date: Sun, 8-Dec-85 17:02:52 EST
Article-I.D.: ucbvax.8512091957.AB00272
Posted: Sun Dec 8 17:02:52 1985
Date-Received: Wed, 11-Dec-85 03:17:06 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 24

Can anyone recommend a C or Pascal compiler for the ST?

Can anyone recommend a disk copying program (that handles protected disks)?

Can anyone recommend a RAM disk program?

In Atari Logo, is there any way to have the flow of control constructs control the execution of more than just one line? For example, the following works:

```
repeat 4 [forward 100 right 12 back 40]
```

but this doesn't

```
repeat 4 [
forward 100 right 12 back 40]
```

The Atari Logo manual mentions that there is a comment delimiter, and I believe it is ';' - but I couldn't get it to work. Does anyone know how to place comments in Logo programs?

Thanks in advance,

Eric Terrell CSNET ADDRESS terrell@OHIO-STATE

From 6976724767483003332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18089a2010170a28
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-08 16:25:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!ucbvax!info-atari
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: How to read joystick/mouse ports on 520ST? (part 1 of 2)
Message-ID: <851208-162530-1043@Xerox>
Date: Sun, 8-Dec-85 19:25:25 EST
Article-I.D.: Xerox.851208-162530-1043
Posted: Sun Dec 8 19:25:25 1985
Date-Received: Wed, 11-Dec-85 22:03:06 EST
References: <1713@trwrba.UUCP>
Sender: kennish@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

Richard,

Thanks for sharing your knowlege of the Atari ST joystick/mouse ports with us. Not konwing how to access the joysticks has been driving me

crazy for a couple of months now. I am anxiously awaiting the next exciting installment (especially the example C source code).

John

From 817912948837930923
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,ecf4dc60645e42d2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-08 22:39:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8512090639.AA17627@polyslo.UUCP>
Date: Mon, 9-Dec-85 01:39:15 EST
Article-I.D.: polyslo.8512090639.AA17627
Posted: Mon Dec 9 01:39:15 1985
Date-Received: Thu, 12-Dec-85 04:43:48 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From 8491312294830324826
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,59235d0f804617f0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-09 05:05:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: 256K memory expansions, etc.
Message-ID: <8512092114.AA01700@ucbvax.berkeley.edu>
Date: Mon, 9-Dec-85 08:05:44 EST
Article-I.D.: ucbvax.8512092114.AA01700
Posted: Mon Dec 9 08:05:44 1985
Date-Received: Fri, 13-Dec-85 07:59:22 EST
References: <851206181749.00m@CITHex>
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 23

Chuck, Regarding your desire for someway to standardize the way extra memory is addressed in the 8 bit ATARIs, I have come to the conclusion

that we have to accept ATARI's way of doing things, e.g. via the bank select address at $D301. And I see why ATARI did it this way instead of using the well established adress of $CFFF used by AXLON: they already had $D301 decoded so that no extra logic was involved. Other than this difference, the extra memory of AXLON and ATARI look the same (i.e. the memory banks are mapped in the same place from $4000-$7FFF). I have even considered adding to the AXLON ramdisk handlers built into the OMNIMON and OMNIVIEW for the 800 the ability to convert refences to $D301 into references to $CFFF so that programs written to run on the 130XE and 800XL's with compatible upgrades would also run on the old 800 with an AXLON ramdisk (or its compatible). I may eventually do this, but for now it is too far down on the priority list to think about.

As far as an extra memory 'handler' which would allow programs to address the extra memory banks as if they were merely an extension of the 6502 address space, the only practical solution that I can come up with is to buy an ST.

David Young
CDY Consulting

From -1040596663496313344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e4aa2292e9c288fe
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,e4aa2292e9c288fe
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-09 09:26:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gitpyr.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!gitpyr!lbg
From: lbg@gitpyr.UUCP (Lee B Grey)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Jersey Amiga Users Group
Message-ID: <1164@gitpyr.UUCP>
Date: Mon, 9-Dec-85 12:26:12 EST
Article-I.D.: gitpyr.1164
Posted: Mon Dec 9 12:26:12 1985
Date-Received: Tue, 10-Dec-85 06:25:19 EST
References: <325@well.UUCP> <121@ISM780C.UUCP>
Organization: Georgia Institute of Technology
Lines: 21
Keywords: WHO CARES ABOUT A FUCKING NEW JERSEY AMIGA USERS GROUP
Xref: watmath net.micro.amiga:1037 net.micro.atari:1919
Summary: NOOOOOOO!!!!!!

In article <121@ISM780C.UUCP>, tim@ISM780C.UUCP (Tim Smith) writes:
> need to be re-organized:
>
>   net.micro.atari   8 bit atari stuff
>   net.micro.amiga_and_st   Amiga and 520ST stuff

>
> This would come closer to recognizing reality.

For god's sakes, don't make me wade through a bunch of atari stuff
hunting for the amiga news I'm interested in. The stupid debate is
finally settling down, and we're getting some actual information
across on net.micro.amiga. The Amiga and 520ST are two different
machines. Why try to talk about them both at the same time? It
just makes actual quality programming that much more difficult.

Atari owners: read/post to net.micro.atari
Amiga owners: read/post to net.micro.amiga

Isn't that nice and tidy? And efficient? I LOVE efficiency. :-)

Lee

From -3647193455753720069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e4aa2292e9c288fe
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,e4aa2292e9c288fe
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-09 09:35:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gitpyr.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Jersey Amiga Users Group
Message-ID: <1165@gitpyr.UUCP>
Date: Mon, 9-Dec-85 12:35:52 EST
Article-I.D.: gitpyr.1165
Posted: Mon Dec 9 12:35:52 1985
Date-Received: Tue, 10-Dec-85 06:25:34 EST
References: <325@well.UUCP> <121@ISM780C.UUCP> <329@well.UUCP>
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Organization: Georgia Institute of Technology
Lines: 24
Xref: watmath net.micro.amiga:1038 net.micro.atari:1920

>
>   I sent my posting to net.micro.amiga rather than nj.general
>because I don't believe I'd reach enough New Jersey, Pennsylvania,
>and New Yorkers that way.

 that seems reasonable...

>I sent my note to net.micro.atari because, as I mentioned, the INTER-
>ESTED PUBLIC is welcome. I thought that atari fans would appreciate a
>chance to gain more information about other computers.

but this doesn't. The INTERESTED PUBLIC on the net who are interested in the Amiga are free to subscribe to net.micro.amiga. Those of us who don't AREN'T INTERESTED.

=-=
Illigitamati non carborundum.

    Steve Tynor
    Georgia Instutute of Technology

 ...{akgua, allegra, amd, harpo, hplabs,
     ihnp4, masscomp, ut-ngp, rlgvax, sb1,
     uf-cgrl, unmvax, ut-sally} !gatech!gitpyr!tynor

From -7435097582206135938
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f668a9726ed1fbe1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-09 09:43:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cbdkc1.UUCP
Path: utzoo!watmath!clyde!cbosgd!cbdkc1!jmb
From: jmb@cbdkc1.UUCP (Jim Brohard 45820 x4880 RAA)
Newsgroups: net.micro.atari
Subject: AtariWriter Plus
Message-ID: <1244@cbdkc1.UUCP>
Date: Mon, 9-Dec-85 12:43:21 EST
Article-I.D.: cbdkc1.1244
Posted: Mon Dec 9 12:43:21 1985
Date-Received: Tue, 10-Dec-85 06:23:56 EST
Reply-To: jmb@cbdkc1.UUCP (Jim Brohard 45820 x4880 RAA)
Organization: AT&T Bell Laboratories, Columbus
Lines: 13

I'm looking for information on the AtariWriter Plus program.
I already have AtariWriter in ROM on my 800. What does Plus buy me?
A salesman could only tell me that it has a dictionary.
Will it run with only one disk?
Will it run on the 800 with 48K of ram?
Will my old AtariWriter files be readable by Plus?
Do I still need my old AtariWriter ROM to run Plus?

Thanks for any info.
Jim Brohard
cbosgd!cbdkc1!jmb

From 7446105036538875504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,58916505d9f26661

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-09 10:10:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!linus!decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: Origin of term "Byte"
Message-ID: <116@imagen.UUCP>
Date: Mon, 9-Dec-85 13:10:36 EST
Article-I.D.: imagen.116
Posted: Mon Dec 9 13:10:36 1985
Date-Received: Wed, 11-Dec-85 21:04:59 EST
References: <851205-061500-2336@Xerox>
Organization: The Houses of the Holy
Lines: 27

> sorry if this is a repeat message for you.
>
> This is probably ancient history, but does anyone know the origin of the
> word "Byte"? Why the "y" ? (pardon the pun). I seem to remember some
> relationship to the word "Bit", but beyond that my mind's a blank.
>
>
>   Dan
>
> ----------------------------------

~~~~~~~~~~~~~~~~~~~~~~~~~~easy lineater, goodlineater~~~~~~~~~~~~~~~~~~~

FLAME ON!!!!!!!
please no more, its bad enough i had to wade thru "where does the
term PC come from", these discussion just don't belong here; A
little mercy for 1200 baud readers of the net
FLAME OFF!!!!!!
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
         Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner

From 5941889429455090812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e948d4cdf54ea59c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-09 10:15:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
~~~~~~~~~~~~~~~~~~~~~~~~~~

Path: utzoo!linus!decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: the polemical bouncin' ball
Message-ID: <117@imagen.UUCP>
Date: Mon, 9-Dec-85 13:15:26 EST
Article-I.D.: imagen.117
Posted: Mon Dec 9 13:15:26 1985
Date-Received: Wed, 11-Dec-85 21:05:17 EST
References: <8512061205.AA26356@ucbvax.berkeley.edu>
Organization: The Houses of the Holy
Lines: 25

> After monitoring the raging debate on various and sundry bouncing ball programs,
> I realize that my 520ST will not be complete until it has a bouncing ball
> of its own. If anyone has it, could they send it to me?
>

> Thanks in advance,
>
> Eric Terrell

~~~~~~~~~~~~~~~~~~~back lineater, back~~~~~~~~~~~~~~~~~~~~~~~~~

i posted the sources to uuencode and uudecode hacked for Alcyon C
along with the encoded binaries for the boink program, if there is
enough interest i will repost or you can send me mail but be warned
i have never successfully gotten anything thru to CSNET

--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner

From 6554009938548776547
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fedc19d093bd01c1
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-09 10:28:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!linus!decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: terminal emulator including graphics for ST?
Message-ID: <118@imagen.UUCP>
Date: Mon, 9-Dec-85 13:28:55 EST
~~~~~~~~~~~~~~~~~~~

Article-I.D.: imagen.118
Posted: Mon Dec 9 13:28:55 1985
Date-Received: Wed, 11-Dec-85 21:27:12 EST
References: <1013@utcs.uucp>
Organization: The Houses of the Holy
Lines: 24

> and can run Tek graphics, HP, anything sensible. So far I haven't
> managed to track down a good terminal emulation program. I would be
> pleased with any of the PC programs such as PC-LINK III. Any leads?
>   Dave Harrison, Dept. of Physics, Univ. of Toronto
>   ihnp4!utcs!physics || ihnp4!utcs!utfyzx!harrison
>   /
>   preferred ------------/
> /

~~~~~~~~~~~~~~~whoa lineater~~~~~~
i have seen PC InterComm and i can't praise it enough, it is a full (as
best i can tell) vt100 emulator with such features as kermit and
xmodem protocals, and screen grap; its also very easy to use with
user definable setup files. Only problem is i cant remember who
makes it but your local atari store should be able to help you.
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner

From -9050668013892001205
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,410ace57f5278c28
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-09 10:41:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!linus!decvax!genrad!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: GETTING ATARI 520ST BASIC
Message-ID: <505@enmasse.UUCP>
Date: Mon, 9-Dec-85 13:41:27 EST
Article-I.D.: enmasse.505
Posted: Mon Dec 9 13:41:27 1985
Date-Received: Wed, 11-Dec-85 20:38:46 EST
References: <8512040400.AA25847@ucbvax.berkeley.edu>
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 10
~~~~~~~~~~~~~~~

> When I bought my 520ST a few days ago, I discovered that a BASIC interpreter
> was not included on the language disk.

Sending in your warranty should generate a basic interpreter by USNAIL.
--

Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!comm!mark)

From -1912663248903891869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4c6696b0ceaa8509
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-09 10:51:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!linus!decvax!genrad!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: Floating pnt & ACTION!
Message-ID: <506@enmasse.UUCP>
Date: Mon, 9-Dec-85 13:51:09 EST
Article-I.D.: enmasse.506
Posted: Mon Dec 9 13:51:09 1985
Date-Received: Wed, 11-Dec-85 20:39:05 EST
References: <5340003@acf4.UUCP>
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 15

>
>
>
> There's got to be a way to reference the floating point routines from the
> ACTION compiler without going into extensive ML routines. Has anyone seen
> anything like that, is it part of the tools? Has anyone written something
> like that or wishs to take on the project???

Part of the toolkit.
--

Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!comm!mark)

From -3646873106224908993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2b455fdedb6f6abe,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-12-09 11:30:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- KERMIT ---
Message-ID: <8512092132.AA02033@ucbvax.berkeley.edu>
Date: Mon, 9-Dec-85 14:30:00 EST
Article-I.D.: ucbvax.8512092132.AA02033
Posted: Mon Dec 9 14:30:00 1985
Date-Received: Fri, 13-Dec-85 08:01:17 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 7

Could the person who submitted KERMIT to the Atari archive please
send me a msg? I would like to ask him a question or two....

              -Richard Hartman
              max.hartman@ames-vmsb

From 7964021029033172198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3b35aa54acd070da,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-09 12:39:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: peggy@NCSC.ARPA (Margaret McCauley)
Newsgroups: net.micro.atari
Subject: Printer for the Atari 800
Message-ID: <8512100127.AA01956@ucbvax.berkeley.edu>
Date: Mon, 9-Dec-85 15:39:00 EST
Article-I.D.: ucbvax.8512100127.AA01956
Posted: Mon Dec 9 15:39:00 1985
Date-Received: Sat, 14-Dec-85 00:26:57 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

Does Okidata make a printer or color printer for the Atari 800?
If so what interface cables/etc. are needed to connect and where
can I buy one?

Send responses directly to peggy@ncsc.

                    PEGGY.

From -5236947797013882892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e4aa2292e9c288fe
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,e4aa2292e9c288fe
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-09 13:29:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ISM780C.UUCP
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ISM780C!tim
From: tim@ISM780C.UUCP (Tim Smith)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Jersey Amiga Users Group
Message-ID: <122@ISM780C.UUCP>
Date: Mon, 9-Dec-85 16:29:33 EST
Article-I.D.: ISM780C.122
Posted: Mon Dec 9 16:29:33 1985
Date-Received: Wed, 11-Dec-85 22:04:24 EST
References: <325@well.UUCP> <121@ISM780C.UUCP> <329@well.UUCP>
Reply-To: tim@ISM780C.UUCP (Tim Smith)
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 61
Xref: linus net.micro.amiga:4930 net.micro.atari:1868

Distribution:

In article <329@well.UUCP> perry@well.UUCP (Perry S. Kivolowitz) writes:
>In article <121@ISM780C.UUCP>, tim@ISM780C.UUCP (Tim Smith) writes:
>> [Line where I use a naughty word]
>>
>> Why is most of net.micro.amiga cross posted to net.micro.atari? And why is
>> most of the ST stuff cross posted to net.micro.amiga? Maybe the groups
>> need to be re-organized:
>>
>   Usually when one has a beef with a particular article posted
>to the net, one sends a meesage to the author and not to the net as
>a whole. Since you have sent your message to the net, this reply
>should also be as public.

You are correct. A beef with a particular article should be handled
by mail. What I should have done was mail your a short complaint about
your article, and posted an article under a new title about the cross
postings. Sorry about directing a general flame at a particular article.

>
>   Do you have a problem expressing yourself with the aid of
>profanity? Or perhaps your command of the language is so limited that

I express myself with profanity quite well :-)

>
>   I sent my posting to net.micro.amiga rather than nj.general
>because I don't believe I'd reach enough New Jersey, Pennsylvania,
>and New Yorkers that way.

It sounds like it istime for someone to make a 'ne' distribution
for New Jersey, New York, Pennsylvania, etc. Could someone over
in that area create such a distribution? Or merge all those
little states into one proper state :-)

>
>I sent my note to net.micro.atari because, as I mentioned, the INTER-
>ESTED PUBLIC is welcome. I thought that atari fans would appreciate a
>chance to gain more information about other computers.
>

Can Mac owners come too? Why not post to net.micro.mac then? How about
IBM PC owners? Why not cross post to net.micro.pc? Most users groups I
have heard of allow anyone to come. Is the NJAUG different? What would
happen to the net if everyone with a users group posted announcements of
meetings to every other net.micro.* group?

>Now, Timmy lad, what really do you a have problem with? Are you mad
>because by saying ``interested public'' you, being a proto-simian
>blob, were left out?
>
Are you saying that proto-simian blobs are not part of the general public?
I am going to have to call the ACLU or the ALF to deal with you! :-)

ps: ignore the mail I just sent you about this. I have been having
mailer problems, so it probably won't get to you. Even if it does,
it really doesn't say anything not said in this article.
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim
                ^
                ^-- Not ISM780C, ignore the header!

From -7978436916614803198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a4305c229e433826
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-09 13:55:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!ucbvax!info-atari
From: Shiffman@GODZILLA.SCH.SYMBOLICS.COM (Hank Shiffman)
Newsgroups: net.micro.atari
Subject: Re: 8 bit bargains at CMO
Message-ID: <851209135537.1.SHIFFMAN@RAMOTH.SCH.Symbolics.COM>
Date: Mon, 9-Dec-85 16:55:00 EST
Article-I.D.: RAMOTH.851209135537.1.SHIFFMAN

Posted: Mon Dec 9 16:55:00 1985
Date-Received: Wed, 11-Dec-85 22:04:07 EST
References: <851206-172835-3983@Xerox>
Sender: kennish@ucbvax.BERKELEY.EDU
Reply-To: Shiffman@SCRC-STONY-BROOK.ARPA
Organization: The ARPA Internet
Lines: 21

> Date: 6 Dec 85 09:23:51 PST (Friday)
> From: Hertz.OsbuSouth@Xerox.ARPA
>
> What is their address?
> I think the entire net would like that info.
> Thanks,
>
> Paul

To hear is to obey:

Computer Mail Order
Department No E011
477 East Third Street
Williamsport, PA 17701

(I think the department identifies Atari-oriented stuff.)

From -3564842975230942092
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1588de0a7d2e6f0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-09 17:21:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cadovax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!harvard!talcott!panda!genrad!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: set fol atari-mail
Message-ID: <977@cadovax.UUCP>
Date: Mon, 9-Dec-85 20:21:08 EST
Article-I.D.: cadovax.977
Posted: Mon Dec 9 20:21:08 1985
Date-Received: Fri, 13-Dec-85 07:36:42 EST
References: <8512062142.AA07057@ucbvax.berkeley.edu>
Reply-To: keithd@cadovax.UUCP (Keith Doyle)
Organization: CONTEL CADO Systems, Torrance, CA
Lines: 50

In article <8512062142.AA07057@ucbvax.berkeley.edu> nep.pgelhausen@ames-vmsb.ARPA

writes:
>>
>Nobody is denying that the bouncing ball demo is more impressive looking than
>difficult. A recent message placed the Atari developement time at approx.
>one week also. The basic thrust of Atari's marketing is not "we are better
>than Commodore" but "we can do much of the same stuff they can, cheaper".
>
>Before the Atari-duplicate demo, the Commodore people were so proud of
>themselves....now they are saying "it was nothing anyway". Make up your
>minds!!!
>
>   -Richard Hartman

To me there are only a few important differences between the two machines:

   1a. The Amiga is NTSC compatible which allows easy use with VTR's, home
       tv cameras for digitizing/overlaying etc. at the expense of flicker
       at 640x400.

   1b. The Atari is virtually flicker-free at 640x400 at the expense of NTSC
       compatibility.

   2a. The Amiga supports up to 4 bit planes in the max resolution mode,
       enough for decent grayscale digitizing/imaging, palette of 4096, and
       bit-blit & sprite hardware.

   2b. The Atari supports up to 2 bit planes in the max resolution mode, with
       palette of 512 and little or no hardware graphics assistance.

   3a. The Amiga supports a series of dedicated DMA channels that DO NOT
       INTERFERE with the CPU speed for 4 sound channels that utilize a
       wavetable (up to max available of the internal 512k ram) and associated
       volume and pitch tables, which effectively constitute a 4 channel
       8-bit digital sampling synthesizer a-la Ensonique Mirage but with
       4 channels instead of however many the Mirage has.

   3b. The Atari uses a off-the-shelf 3 channel sound generator that's been
       around for awhile, and from all reports is not terribly sophisticated.

If, after all that, you still can't tell the difference between the machines
except price, then by all means buy yourself the 520ST. Someone should, as I
am a firm believer in healthy competition. But for me, I bought an Amiga,
the least expensive system that could do what *I* needed in a machine,
because the 520ST couldn't do those things at all (imaging at 640x400,
NTSC video compatibility, and digital sampling of sound).

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
cadovax!keithd@ucla-locus.arpa

From 7403172964569976002
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,9be16f43ba84f4b1
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-09 17:44:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ISM780C.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!harvard!talcott!panda!genrad!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ISM780C!tim
From: tim@ISM780C.UUCP (Tim Smith)
Newsgroups: net.micro.atari
Subject: Re: ERROR MESSAGES AND HIPPO-C
Message-ID: <127@ISM780C.UUCP>
Date: Mon, 9-Dec-85 20:44:22 EST
Article-I.D.: ISM780C.127
Posted: Mon Dec 9 20:44:22 1985
Date-Received: Fri, 13-Dec-85 07:35:27 EST
References: <8512061148.AA25696@ucbvax.berkeley.edu>
Reply-To: tim@ISM780C.UUCP (Tim Smith)
Organization: Interactive Systems Corp., Santa Monica, CA
Lines: 24

In article <8512061148.AA25696@ucbvax.berkeley.edu> terrell@OHIO-STATE.CSNET (Eric
Terrell) writes:
>
>Also, is it possible to start up with the original disk and then change
>to a copy of the disk? With my single-drive system I am currently
>unable to use the compiler unless I use the original disk (yuk!)
>

I haven't seen Hippo-C on the ST, but if it is like the Mac version, then
I believe only the linker checks the copy protection. So you will have to
use the original disk every time you link. But you should be able to use
the compiler from a copy of the original disk. This is still "yuk!", but
at least it's not as bad a "yuk!".

Also, call Hippo and see if they will sell you an unprotected disk. They
were doing that for the Mac (it was $25 for the unprotected disk).

Can the ST handle single sided disks? If it can, it would be interesting
to see if a bit copier on the Mac, like Copy II Mac, could duplicate
Atari disks on a Mac. Copy II can handle Hippo-C on the Mac, so maybe
it would work for the ST? (or do they have Copy II ST yet?)
--
Tim Smith   sdcrdcf!ism780c!tim || ima!ism780!tim || ihnp4!cithep!tim
                ^
                ^-- Not ISM780C, ignore the header!

From 4410070738382889662
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1a0a58f6744e603,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-10 06:00:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.PCS 1/10/84; site mtgzz.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mtuxo!mtgzz!bds
From: bds@mtgzz.UUCP (b.d.szablak)
Newsgroups: net.micro.atari
Subject: BREAK on the ST
Message-ID: <1464@mtgzz.UUCP>
Date: Tue, 10-Dec-85 09:00:55 EST
Article-I.D.: mtgzz.1464
Posted: Tue Dec 10 09:00:55 1985
Date-Received: Wed, 11-Dec-85 04:39:47 EST
Organization: AT&T Information Systems Labs, Holmdel NJ
Lines: 2

How does one generate a BREAK on the ST in VT52 emulation mode? Failing that,
is it possible to generate it through an xbios call? Thanks for any help.

From -8777330389631222598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c446a70daf137e37,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-10 06:11:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site bunny.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!harvard!bunny!mra0
From: mra0@bunny.UUCP (Mark Adler)
Newsgroups: net.micro.atari
Subject: ST LOGO etc.
Message-ID: <266@bunny.UUCP>
Date: Tue, 10-Dec-85 09:11:10 EST
Article-I.D.: bunny.266
Posted: Tue Dec 10 09:11:10 1985
Date-Received: Thu, 12-Dec-85 06:51:35 EST
Distribution: net
Organization: GTE Laboratories, Waltham, MA
Lines: 29

I just bought my Atari 520ST over the weekend and have been
reading the sparse documentation. I have a couple of questions:

1) The DR LOGO documentation makes no mention of functions
   that access the sound capabilities of the ST. This seems
   like a glaring omission. Has anyone written any routines
   to provide access to sound?

2) I understand that the $300 developers package has lots of
   system details. Is there any other publication that provides
   information at a cheaper price? I've seen ads for a series
   of 4 books on the insides of the ST. Has anyone bought these
   books? and if so are they sufficient?

3) Are there any ST user groups in the Boston area?

Thanks.

```
**********************************************************************
 Mark R. Adler              uucp: ..!seismo!harvard!bunny!mra0
 Knowledge-Based Systems Dept.   CSNET: mra0@gte-labs
 GTE Labs, Waltham, MA          Phone: (617) 466-4194
**********************************************************************
--
**********************************************************************
 Mark R. Adler              uucp: ..!seismo!harvard!bunny!mra0
 Knowledge-Based Systems Dept.   CSNET: mra0@gte-labs
 GTE Labs, Waltham, MA          Phone: (617) 466-4194
**********************************************************************
```

```
From -3702935653902761301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,350972f023c832a2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-10 07:49:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: More Memory Wanted for Large Arrays
Message-ID: <500016@iuvax.UUCP>
Date: Tue, 10-Dec-85 10:49:00 EST
Article-I.D.: iuvax.500016
Posted: Tue Dec 10 10:49:00 1985
Date-Received: Thu, 12-Dec-85 05:40:18 EST
Lines: 9
Nf-ID: #N:iuvax:500016:000:353
Nf-From: iuvax!franco    Dec 10 10:49:00 1985
```

I plan to expand my 520ST to 1meg according to the instructions given
by gert@su-pescadero and posted on the net by someone else. Is there
anything I should know that is not given in the instructions? Has
reliability been affected by such modifications? How many people have
made these modifications?
Thanks

John Franco - franco.indiana@csnet-relay

```
From -5210577079293130046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9be16f43ba84f4b1
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-10 08:03:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site utai.UUCP
```

Path: utzoo!utcsri!utai!jenkin
From: jenkin@utai.UUCP (Michael Jenkin)
Newsgroups: net.micro.atari
Subject: Re: ERROR MESSAGES AND HIPPO-C
Message-ID: <1029@utai.UUCP>
Date: Tue, 10-Dec-85 11:03:21 EST
Article-I.D.: utai.1029
Posted: Tue Dec 10 11:03:21 1985
Date-Received: Tue, 10-Dec-85 17:48:38 EST
References: <8512061148.AA25696@ucbvax.berkeley.edu>
Reply-To: jenkin@utai.UUCP (Michael Jenkin)
Organization: CSRI, University of Toronto
Lines: 45
Summary:

In article <8512061148.AA25696@ucbvax.berkeley.edu> terrell@OHIO-STATE.CSNET (Eric Terrell) writes:
>Does anyone know what to do about the "out of registers" error message
>in the HIPPO-C compiler?
>
Yes. It will occur whenever a subroutine call requires too many registers to hold all the intermediate results before putting them on the stack. Someone's register reclemation algorithm could use a little fine tuning. In particular, constructs like

```
a = foo(bar[i].left, bar[i].right, ... );
```

will get the error. However, it can be recoded as

```
t1 = bar[i].left;
t2 = bar[i].right;
...
a = foo(t1, t2, ... );
```

What a hack eh?
>Also, is it possible to start up with the original disk and then change
>to a copy of the disk? With my single-drive system I am currently
>unable to use the compiler unless I use the original disk (yuk!)
Oh yes.. There is documentation on how to do this supplied with the compiler, but..

(a) initialize a new disk
(b) copy everything but hos.tos to this new disk. DO NOT USE A SECTOR COPY.
(c) To run, boot on HOS.TOS on the supplied disk, eject it and insert your copy. You should do a 'ls' to get the new disk directory information set up properly.

NOTE: If you have a one drive system, go an borrow a 2 drive one for step (b). There are 40 or so files that have to be copied, 3 disk swaps per file = 120 disk swaps.

They suggest that you do not use a sector copy. I would assume that

their protection mechanism either (i) will cause the sector copy to
abort, or (ii) foul up the protection on their disk.
--
--
Michael Jenkin   University of Toronto
USENET: {decvax,ihnp4,allegra}!utcsri!utai!jenkin
CSNET: jenkin@Toronto
BELL: 416-978-7321

From 7378916768515035249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45848e7d79e1a332,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-10 08:16:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site mcvax.UUCP
Path: utzoo!linus!gatech!seismo!mcvax!simon
From: simon@mcvax.UUCP (Simon Kenyon)
Newsgroups: net.micro.atari
Subject: Re: unix on the 520st (why there is none)
Message-ID: <912@mcvax.UUCP>
Date: Tue, 10-Dec-85 11:16:15 EST
Article-I.D.: mcvax.912
Posted: Tue Dec 10 11:16:15 1985
Date-Received: Wed, 11-Dec-85 22:01:31 EST
Distribution: net
Organization: CWI, Amsterdam
Lines: 10

the 520st has no mmu
it has no memory protection
no relocation
therefore it cannot run unix
end of story
by unix i mean v6 or later
--
simon kenyon
the national software centre
dublin, ireland

From -1208506630410100 52
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d005d89ea03088af
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,d005d89ea03088af
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,d005d89ea03088af
X-Google-Attributes: gid142096,public
X-Google-Thread: 12da6b,d005d89ea03088af
X-Google-Attributes: gid12da6b,public
X-Google-ArrivalTime: 1985-12-10 10:45:43 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekig4.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
tekig5!tekig4!briand
From: briand@tekig4.UUCP (Brian Diehm)
Newsgroups: net.lang.c,net.micro.mac,net.micro.atari,net.micro.amiga
Subject: Re: Windows (Really porting between Mac, Amiga, and ST
Message-ID: <424@tekig4.UUCP>
Date: Tue, 10-Dec-85 13:45:43 EST
Article-I.D.: tekig4.424
Posted: Tue Dec 10 13:45:43 1985
Date-Received: Thu, 12-Dec-85 05:44:17 EST
References: <-13400@brl-tgr.UUCP> <116@ISM780C.UUCP>
Reply-To: briand@tekig4Diehm.UUCP (Brian Diehm)
Organization: Tektronix, Beaverton OR
Lines: 23
Xref: watmath net.lang.c:7371 net.micro.mac:3760 net.micro.atari:1939
net.micro.amiga:1065

>Until someone actually writes those libraries, I don't think one will
>see a lot of portable code between these machines, except for programs
>that use a simple command line user interface.
>
>This specs for the above mentioned libraries could be a fun topic
>to discuss (certainly more interesting than curly braces and bouncing
>balls!).
>
>Sounds like a job for an ANSI committee! :-)

Unfortunately, the ANSI bureaucracy has done just that, and called the result
GKS. If anything it serves only to show the futility of the effort. In order
to be all things to all people in all ways, any such implementation must be
huge, slow, unwieldy, and generally unusable. Guess what? GKS is huge, slow,
unwieldy, and generally unusable. It is appropriate only for those with
giant machines, the likes of which the world doesn't use much any more.

-Brian Diehm
Tektronix, Inc. (In this case, my opinions directly oppose the official Tek
                 policy - Tektronix is publicly committed to GKS, and must
                 be to support a portion of its customer base. But really,
                 if you probe deep enough, some of the people in charge don't
                 really like it . . .)

From 2426619416394582814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25d7b09b6a2887c6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-10 12:31:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!hjuxa!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)

Newsgroups: net.micro.atari
Subject: Atari - CP/M connection
Message-ID: <372@pedsgd.UUCP>
Date: Tue, 10-Dec-85 15:31:31 EST
Article-I.D.: pedsgd.372
Posted: Tue Dec 10 15:31:31 1985
Date-Received: Thu, 12-Dec-85 04:15:01 EST
Distribution: net
Organization: CONCURRENT Computer Corp, Tinton Falls, NJ
Lines: 19

<Here, line eater .. here, boy .... >

I am looking at an inexpensive CP/M system for home. I also have an
800XL. I understand that a CP/M box with a 19.2Kb serial port can be
made to look like an Atari disk drive. I have seen some material
from CPMUG to support such an application. Anyone else done this?
Benefits/drawbacks? I would suspect that copy-protected material
would probably choke in this arrangement, but that is not a concern.
Please reply by mail. Thanks in advance.

Bob Halloran
Sr MTS, CONCURRENT Computer Corp
(a Perkin-Elmer company)

==========

UUCP: {decvax, ucbvax, most Action Central}!vax135\
{pesnta, topaz, princeton}!petsd!pedsgd!bobh
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724 DDD: (201) 758-7000

Disclaimer: I doubt that my employer wants anything to do with my opinions.
Quote: "When the going gets weird, the weird turn pro..." -- Hunter Thompson

From -3870345662117603368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fad704dd2905950d
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,fad704dd2905950d
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-10 17:25:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Good, inexpensive printer and RS-232 cables available
Message-ID: <449@eneevax.UUCP>
Date: Tue, 10-Dec-85 20:25:58 EST
Article-I.D.: eneevax.449
Posted: Tue Dec 10 20:25:58 1985
Date-Received: Thu, 12-Dec-85 06:52:15 EST
References: <1715@druxu.UUCP>
Reply-To: ravi@eneevax.UUCP (Ravi Kulkarni)
Organization: U of Maryland, EE Dept., College Park, MD

Lines: 23
Xref: watmath net.micro.atari:1942 net.micro.amiga:1070

In article <1715@druxu.UUCP> tlz@druxu.UUCP (ZrustTL) writes:
>
>Their shielded IBM to Centronics 8' printer cable (IBM-8PC) is only $17.95
>(compared to $40-50 for the computer stores) and shielded 6' RS232 cables are
>$10.75 (male-male, MMS-2206) and $10.95 (male-female, MFS-2206). I've seen
>these cables priced between $35-$40 at the computer stores.

Look in the back of Computer Shopper for really good deals on cables
and power strips. I bought a sheilded ibm printer cable and a surge
protected power strip for $10 and $13 each. Needless to say one
should exercise some caution in going mail order, although for small
items such as these the risk is low. The prices you quote are
usually locally available at discount computer stores. At least
they are in the local Washington D.C. area.

-ravi

--
ARPA: ravi@eneevax.umd.edu
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 5339999952354497549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45848e7d79e1a332
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-11 00:49:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site unirot.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!caip!unirot!grr
From: grr@unirot.UUCP (George Robbins)
Newsgroups: net.micro.atari
Subject: Re: unix on the 520st (why there is none)
Message-ID: <235@unirot.UUCP>
Date: Wed, 11-Dec-85 03:49:34 EST
Article-I.D.: unirot.235
Posted: Wed Dec 11 03:49:34 1985
Date-Received: Fri, 13-Dec-85 07:44:04 EST
References: <912@mcvax.UUCP>
Reply-To: grr@unirot.UUCP (George Robbins)
Distribution: net
Organization: The Soup Kitchen, Piscataway NJ
Lines: 29
Summary: ST unix will come

In article <912@mcvax.UUCP> simon@mcvax.UUCP (Simon Kenyon) writes:

>   the 520st has no mmu
>   it has no memory protection
>   no relocation
>   therefore it cannot run unix
>   end of story
>   by unix i mean v6 or later

>   simon kenyon the national software centre dublin, ireland

Sorry, the above are very useful, but not *vital* to running unix,
especially on a personal computer. I would bet my terminal that
there will be a unix port in six months to a year. It might not be
full system V, but the idea and upward compatibility should be there.

The biggest obstacle to Unix on the ST is the gap between the people
with source licenses and the people who want to do things with ST's.

The simple hardware/sortware architecture of the ST should actually
make it a much easier port than to the Amiga or Mac, since you are
giving away less of the special features when you switch to the Unix
model.
--
George Robbins   uucp: {unirot|tapa}!grr
P.O. Box 177
Lincoln U, PA 19352   [Any ideas herein are not responsible for themselves!]

From 3099934364726646171
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,7bb6270756b5fab,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-11 03:50:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari-request@SU-SCORE.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8512111150.AA07055@ucbvax.berkeley.edu>
Date: Wed, 11-Dec-85 06:50:24 EST
Article-I.D.: ucbvax.8512111150.AA07055
Posted: Wed Dec 11 06:50:24 1985
Date-Received: Fri, 13-Dec-85 07:55:47 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From 7519761039620722069
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,b1588de0a7d2e6f0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-11 08:52:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: set fol atari-mail
Message-ID: <1783@uwmacc.UUCP>
Date: Wed, 11-Dec-85 11:52:20 EST
Article-I.D.: uwmacc.1783
Posted: Wed Dec 11 11:52:20 1985
Date-Received: Sat, 14-Dec-85 00:40:41 EST
References: <8512062142.AA07057@ucbvax.berkeley.edu> <977@cadovax.UUCP>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Organization: UWisconsin-Madison Academic Comp Center
Lines: 15

<>

   So, Keith Doyle bought an Amiga. Thanks for letting us in on this fact, Keith. (* end sarcasm *)

   Can we have some *Atari* postings here? Although I'm an 8-bit Atari owner, I don't mind reading through the ST information; I *do* mind seeing mindless bickering over which machine better suits someone's personal desires. This is an Atari forum, and should be kept that way. Likewise, the Amiga group shouldn't be inundated with this crap either. How about a cease-fire agreement? That way, the ST owners could spend their time and net-space reviewing the $1000 worth of software that they bought with the money they have left because they didn't buy an Amiga :-).

 - Joel ({allegra,ihnp4,seismo}!uwvax!uwmacc!oyster)

From 6563993822573254773
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f08d9c97404994e3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-11 09:24:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site iddic.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!orca!iddic!chrism
From: chrism@iddic.UUCP (Chris Ebaugh)
Newsgroups: net.micro.atari
Subject: Memory upgrades for the 520ST
Message-ID: <2330@iddic.UUCP>
Date: Wed, 11-Dec-85 12:24:55 EST
Article-I.D.: iddic.2330
Posted: Wed Dec 11 12:24:55 1985
Date-Received: Fri, 13-Dec-85 08:24:21 EST

Organization: Tektronix, Beaverton OR
Lines: 10

I would like to upgrade by brothers 520ST as his Christmas present.

Any information about doing the upgrade would be appreciated.

Thanks in advance

Chris Ebaugh
Tektronix, Wilsonville, Oregon
tektroni!iddic!chrism

From 9174623289775677256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1588de0a7d2e6f0
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,1f77569756eaca3f,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-11 09:57:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site sdcarl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!cmcl2!harvard!talcott!panda!genrad!decvax!ittatc!dcdwest!sdcsvax!
sdcc3!sdcarl!tre
From: tre@sdcarl.UUCP (Tom Erbe)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Amiga sound capabilities
Message-ID: <267@sdcarl.UUCP>
Date: Wed, 11-Dec-85 12:57:03 EST
Article-I.D.: sdcarl.267
Posted: Wed Dec 11 12:57:03 1985
Date-Received: Sun, 15-Dec-85 00:29:16 EST
References: <8512062142.AA07057@ucbvax.berkeley.edu> <977@cadovax.UUCP>
Reply-To: tre@sdcarl.UUCP (Tom Erbe)
Organization: Computer Audio Research Lab, UCSD, San Diego, Calif.
Lines: 25
Keywords: Sampling???
Xref: watmath net.micro.atari:1974 net.micro.amiga:1117

In article <977@cadovax.UUCP> keithd@cadovax.UUCP (Keith Doyle) writes:
>
>   3a. The Amiga supports a series of dedicated DMA channels that DO NOT
>   INTERFERE with the CPU speed for 4 sound channels that utilize a
>   wavetable (up to max available of the internal 512k ram) and associated
>   volume and pitch tables, which effectively constitute a 4 channel
>   8-bit digital sampling synthesizer a-la Ensonique Mirage but with
>   4 channels instead of however many the Mirage has.
>
>But for me, I bought an Amiga, the least expensive system that could do what
>*I* needed in a machine, because the 520ST couldn't do those things at all

>(imaging at 640x400, NTSC video compatibility, and digital sampling of
>sound).
>
>Keith Doyle
># {ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
># cadovax!keithd@ucla-locus.arpa

How does the Amiga sample sound?? I have heard this many, many times, yet no-
one has ever mentioned an ADC in the machine, only an 8-bit DAC. (By the way,
does this DAC have the proper anti-aliasing filters?)

--
     thomas r. erbe
     {ucbvax,ihnp4,akgua,hplabs,sdcsvax}!sdcarl!tre

From 3744006931856977003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,84fb6d8691359ec1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-11 13:19:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: jhs@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: info request
Message-ID: <8512112119.AA05867@mitre-bedford.ARPA>
Date: Wed, 11-Dec-85 16:19:16 EST
Article-I.D.: mitre-be.8512112119.AA05867
Posted: Wed Dec 11 16:19:16 1985
Date-Received: Fri, 13-Dec-85 07:53:39 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The MITRE Corp., Bedford, MA
Lines: 21

Can anyone give me a "consumers' reports" recommendation on word processing
packages for the ATARI 800XL? I would like to write lengthy documents (e.g.
books) and wonder how practical it would be to do this on the ATARI.

In this regard, does anyone have any experience with modifying an ATARI 800XL
to run an 80-column display for text only or text and graphics? Is this
practical?

By the way, I have access to information on the parallel bus connections on
the 800XL, as well as some hardware and software related to ham radio
applications - slow-scan TV reception (e.g. pictures from the space
shuttle on some recent missions), Morse code keyboard operation (uses one
external relay connected to the cassette start/stop line if you want to key a
transmitter) etc.

Thanks for any answers that are available. Please send them to me at
jhs @ mitre-bedford, as I just sent in my request to get on the mailing list

and am not yet receiving postings.

-John Sangster
jhs at mitre-bedford

From -5769830560653827321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1588de0a7d2e6f0
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9827c7072614d7d0,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-11 14:18:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84 chuqui version 1.9 3/12/85; site unisoft.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!lll-lcc!unisoft!fnf
From: fnf@unisoft.UUCP
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: set fol atari-mail
Message-ID: <615@unisoft.UUCP>
Date: Wed, 11-Dec-85 17:18:41 EST
Article-I.D.: unisoft.615
Posted: Wed Dec 11 17:18:41 1985
Date-Received: Sat, 14-Dec-85 03:17:41 EST
References: <8512062142.AA07057@ucbvax.berkeley.edu> <977@cadovax.UUCP>
Reply-To: fnf@unisoft.UUCP (Fred Fish)
Followup-To: net.micro.atari
Organization: UniSoft Systems, Berkeley
Lines: 26
Xref: watmath net.micro.atari:1958 net.micro.amiga:1091

In article <977@cadovax.UUCP> keithd@cadovax.UUCP (Keith Doyle) writes:
>   1a. The Amiga is NTSC compatible which allows easy use with VTR's, home
>   tv cameras for digitizing/overlaying etc. at the expense of flicker
>   at 640x400.
>
>   1b. The Atari is virtually flicker-free at 640x400 at the expense of NTSC
>   compatibility.

Perhaps this explains why I found the atari machine I looked at yesterday
to have, in general, a much crisper and pleasing color desktop. Perhaps
some readjustment of the default Amiga workbench colors would help.
As a new Amiga owner, I am still satisfied with my choice, since for *me*
it is the correct one for the things I want to do with the machine.

By the way, you didn't mention the command line interface on the amiga.
I would sorely miss this on the atari.

In all, I thing both are nice little machines, and I hope they both
do well in the marketplace.

-Fred

==========
Fred Fish   UniSoft Systems Inc, 739 Allston Way, Berkeley, CA 94710 USA
{ucbvax,dual}!unisoft!fnf   (415) 644 1230   TWX 11 910 366-2145
==========

From -7589858574165267635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18089a2010170a28
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-11 15:15:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: How to read joystick/mouse ports on 520ST? (part 1 of 2)
Message-ID: <8512112315.AA04351@ucbvax.berkeley.edu>
Date: Wed, 11-Dec-85 18:15:17 EST
Article-I.D.: ucbvax.8512112315.AA04351
Posted: Wed Dec 11 18:15:17 1985
Date-Received: Fri, 13-Dec-85 07:56:56 EST
References: <1713@trwrba.UUCP>, <851208
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 2

No such info appeared on my net! PLEASE! HOW DO YOU ACCESS THE
JOYSTICK PORT?   Thanks in advance!

From -7483274354169194867
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,60f1870b051be846,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-11 17:29:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mprvaxa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!alberta!ubc-vision!
mprvaxa!jackson
From: jackson@mprvaxa.UUCP (Taylor Jackson)
Newsgroups: net.micro.atari
Subject: 520ST malloc help!
Message-ID: <673@mprvaxa.UUCP>
Date: Wed, 11-Dec-85 20:29:18 EST
Article-I.D.: mprvaxa.673
Posted: Wed Dec 11 20:29:18 1985
Date-Received: Fri, 13-Dec-85 08:14:44 EST
Organization: Microtel Pacific Research, Burnaby, B.C., Canada
Lines: 4

I'm having trouble with malloc, e.g. any function call previous to malloc

causes it to fail (can't allocate memory for x bytes). Any suggestions?
Taylor Jackson

From 3451191354676405694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45848e7d79e1a332
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-12 04:23:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site minster.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!mcvax!ukc!reading!minster!nigel
From: nigel@minster.UUCP (nigel)
Newsgroups: net.micro.atari
Subject: Re: unix on the 520st (why there is none)
Message-ID: <633@minster.UUCP>
Date: Thu, 12-Dec-85 07:23:31 EST
Article-I.D.: minster.633
Posted: Thu Dec 12 07:23:31 1985
Date-Received: Mon, 16-Dec-85 05:09:56 EST
References: <912@mcvax.UUCP>
Reply-To: nigel@minster.UUCP (nigel)
Distribution: net
Organization: University of York, England
Lines: 14
Xpath: reading onion.cs

In article <912@mcvax.UUCP> simon@mcvax.UUCP (Simon Kenyon) writes:
>the 520st has no mmu
>it has no memory protection
>no relocation
>therefore it cannot run unix
>end of story
>by unix i mean v6 or later
>--
>simon kenyon
>the national software centre
>dublin, ireland

GOOD FOR YOU
SANITY AT LAST

From 7536136892222560382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9392dfc9543499c5,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,9392dfc9543499c5,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-12 07:46:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ihlpm!rtb
From: rtb@ihlpm.UUCP (Todd)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: ST wins over Amiga
Message-ID: <617@ihlpm.UUCP>
Date: Thu, 12-Dec-85 10:46:22 EST
Article-I.D.: ihlpm.617
Posted: Thu Dec 12 10:46:22 1985
Date-Received: Fri, 13-Dec-85 08:36:05 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 25
Xref: watmath net.micro.amiga:1080 net.micro.atari:1954

After reading a lot of articles about this years Comdex it is becoming more obvious that Atari has already won in the ST vs. Amiga wars. The main complaint about the ST was that there was no available software. There was plenty of software to be shown at the show. Commadore did not show up. After reading articles in many magazines about Commadore's financial woes, the speculation that they were too broke isn't hard to believe. Also, a lot of the touted software for the Amiga has yet to hit the shelves. Atari has sold more than 100,000 520STs and now that the software is available, distributors are again having a hard time keeping up with demand for 520STs. A few calls to Atari retailers, especially the mail order people can verify this. I predict that unless Commadore can do something really spectacular to turn this around that the Amiga will fade away by the middle of next year.

A side note for ST fans:

Atari is now marketing a 1 meg ST in Germany with a built in disk drive. Supposedly the ST is the #1 best seller in that country.

R.T. Bradstrum

From 4025207908717612940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cfb0bfb57c719e49
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-03 04:40:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!ucdavis!ucbvax!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari

Subject: Re: xlisp for the ST
Message-ID: <111@imagen.UUCP>
Date: Tue, 3-Dec-85 07:40:19 EST
Article-I.D.: imagen.111
Posted: Tue Dec 3 07:40:19 1985
Date-Received: Fri, 6-Dec-85 08:00:32 EST
References: <436@ssc-bee.UUCP>
Distribution: net
Organization: The Houses of the Holy
Lines: 21

> Another Question :
>   (I asked this earlier...but the answers were too confused..
>   yes/no?)
>
>   Does anyone know if anyone working on Unix for Atari 520ST?
>   (Not the next machine, Atari TT, but the ST).

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

the latest word i heard from inside Atari is that they have dropped
plans to do unix for the ST because it does not provided sufficient
memory protection for unix to work properly.
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner

From -7678244977741717681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cfb0bfb57c719e49
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-03 05:31:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: xlisp for the ST
Message-ID: <22131@mgweed.UUCP>
Date: Tue, 3-Dec-85 08:31:38 EST
Article-I.D.: mgweed.22131
Posted: Tue Dec 3 08:31:38 1985
Date-Received: Thu, 5-Dec-85 05:54:04 EST
References: <436@ssc-bee.UUCP>
Distribution: net
Organization: AT&T Information Systems - Montgomery Illinois

Lines: 26

>Metamaco (sp?) was/is (?) working on a Lisp for the ST.
>Don't know if this is still in progress or what.

According to the January 1986 issue of ANTIC (TOC coming soon), they are going to carry all the METACOMCO software for the ST. The MACRO ASSEMBLER and META PASCAL should be available pretty soon. The LATTICE C is still in alpha test and will follow later. The CAMBRIDGE LISP and the IBM PC CROSS DEVELOPMENT SYSTEM have been announced but are not finished yet if I understand the article correctly.

The MACRO ASSEMBLER and the META PASCAL will cost $79.95 and $99.95 respectfully. All METACOMCO languages for the ST include the METACOMCO Screen Editor and detailed manuals.

If you have technical questions and want to talk to a System Software Engineer, call toll free 1-800-GET-META.

Hope this helps...

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek
"Power with the Price"

From 7402809456917741344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a2c58bd2b1cbd41c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-03 07:02:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: jrm%computer-science.strathclyde.ac.uk@UCL-CS.ARPA
Newsgroups: net.micro.atari
Subject: Re: 520ST hardware
Message-ID: <8512031502.AA10220@stracs>
Date: Tue, 3-Dec-85 10:02:26 EST
Article-I.D.: stracs.8512031502.AA10220
Posted: Tue Dec 3 10:02:26 1985
Date-Received: Sat, 7-Dec-85 20:24:00 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 1

This is a mee tooo letter. I also have interest in the inards of the 520.

From 6538265173712813741
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18089a2010170a28,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-03 10:39:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: How to read joystick/mouse ports on 520ST?
Message-ID: <851203-103902-3629@Xerox>
Date: Tue, 3-Dec-85 13:39:01 EST
Article-I.D.: Xerox.851203-103902-3629
Posted: Tue Dec 3 13:39:01 1985
Date-Received: Thu, 5-Dec-85 05:34:26 EST
References: <1711@druxu.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

>How do I read the joystick ports on the 520ST?

Good Question! I have asked it twice on the net already. If anyone
knows please post the answer so that we will all know.

Thanks,

John

From 8965575341255531224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,36a2f31869729c5e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-03 12:38:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!houxl!oaa
From: oaa@houxl.UUCP (O.ALEXANDER)
Newsgroups: net.micro.atari
Subject: Using Atari Assembler/Editor Cart.
Message-ID: <878@houxl.UUCP>
Date: Tue, 3-Dec-85 15:38:35 EST
Article-I.D.: houxl.878
Posted: Tue Dec 3 15:38:35 1985
Date-Received: Thu, 5-Dec-85 05:25:56 EST
Organization: AT&T Information Systems, Holmdel NJ
Lines: 14

I've had an Atari Asm/Ed cart. for a while but am now getting more into
writing and debugging assembly language code. Before I got the cart. I
remember reading about "tricks" that can be done to make the cart. more
useful such as disassembling memory to disk or undocumented features.

If anyone knows what I am talking about please give me a pointer to the
source of such information, or if you know some ways of making the
Asm/Ed cart. more useful let me know.

                  Thanks,
                  Owen Alexander   ..!houxl!oaa

PS: Any useful info received will be compiled, summarized, and posted to
    the net.

From 5593419629921174607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6bfd4633243655ae
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,6bfd4633243655ae
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-03 15:46:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site well.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!ut-sally!seismo!lll-crg!well!farren
From: farren@well.UUCP (Mike Farren)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Atari and Comdex
Message-ID: <320@well.UUCP>
Date: Tue, 3-Dec-85 18:46:23 EST
Article-I.D.: well.320
Posted: Tue Dec 3 18:46:23 1985
Date-Received: Fri, 6-Dec-85 06:39:28 EST
References: <1886@islenet.UUCP>
Organization: Whole Earth Lectronic Link, Sausalito, CA
Lines: 30
Xref: watmath net.micro.atari:1869 net.micro.amiga:961

In article <1886@islenet.UUCP>, jons@islenet.UUCP (Jonathan Spangler) writes:
>
> Instead, people at COMDEX saw an absolutely fantastic display
> of the same bouncing ball demo running -- SIDE-BY-SIDE, mind you -- three
> machines: 520ST, Amiga, and Mac. All three were running the same ball demo.
> Because of the speed difference, the ST was the clear winner, but not only
> becaue of the speed, but also the color which was much more brilliant.

   One (of the many) things ATARI didn't mention in their bouncing ball
display was that this is an EASY, EASY, EASY demo to do! I'm pretty sure
(and don't you DARE call this bluff!!) that I could produce an acceptable
version of it to run on the Apple II! Instead, ask Atari if 1) there's
enough processor bandwidth left while it's running to do a LOT of processing,
2) if there was sound to go with it, synchronized with the ball, and 3) How

long it took them to GET that display - I'd be willing to bet that they had several of their hottest-shot programmers working on those, and do you really think that they would bother to make the Mac version as pretty?
   The impression I get of Atari lately (and don't get me wrong, I basically like Atari's stuff) is that they will stop at NOTHING to get the public to believe in their superiority, and if this includes providing insufficient information for a true, objective comparison, well, thats the way it goes. Personally, I find this kind of marketing scheme insulting not only to the technically competent people like us, but even more to those who can't know any better.

--

Mike Farren
uucp: {dual, hplabs}!well!farren
Fido: Sci-Fido, Fidonode 125/84, (415)655-0667
USnail: 390 Alcatraz Ave., Oakland, CA 94618

From 7822639300536302857
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9d1bec95b773d211
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-03 18:52:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site bmcg.UUCP
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!bmcg!rasp
From: rasp@bmcg.UUCP (Ron Perloff)
Newsgroups: net.micro.atari
Subject: Re: Modified Display Lists
Message-ID: <2019@bmcg.UUCP>
Date: Tue, 3-Dec-85 21:52:16 EST
Article-I.D.: bmcg.2019
Posted: Tue Dec 3 21:52:16 1985
Date-Received: Sat, 7-Dec-85 14:41:43 EST
References: <8511252100.AA22014@ucbvax.berkeley.edu>
Reply-To: rasp@bmcg.UUCP (Ron Perloff)
Organization: Burroughs Corp. ASG, San Diego, CA.
Lines: 139

The short answer to the question of why the ATARI seems to behave properly even when garbage is written into the JVB instruction at the bottom of the Display List is that the 6502 initializes ANTIC's program counter during every Vertical Blank Interval, thus overwriting the garbage with "good stuff".

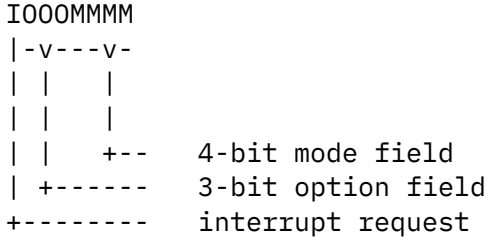
For those of you that are interested and to whom the above paragraph raises more questions than answers, I have included the long answer below.

Enjoy

Ron Perloff
Burroughs DSG
619-485-4519

Home: 17040 Oculto Court
San Diego, CA 92127

The ANTIC chip is a special purpose microcomputer that happens to execute graphics-oriented instructions instead of computational instructions. The instructions consist of a one-byte op-code which in some cases is accompanied by a two-byte operand. The op-codes take the form:



When the interrupt request flag is on, ANTIC generates a Display List Interrupt, DLI, to the 6502 at the beginning of the last horizontal scan line caused by the instruction. The interpretation of the option field depends upon the value of the mode field.

ANTIC interprets the 4-bit mode field as follows:

MODE 0 --> DISPLAY n+1 BLANK LINES

The three bit option field specifies the number, n, of lines to be displayed in the background color; e.g.:

```
00000000 ==> DISPLAY 1 BLANK LINE
00010000 ==> DISPLAY 2 BLANK LINES
10100000 ==> DISPLAY 3 BLANK LINES,
              DLI AT START OF 3rd LINE
```

MODE 1 --> JUMP INSTRUCTIONS

The jump instruction always includes a two-byte operand field, in low/high format, which indicates the location from which ANTIC will take its next instruction. ANTIC performs the jump like any microprocessor, reloading its program counter with the value in the operand field.

When the left-most bit of the option field holds a "0", ANTIC displays one blank line and performs the jump. When the left-most bit of the option field holds a "1", ANTIC suspends operation until the end of the vertical blank interval. In both cases, ANTIC ignores the remaining two bits in the option field.

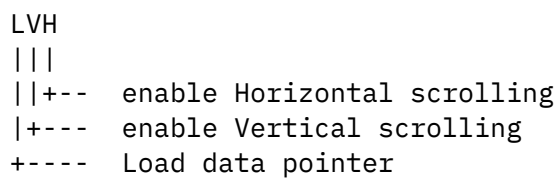
ATARI calls the first form of the instruction "JMP" and the second form JUMP VERTICAL BLANK or "JVB".

MODES 2-F --> DISPLAY INSTRUCTIONS

ANTIC interprets all of the remaining instructions as display instructions. In the character modes, 2 through 7, each byte of screen data indicates an offset into a character set. The character modes differ from one another in the interpretation of the bits in the character set and the height and width of the characters.

In the map modes, 8 through F, the bits of screen data identify which the register whose 8-bit color description is to be displayed. The various map modes differ in the number of bits included in each pixel and the height and width of each pixel. Pixels may contain either 1 or 2 or 4 bits.

The option field contains three independent flags:



When the LOAD flag is on, ANTIC loads its data pointer from the operand field of the instruction before beginning to fetch screen data. When the LOAD flag is off, ANTIC merely continues taking screen data from the place that the previous instruction left off.

The Horizontal and Vertical scrolling flags allow ANTIC to perform fine scrolling on the display. ANTIC takes the scrolling offsets from on chip registers. from where the previous

instruction left off.

The 6502 gives ANTIC's program counter its initial value, the top of the Display List, by storing low-byte/high-byte into DLISTL/DLISTH, D402H/D403H. Once ANTIC begins executing the display list, ANTIC can theoretically keep going because the JVB instruction at the bottom of the display list brings it back to the top.

The designers of the ROM-resident operating system for the ATARI very wisely decided to load a new value for the starting Display List location as part of the vertical blank interrupt procedure. They take the address from a "shadow" location in RAM, SDLSTL/SDLSTH or 230H/231H. Of course this overwrites the address that the JVB instruction at the bottom of the display list places in the ANTIC chip's program counter.

From 1166942086109981462
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6bfd4633243655ae
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,6bfd4633243655ae
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-03 19:44:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site amiga.amiga.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!pyramid!amiga!bruceb
From: bruceb@amiga.UUCP (Bruce Barrett)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Misc Questions
Message-ID: <355@amiga.amiga.UUCP>
Date: Tue, 3-Dec-85 22:44:46 EST
Article-I.D.: amiga.355
Posted: Tue Dec 3 22:44:46 1985
Date-Received: Thu, 5-Dec-85 07:54:13 EST
References: <1886@islenet.UUCP> <395@ssc-vax.UUCP>
Reply-To: bruceb@hunter.UUCP (Bruce Barrett)
Organization: Commodore-Amiga Inc., 983 University Ave #D, Los Gatos CA 95030
Lines: 22
Xref: watmath net.micro.atari:1850 net.micro.amiga:947

In article <395@ssc-vax.UUCP> warren@ssc-vax.UUCP (Warren Kring) asks questions...
Commodore-Amiga has *NOT* filed chapter 11 - not even considering it.
We are manufacturing *LOTS* of computers, (not just Amigas).

Sorry, I do not have a firm date on updated DOS user's guides... BUT the current stuff should be available to any dealer who orders it.

The clock (and date routines) got significantly better in V1.1. You can still be off about 4 seconds (or was that minutes, I forgot) a day.

The "real" V1.0 version of Textcraft will only allow you to access the files in 1 drawer at a time. Please address any "flames", product enhancment requests, etc to Arctronics. The drawer you get to List, Load, and save using is the one containing the document you started with. You can use >1 drawer, you just have to leave and reenter Textcraft to do it.

V1.1 Notepad prints just the text, no borders, in graphics (fancy fonts) mode.

(-- Sorry for the long messages in the past, I'm trying to keep them shorter now. BruceB. --)

From 3351690767486054385
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dd8e29b6e6505919,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 01:42:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesfiles
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!tektronix!hplabs!hp-pcd!orstcs!bailey
From: bailey@orstcs.UUCP (bailey)
Newsgroups: net.micro.atari
Subject: Comments on ST OS9
Message-ID: <2000001@orstcs.UUCP>
Date: Wed, 4-Dec-85 04:42:00 EST
Article-I.D.: orstcs.2000001
Posted: Wed Dec 4 04:42:00 1985
Date-Received: Thu, 12-Dec-85 05:08:25 EST
Organization: Oregon State University - Corvallis, OR
Lines: 10
Nf-ID: #N:orstcs:2000001:000:291
Nf-From: orstcs!bailey   Dec 4 01:42:00 1985

Awhile back there was some discussion about porting OS-9 to run on the ST. Has anyone done this? Is anyone planning to? Is it still a reasonable idea?

Any comments are welcome,

Kirk Bailey
hp-pcd!orstcs!bailey
P.O. Box 1702
Corvallis, OR 97339
(503) 753-9051

From 5149089416870099821
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,ecf4dc60645e42d2

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 02:38:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari-request@SU-SCORE.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8512041038.AA02911@ucbvax.berkeley.edu>
Date: Wed, 4-Dec-85 05:38:26 EST
Article-I.D.: ucbvax.8512041038.AA02911
Posted: Wed Dec 4 05:38:26 1985
Date-Received: Thu, 5-Dec-85 08:44:01 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From -5157922043607690013
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,ecf4dc60645e42d2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 02:40:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari-request@SU-SCORE.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8512041040.AA02926@ucbvax.berkeley.edu>
Date: Wed, 4-Dec-85 05:40:24 EST
Article-I.D.: ucbvax.8512041040.AA02926
Posted: Wed Dec 4 05:40:24 1985
Date-Received: Thu, 5-Dec-85 08:44:19 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From 5235384330254542005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bd54039eaa6d222c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 04:56:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!iubugs!iuvax!franco
From: franco@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Large Arrays Wanted
Message-ID: <500015@iuvax.UUCP>

Date: Wed, 4-Dec-85 07:56:00 EST
Article-I.D.: iuvax.500015
Posted: Wed Dec 4 07:56:00 1985
Date-Received: Fri, 6-Dec-85 07:12:56 EST
Lines: 4
Nf-ID: #N:iuvax:500015:000:202
Nf-From: iuvax!franco   Dec 4 07:56:00 1985

I have a brand new 520ST. Is there a way to create 10000 by 2 arrays in BASIC? The best I can do is about 2200 by 1 with BUFF GRAPHICS off and with a program that takes up only 200 bytes. Thanks.

From 6310198922025356895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9792a158e846f229,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 05:56:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site pur-ee.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!mckay
From: mckay@pur-ee.UUCP (Dwight D McKay)
Newsgroups: net.micro.atari
Subject: Atari at Comdex! (long)
Message-ID: <3548@pur-ee.UUCP>
Date: Wed, 4-Dec-85 08:56:29 EST
Article-I.D.: pur-ee.3548
Posted: Wed Dec 4 08:56:29 1985
Date-Received: Thu, 5-Dec-85 08:38:44 EST
Reply-To: mckay@pur-ee.UUCP (Dwight D McKay)
Organization: Electrical Engineering Department , Purdue University
Lines: 319
Keywords: comdex atari 520st current notes

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ST World
========
by Joe Waters

COMDEX '85

A lot of potential ST owners have chosen to sit on the sidelines waiting for the appearance of appropriate software before actually jumping on the ST bandwagon. Well, friends, it looks like you can now jump safely. Atari devoted its floor space at the massive, seventh annual COMDEX (COMputer Dealer EXpo) almost entirely to dispelling the notion that there is no software available for the new

520ST computer. I counted about three dozen different companies proudly displaying their newly released (or soon to be released) ST products. When Santa Clause brings that new ST for Christmas, your biggest problem is not going to be finding programs, it's going to be deciding which software to buy!

I am writing this column while COMDEX is still in progress (CURRENT NOTES is already late in getting to the printer) so the whole story of this year's show isn't complete yet. In addition, I simply don't have the space to cover in any detail all the companies and programs that were on display. So let me just pass on some general observations and a quick overview of some of the products I was particularly impressed with.

The thrust of ST development work is centering on the ST as a personal productivity machine. Although there were some delightful new entertainment programs being shown, these were in the minority. Programmers will find an abundance of computer languages and programming aids. Business users will find many variants of their standard tools (word processors, spreadsheets, and databases). Other professional users, such as accounts, engineers, architects, etc, will be delighted to see software coming out with their specific needs in mind. The ST is simply too powerful to be used only for entertainment.

Not all ST products are being released by bright young programmers seeking to make their fortune. A very large number of programs are being introduced by mature software companies that are porting their programs over to the ST or developing whole new programs to take advantage of the ST's unique features. You still won't see some of the higher-priced companies from the IBM world (Lotus, Ashton-Tate, Microsoft, etc.) rushing to put their programs on the ST -- the lower prices required to sell in the ST market would have a detrimental impact on the pricing structure employed in the profitable MS-DOS market. But you can expect the firms that have pioneered low prices in the IBM world, such as Borland International and DAC Software, to release ST versions of their products and do quite well.

So much for generalities. Just what was there? Here are some highlights.

SPREADSHEETS. The long awaited VIP Professional had finally shipped the week before COMDEX and was proudly on display with finished packages ready to go. Dan Nelson, the product manager for VIP, tried to show me the great manual provided with this LOTUS look-a-like, but I wasn't particularly interested. The manual may, indeed, be better than the one provided by Lotus but the fact that VIP was code-compatible with 1-2-3 meant that I, like many other users, simply won't need a manual. Just boot up the program, and once in the familiar 1-2-3 setting, simply start working. IBM users may find an additional bonus. It was the speed of execution which helped propel 1-2-3 ahead of the competition in the IBM world. Dan

claimed that VIP on the ST was not only compatible with Lotus, but faster!

VIP wasn't the only spreadsheet available. Kuma Computers Limited was demonstrating A-CALC which will be marketed by Antic. The Kuma rep claimed that only a final round of quality assurance testing, was needed before the program was officially released.

Integrated Packages. Two other spreadsheet programs were announced as part of integrated packages. Rising Star announced seven modules for the ST: RSI Spreadsheet, RSI Graphs (business graphics), RSI Draw (computer-aided design), RSI Paint, RSI Scheduler, and RSI Music (single track MIDI sequence recorder). The music program provided attendees with audio entertainment as they surveyed RSI's products. RSI has been a major developer of software for the Epson line of computers.

The other integrated package, called SoftPac, was introduced by Softronics Computer Systems, a major producer and marketer of vertical market software for the IBM PC and other computers. Besides the spreadsheet program (SoftCalc), SoftPac includes a word processor (SoftWrite), database management (SoftBase), communications (SoftComm), and computer aided design (SoftDraw). Steve Hansen, the president of Softronics, told me that, the day before the show opened, a distributor purchased 60,000 copies of the package. At least somebody expects a lot of STs to showup in the marketplace!

DATABASE PROGRAMS. AtariSoft and Stoneware jointly introduced a new (as yet unnamed) filing system for the ST. Some readers may recognize Stoneware as the company that produces DB Master, a high-performance database management system in the MS-DOS market. Stanley Crane, the author of DB Master, gave me a quick demo of the Atari filer. He had a sample mailing list database of 1,000 names indexed on the last name. Gee, that was getting close to the size of the database CURRENT NOTES has to contend with. I asked him to sort the database on the zip code field -- a task that would take SynFile on the 800 about an hour (I'm guessing here since I long ago gave up trying to maintain our mailing list in SynFile). On a COMPAQ with a hard disk using dBASE III, the sort takes a little over two and a half minutes. On the ST? I had to ask Stan to sort it twice since I wasn't paying enough attention the first time -- it only took 2.5 seconds! Obviously, everything was done in RAM and so there is a limit to the size of database the program can handle, but I was impressed nonetheless.

Interested in a more powerful, but still user-friendly database package? Paul Heckel, author of The Elements of Friendly Software Design, and president of QuickView Systems was demonstrating a new "software metaphor" called ZOOMRACKS. This product is really a database management system in disguise. Picture a rack of cards, such as at a time-clock when workers have to punch in and out. You can only see the first line of each card, but if you pull the card out, you will see much more information. That is the concept upon

which Zoomracks is built. Move your cursor down to a name and click. Now you see the entire card. To give Paul a little test, I asked him to reindex a sample mailing list database, where cards were listed by last name, to a list based on the state code. The state code was on the fourth line of the card mixed in an alphanumeric filed with a city, i.e. "Las Vegas, NV". Guess what. Paul was able to build a macro on the fly that split off the state abbreviation from the city, moved it to a separate, newly created field, repeated this process on the entire database, and then sorted on that field. Wow! This simple rack concept has much more power in the product than a first glance would reveal.

You say you have already spent two years becoming familiar with dBASE II and aren't interested in learning another database program. Lucky you. You have several options on the ST. Holmes & Duckworth were showing the current version of H & D Base (to be released in mid-December). H & D Base is command file compatible with dBASE II. If you know dBASE, just boot up this program and start working; all your dBASE commands will work just as they did on your CP/M or MS-DOS system. (If your are a developer, you have an added bonus. Since H & D Base is merely an extension of the H & D Forth language system under which it was developed, the full range of unique Atari 520ST capabilities, including windows, menus, dialog boxes, etc. is available. Your dBASE programs can tap into the GEM environment!

Owners of the ATR-8000 will love another option. You may already have dBASE II running under CP/M on your ATR8000. No problem. Just boot up the CP/M Emulator Program on your ST and now you can run your entire CP/M library! (Of course you'll have to transfer the programs to the ST's 3.5 inch disk format.) Not only can you use the commands you are familiar with, you can use the same program. The CP/M Emulator was not officially demonstrated at COMDEX, but Frank Nagle, head of the Bay Area Atari Users Group, managed to get a sneak preview from one of the Atari reps. Frank said the program had no trouble booting up WordStar and running it, in fact, running it faster than on his own native CP/M system!

Besides the above programs, and the ones announced in the integrated packages, Hippo had already shipped Hippo Simple, a "powerful, flexible and easy-to-use database," BMB CompuScience was demonstrating The Manager, "a full-featured database manager with on-screen forms and report writer", Regent Software announced Regent Base, "a full function relational database program" available by February, and OXXI Inc announced dbONE, another database program claimed to be 100 percent compatible with dBASE II files.

WORD PROCESSORS. Several word processors were already out for the ST before COMDEX. STWriter (no where visible at COMDEX) had been released "free" by Atari and HabaWriter, by Haba, and Final Word, by Mark of the Unicorn, were already on store shelves. I was able to see HabaWriter for the first time at COMDEX and also saw a demonstration of the new Regent Word as well as Regent Spell programs. For those of you who like the what-you-see-is-what-you-get

word processors, this one's for you. In previewing text, not only are boldface and underline shown in the preview, but elongated text is actually shown on the screen in double width and both super- and subscript are displayed just as they would appear on your paper. Regent Word, written by the developers of Atariwriter and Atariwriter Plus, also supports elongated, underlined etc. in their print preview. Poor spellers in the audience will certainly appreciate Regent Spell. Not only does it find the errant spelling (and show it to you in context), but it will give you 10 suggested correct spellings. It comes with a dictionary of 30,000 words which you can expand to 60,000 words. Both Regent Word and Spell are available now. And, finally, if you can't type as well as you'd like, you can always pick up Typing Tutor (including Word Invaders) by Academy Software to get your typing speed up to snuff.

Other word processors announced (although not necessarily demonstrated) were PaperClip and HomePak by Batteries Included, Hippo Word, Hippo Concept, and Hippo Spell by Hippopotamus, Word Whiz by Oxxi Inc., SoftWrite by Softronics, First Word by GST, and Word Processor by Spinnaker. For those interested in typesetting, Typesetter ST was demonstrated by Xlent and Andra/ST, a document processor for laser printers and FX80 compatibles, was announced by TDI Software.

LANGUAGES. If you have an inclination to do some programming, there will be more than enough langugages to choose from. Right now, you can use Atari's development package (C and assembler), ST BASIC (only recently released), or ST LOGO. Haba has released Hippo C and the Dragon Group has 4xForth. At COMDEX, TDI was selling their Modula-2/ST package, H & D were showing their Forth package, ANTIC had the META Macro Assembler and was also demonstrating A-SEKA, a 68000 ram-resident assembler from KUMA, and Philon was showing their basic interpreter, Henry, with a compiled version on the way. Further C compilers are coming from GST and Lattice. Prolog will be available from OSS and Fortran from Philon while Pascal programmers will be able to choose among products from META, OSS, Philon, Prospero, and TDI.

PROGRAMMING AIDS, such as ram disks and disk utilities were in abundance from a variety of producers. MichTron in particular now has a full scope of programming utilities including M-Disk (a ram disk), Soft Spool (a printer spooler), Michtron Utilities (examine & repair disk files), MI-Dupe (backup disks), and M-Copy (speed up disk duplication). If you really like to examine, in detail, your disk files, you're certainly in luck; you can now choose from the Disk Doctor from Antic, Toolbox (Vol. One) from H & D, Disk Utilities from Hippo, and Personal Diskit from OSS.

OTHER SOFTWARE. I wish I could go on about the rich variety of new entertainment and speciality software introduced at COMDEX, but I fear that if I tried, this issue of CURRENT NOTES would never get finished. In the months ahead, we will have ample opportunity to acquaint you with the best of each category.

HARDWARE. This was primarily a software show. Atari announced no new hardware products. However, there were several companies using Atari hard disk drives in their demonstrations. I was told that these 20-megabyte hard disks were being shipped to developers who had them on order. Indeed, the backlog of orders was just about filled. Retail channels will see these 20-meg drives by the end of the year. There will be no 10-meg drives, but a 30-meg drive may also be available.

Atari has decided not to produce a color printer for the ST. Why? Because Okidata had a color printer on display made specifically for the ST. And the quality of the color pictures? Certainly among the best I've seen produced anywhere! I was sorry I had to leave before getting to the Okidata booth to ask some more about this marvelous printer.

How about TOS in ROM? Neil Harris, publisher of Atari Explorer, told me the operating system was set and that the program was going out on Monday (November 25) for mass production. Developers would get the ROMs very soon and retail channels would begin seeing the ROMs appear before the end of the year. Early user group purchasers were promised free upgrades to the operating system. Dave Duberman, Atari User Group Coordinator, confirmed this and said he would be sending the ROMs out when they became available.

There was a hot rumor just before the show that Atari would introduce a laser-type printer (i.e. laser-quality output but using a different technology), at a price less than $1,000. It was a nice rumor, but there was no such printer there nor would anyone confirm (or deny) the rumor. And, as you'll notice in the Antic report, there were no CD-ROM players available from Atari -- so far Atari has not found a supplier willing to sell the drive at the price Atari wants.

AI on the ST. Before I close, I must mention a delightful little program from Hippo that I received shortly before going to COMDEX. It's called COMPUTER ALMANAC and if you want to impress your friends with just how clever your ST is, you'll have to get this program. While they watch in amazement, you sit at the keyboard and ask your ST questions. Here is what a typical session might look like (my questions are shown in italics to help distinguish them from the Almanac's answers):

What time is it in Moscow?
It is Sunday, 5:01 AM in Moscow, Soviet Union when it is Saturday, 9:01 PM in Washington, District of Columbia.

Who won the 1980 Superbowl?
I didn't understand that.

Who won the 1980 Super Bowl?
The Oakland Raiders won against the Philadelphia Eagles in the 1980

Super Bowl (Jan. 1981), with a score of 27 to 10.

How many calories in an Apple?
There are 325 calories in 1 cup of apple or brown betty.There are 33 calories in 1 tbsp of apple butter.There are 410 calories in 1 piece of apple pie.There are 96 calories in 1 med raw apple.There are 234 calories in 1 cup of dried apple.There are 117 calories in 1 cup unsweetened apple juice.

What picture won the Academy Award for Best Picture in 1971?
The French Connection won the Academy Award for Best Picture in 1971.

How far is it to Las Vegas?
Las Vegas, Nevada is 2084 miles from Washington, District of Columbia.

How do you say "Hello" in Swahili?
"Hello" in English is "hujambo" in Swahili.

What is the area code for Reno?
The area code for Reno, Nevada is 702.

Who won the Nobel prize for Chemistry in 1982?
The 1982 Nobel Prize for Chemistry was won by Aaron Klug of U.K.

Well, I think you get the idea. Use free form English questions and the Almanac uses its own intelligence to interpret your question and give you an answer. The Almanac has over 35,000 useful facts. You could go on for quite some time asking a wide variety of questions and getting appropriate answers. But beware! Don't give the keyboard to your friends. It isn't that hard to stump the Almanac. It can only answer questions about things it knows and the first question coming from the peanut gallery is likely to be about something it doesn't know! But it certainly does know a lot and you can have loads of fun amazing your friends with Computer Almanac.

From 4156689799350285202
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,410ace57f5278c28
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 08:26:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.atari
Subject: Re: GETTING ATARI 520ST BASIC
Message-ID: <1705@trwrba.UUCP>
Date: Wed, 4-Dec-85 11:26:31 EST
Article-I.D.: trwrba.1705
Posted: Wed Dec 4 11:26:31 1985

Date-Received: Sat, 7-Dec-85 16:27:06 EST
References: <8512040400.AA25847@ucbvax.berkeley.edu>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Followup-To: {ucbvax,decvax,ihnp4}!trwrb!trwrba!sansom
Distribution: net
Organization: TRW EDS, Redondo Beach, CA
Lines: 19

>When I bought my 520ST a few days ago, I discovered that a BASIC interpreter
>was not included on the language disk. Atari's advertising of the 520ST
>mentions that BASIC is included in the system - so how do I get a copy of
>the BASIC interpreter and the associated documentation?
>
>Also, can anyone recommend any magazines that have articles about the 520ST

If you sent in your warranty/registration, then you will automatically
receive a copy of ST BASIC (with documentation) in a couple of weeks.
Both Atari-specific magazines, Antic and Analog, are good sources for
information on the ST.

Richard E. Sansom
{ucbvax,decvax,ihnp4}!trwrb!trwrba!sansom

From 6661933353837564460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8d9a7b0cfc675a7c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 10:10:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site mcvax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!ut-sally!seismo!mcvax!simon
From: simon@mcvax.UUCP (Simon Kenyon)
Newsgroups: net.micro.atari
Subject: Re: --- Posting binaries ---
Message-ID: <902@mcvax.UUCP>
Date: Wed, 4-Dec-85 13:10:30 EST
Article-I.D.: mcvax.902
Posted: Wed Dec 4 13:10:30 1985
Date-Received: Sat, 7-Dec-85 03:59:42 EST
References: <8511192106.AA02274@ucbvax.berkeley.edu> lsuc.937 <173@sb6.UUCP>
Organization: CWI, Amsterdam
Lines: 6

whats with this goto stuff
--
simon
simon kenyon
national software centre
dublin, ireland

From -4397399617413988256
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bfed6324dd82d34e,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,bfed6324dd82d34e,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-04 10:55:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!decwrl!
sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: get your read hot computer divisions here
Message-ID: <113@imagen.UUCP>
Date: Wed, 4-Dec-85 13:55:04 EST
Article-I.D.: imagen.113
Posted: Wed Dec 4 13:55:04 1985
Date-Received: Sat, 7-Dec-85 17:04:03 EST
Distribution: net
Organization: The Houses of the Holy
Lines: 20
Xref: linus net.micro.atari:1823 net.micro.amiga:4856

~~~~~~~~~~~~~~~~~~~whoa lineater, whoa~~~~~~~~~~~~~~~~~~~~~~~~~~

the rumor is all over the valley (silicon) that commadore is looking
to unload the amiga division on anyone foolish enough to buy it. Any
confirmations, denials, etc. NO FLAMES !!! i'm just repeating what i
hear.

My company is in no way responsable for what i babble here, they
don't even know that i can type.

--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
         Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner

From -6687591185503104242
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,410ace57f5278c28
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 10:58:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
~~~~~~~~~~~~~~~~~~~

Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: GETTING ATARI 520ST BASIC
Message-ID: <851204-105858-1566@Xerox>
Date: Wed, 4-Dec-85 13:58:46 EST
Article-I.D.: Xerox.851204-105858-1566
Posted: Wed Dec 4 13:58:46 1985
Date-Received: Thu, 5-Dec-85 20:46:11 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

Eric,
     If you send in your registration card you should get BASIC in the mail.
If you can't wait you should be able to find plenty of copies floating
around at your nearest Atari computer store or user's group. It is free
and not copy protected.

     John

From 2920363335526372171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9be16f43ba84f4b1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 11:18:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: ERROR MESSAGES AND HIPPO-C
Message-ID: <8512061148.AA25696@ucbvax.berkeley.edu>
Date: Wed, 4-Dec-85 14:18:42 EST
Article-I.D.: ucbvax.8512061148.AA25696
Posted: Wed Dec 4 14:18:42 1985
Date-Received: Sat, 7-Dec-85 20:12:42 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

Does anyone know what to do about the "out of registers" error message
in the HIPPO-C compiler?

Also, is it possible to start up with the original disk and then change
to a copy of the disk? With my single-drive system I am currently
unable to use the compiler unless I use the original disk (yuk!)

Thanks,

Eric Terrell

From -2676998758177250126
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,24b6690ae4183eb6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 11:32:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- ACTION! Utilities ---
Message-ID: <8512042008.AA12493@ucbvax.berkeley.edu>
Date: Wed, 4-Dec-85 14:32:00 EST
Article-I.D.: ucbvax.8512042008.AA12493
Posted: Wed Dec 4 14:32:00 1985
Date-Received: Fri, 6-Dec-85 06:27:03 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 11

The mail order companies in the Dec 85 Antic are selling Action! for
around $49 or so..... There is also a disk called the Action! toolkit
(or something like that...) for around $20

Q: What is the Action! toolkit? Is it something I should get if I
    am going to pick up Action!? (At this price, I think I will soon...)

              -Richard Hartman
              max.hartman@ames-vmsb

From 6803036467445450685
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6bfd4633243655ae
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 11:41:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Atari and Comdex
Message-ID: <851204-114513-1615@Xerox>
Date: Wed, 4-Dec-85 14:41:22 EST
Article-I.D.: Xerox.851204-114513-1615
Posted: Wed Dec 4 14:41:22 1985

Date-Received: Thu, 5-Dec-85 20:46:43 EST
References: <320@well.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 28

Some people seem to think that Atari was wrong to write its own version of Boing and compare it to the Amiga version. Two months ago it seemed like the Amigas stongest selling point was that it could produce graphics like those in Boing. Every one was saying how fantastic it was. Now that Atari has a version all you hear from the Amiga people is how simplistic the program is and just wait until you see what the Amiga can really do.

As far as I am concerned all that Atari was doing was saying "Hey, whats the big deal about a bouncing ball demo. We can do one that looks just as good." It seems to me that they were doing a service to the general public by showing people that one bouncing ball program does not a computer make.

I am not saying that this means that the Atari ST has the graphics capabilities that the Amiga has. It doesn't. On the other hand, I have yet to be convinced that the Amiga has enough special graphics to make up for the additional price ($1000 vs. $2000). Though it may seem that I am biased in Atari's favor, actually I like both machines very much. I just wish that people wouldn't get so indignant about a little healthy competitive marketing hype. So, Atari put the monocrome price on the color monitor in their magazine ads, and Commidore shows light streaming out of their monitor during the birth of a star child in their TV ads. The two companies alone will produce more than enough hype. I don't think that we need alot of "my computer is better than your computer" fanatics fanning the flames.

John

From -7387974921172627091
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9e797f48cbcf0ca6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 11:50:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!ssc-vax!ssc-bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: Re: Bouncing Balls
Message-ID: <437@ssc-bee.UUCP>
Date: Wed, 4-Dec-85 14:50:30 EST
Article-I.D.: ssc-bee.437
Posted: Wed Dec 4 14:50:30 1985
Date-Received: Fri, 6-Dec-85 06:24:13 EST

Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 13

One of the interesting sidelights to this conversation about
bouncing balls is that the Atari version takes up about 11k
on disk...and i was told that the Amiga version takes up about
300+ k. Is all that extra disk spaced used to store the data
for the sound?

I have also seen the 8 bit Atari machine 130XE (?) with the
same bouncing ball demo...personally i didn't detect a radical
difference in all three (st,amiga,130XE) demos...and if i was
looking for a cheap machine to run bouncing ball demos on
i would choose the 8 bit 130XE.

From -6821280501632084249
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7bb598a60b693779,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 15:31:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: cook@LLL-TIS-A.ARPA (Steven Cook)
Newsgroups: net.micro.atari
Subject: atari mailing list
Message-ID: <8512042331.AA14311@lll-tis-a.ARPA>
Date: Wed, 4-Dec-85 18:31:49 EST
Article-I.D.: lll-tis-.8512042331.AA14311
Posted: Wed Dec 4 18:31:49 1985
Date-Received: Thu, 5-Dec-85 20:49:04 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

 I'm not sure if this will work on not but.........
 Please add me to the mailing list...
 Thanks...

.

From -8434137099126131066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,410ace57f5278c28
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 15:44:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site islenet.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!lll-lcc!dual!islenet!
jons
From: jons@islenet.UUCP (Jonathan Spangler)
Newsgroups: net.micro.atari
Subject: Re: GETTING ATARI 520ST BASIC
Message-ID: <1913@islenet.UUCP>
Date: Wed, 4-Dec-85 18:44:32 EST
Article-I.D.: islenet.1913
Posted: Wed Dec 4 18:44:32 1985
Date-Received: Sat, 7-Dec-85 21:24:47 EST
References: <8512040400.AA25847@ucbvax.berkeley.edu>
Reply-To: jons@islenet.UUCP (Jonathan Spangler)
Organization: Islenet Inc., Honolulu
Lines: 29

In article <8512040400.AA25847@ucbvax.berkeley.edu> terrell@OHIO-STATE.CSNET (Eric
Terrell) writes:
>mentions that BASIC is included in the system - so how do I get a copy of
>the BASIC interpreter and the associated documentation?
>
>Also, can anyone recommend any magazines that have articles about the 520ST
>
>Thanks,
>
>Eric Terrell (CSNET ADDRESS terrell@ohio-state)

To Eric and anyone interested:
Atari has said that anyone who has sent in their
warranty cards will receive Atari BASIC and the BASIC manual.

If you can't wait to get the BASIC from Atari, let me know as
I can send you a copy of BASIC (I only have the program itself --
no documentation). If interested, send a check for $3.00 made out to:
     PC Pricebusters
     1164 Bishop St. #122
     Honolulu, Hawaii 96816
     Attn: Jonathan Luigi Spangler

Aloha,

--
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons
"Put the ST in your ChriSTmas!"

From -2602418552030988699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4491c7ee90b90d2f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 15:45:45 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucla-cs.ARPA
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ucla-cs!dimare
From: dimare@ucla-cs.UUCP
Newsgroups: net.micro.atari
Subject: Where are the STs in the LA Area???
Message-ID: <7884@ucla-cs.ARPA>
Date: Wed, 4-Dec-85 18:45:45 EST
Article-I.D.: ucla-cs.7884
Posted: Wed Dec 4 18:45:45 1985
Date-Received: Sat, 7-Dec-85 16:14:52 EST
Organization: UCLA Computer Science Department
Lines: 22

*** replace this line with your AMIGA or IBM/pc ***

After careful consideration I have decided to get
an ST instead of an IBM/pc, any of its clones, or
the Amiga (which I consider good for games, but
bad for any other hacker-type of work).

Anyway, I don't want to compare machines, but get
and ST. Furthermore, I'd like it to have 2 DOUBLE
density disks, a decent printer, and ONE MEG (at
least) of memory. I've been trying to find a dealer
carrying the ST in the West LA area without success,
and I wonder why they are hidding them (it's almost
Christmas!). Am I asking for too much?! I don't want
to "place an order", as I'm leaving the country quite
soon.

I'd appreciate any suggestions. I'll post the useful
answers I receive.

     Adolfo
           ///

From -7384119528517780810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,410ace57f5278c28
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 15:52:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site islenet.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!lll-lcc!dual!islenet!
jons
From: jons@islenet.UUCP (Jonathan Spangler)
Newsgroups: net.micro.atari
Subject: Re: GETTING ATARI 520ST BASIC
Message-ID: <1914@islenet.UUCP>
Date: Wed, 4-Dec-85 18:52:12 EST
Article-I.D.: islenet.1914

Posted: Wed Dec 4 18:52:12 1985
Date-Received: Sat, 7-Dec-85 21:25:05 EST
References: <8512040400.AA25847@ucbvax.berkeley.edu>
Reply-To: jons@islenet.UUCP (Jonathan Spangler)
Organization: Islenet Inc., Honolulu
Lines: 21

In article <8512040400.AA25847@ucbvax.berkeley.edu> terrell@OHIO-STATE.CSNET (Eric Terrell) writes:
>Also, can anyone recommend any magazines that have articles about the 520ST
>
>Thanks,
>
>Eric Terrell (CSNET ADDRESS terrell@ohio-state)

Sorry I forgot to include this, but the best magazine I've seen for the ST would have to be Antic. Of course there is also Analog, but I haven't been as impressed.

Anybody seen the game "Hacker" for the ST? It is supposed to be *awesome* I will be able to give a review in the near future...

Wishing for an ST, right Santa?

Aloha,
--
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons
"Put the ST in your ChriSTmas!"

From 3627066390872132245
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,43fe1a3cd69da491,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 15:52:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucla-cs.ARPA
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ucla-cs!dimare
From: dimare@ucla-cs.UUCP
Newsgroups: net.micro.atari
Subject: Monitor+Printer for the ST
Message-ID: <7885@ucla-cs.ARPA>
Date: Wed, 4-Dec-85 18:52:24 EST
Article-I.D.: ucla-cs.7885
Posted: Wed Dec 4 18:52:24 1985
Date-Received: Sat, 7-Dec-85 16:15:04 EST
Organization: UCLA Computer Science Department
Lines: 20

*** replace this line with your four letter word ***

I'm trying to buy an ST, but I don't know which monitor

or printer to use with it.

I wonder if the color monitor is good enough to steer
at it for hours without going blind, or crazy. I plan
to use it for hacking, and I'm inclined to chose the
black and white monitor instead of the color one, to
save my sight. I'd appreciate opinions of those with
"hands on" experience. How does the B/W one compare with
the Mac's?

I was also thinking on getting an Epson F85 printer.
Does this make sense? Does Atari offer any good printer?

I'll post useful replies.

     Adolfo
           ///

From 8135662497778136835
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,487f8ffe41533f2c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-04 22:40:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesfiles
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!hp-pcd!orstcs!jamesp
From: jamesp@orstcs.UUCP (jamesp)
Newsgroups: net.micro.atari
Subject: ST Questions
Message-ID: <2000002@orstcs.UUCP>
Date: Thu, 5-Dec-85 01:40:00 EST
Article-I.D.: orstcs.2000002
Posted: Thu Dec 5 01:40:00 1985
Date-Received: Thu, 12-Dec-85 05:08:44 EST
Organization: Oregon State University - Corvallis, OR
Lines: 20
Nf-ID: #N:orstcs:2000002:000:963
Nf-From: orstcs!jamesp   Dec 4 22:40:00 1985

Quick Question:

Does the Atari 520ST have video display circuitry or is the 68000 bogged down
hopelessly like the Macintosh? I have this friend that keeps bugging me, say
that the cpu will be operating at only one third of its full capability,
because of the need for video refresh, etc. Hearing "Its processor is as slow
as a Mac" is making me get homicidal <heavy breathing, flared nostrils,
clenched fists!> :^)

And a few more questions:

Does TOS (or whatever the OS is called) support the same, standard prompt-based,

line-oriented interaction as do UNIX and MS-DOS and CPM? Or am I going to be forced to use the GEM metaphor (ugh!). I much prefer sitting there looking at a prompt and seeing the screen scroll for most of my work.

Much Thanx,
<><><>

From -2789755107900103019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3318563d99a7e4c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-05 05:45:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: michel@BBNCCT.ARPA (Tony Michel)
Newsgroups: net.micro.atari
Subject: Action! Utilities
Message-ID: <8512051419.AA02944@ucbvax.berkeley.edu>
Date: Thu, 5-Dec-85 08:45:46 EST
Article-I.D.: ucbvax.8512051419.AA02944
Posted: Thu Dec 5 08:45:46 1985
Date-Received: Sat, 7-Dec-85 03:22:37 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 18

The nice thing about Action! is that the basic system, everything you
need, is right there in the cartridge. You don't fool with the disk
in your edit,compile,test cycle. I'm pretty sure I bought the "toolkit"
(or whatever it's called) and I don't think I ever needed it.

Now a commercial.

Action! is quite wonderful. If you use your 8 bit Atari for any sort of
program development, even simple things you might ordinarily do in BASIC,
you will be impressed by Action! In fact, when I compare it with the comparable
tools for software development on UNIX, MS-DOS, VM/CMS, Mac/HIPPO; Action!
continues to amaze me with its balance of simplicity, useability, and power.
Really a great product.

Now when will ST Action! be available?

AXM

From 6761244337618447794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,58916505d9f26661,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-05 06:14:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Fleysher.wbst@XEROX.ARPA (Dan Fleysher)
Newsgroups: net.micro.atari
Subject: Origin of term "Byte"
Message-ID: <851205-061500-2336@Xerox>
Date: Thu, 5-Dec-85 09:14:56 EST

Article-I.D.: Xerox.851205-061500-2336
Posted: Thu Dec 5 09:14:56 1985
Date-Received: Sat, 7-Dec-85 03:22:52 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: Fleysher.WBST@Xerox.ARPA
Organization: The ARPA Internet
Lines: 10

sorry if this is a repeat message for you.

This is probably ancient history, but does anyone know the origin of the
word "Byte"? Why the "y" ? (pardon the pun). I seem to remember some
relationship to the word "Bit", but beyond that my mind's a blank.

     Dan

From -7440577356789914317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,410ace57f5278c28
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-05 06:31:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: GETTING ATARI 520ST BASIC
Message-ID: <8512051431.AA03063@ucbvax.berkeley.edu>
Date: Thu, 5-Dec-85 09:31:26 EST
Article-I.D.: ucbvax.8512051431.AA03063
Posted: Thu Dec 5 09:31:26 1985
Date-Received: Sat, 7-Dec-85 03:23:32 EST
References: <8512040400.AA25847@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 3

I got the disk and a copy of the manual free from my dealer.
All dealers should now have this stuff, but if yours doesn't, Atari
will mail you the disk & docs after you return your warranty card.

From -7214992505889321305
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5a34160aea2662dc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-05 07:59:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uicsl

Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!uicsl!hr
From: hr@uicsl.UUCP
Newsgroups: net.micro.atari
Subject: Re: 256K 800XL/1200XL
Message-ID: <7500009@uicsl>
Date: Thu, 5-Dec-85 10:59:00 EST
Article-I.D.: uicsl.7500009
Posted: Thu Dec 5 10:59:00 1985
Date-Received: Sat, 7-Dec-85 04:51:40 EST
References: <626@tekigm.UUCP>
Lines: 18
Nf-ID: #R:tekigm.UUCP:626:uicsl:7500009:000:625
Nf-From: uicsl.UUCP!hr   Dec 5 09:59:00 1985

RE:
"Again, I have to ask a question previously asked by another: who is "we"?
I have never heard of CDY Consulting"

Try looking in the current issue of ANALOG (or was it ANTIC?). I think
they have a full page ad in there.

If it is the company I'm thinking of, they sell a monitor rom that
replaces the one in the ATARI. The two magazines have said it is
extremely useful.

They also sell a floating point rom replacement, FASTCHIP. I don't
know if they just sell it or if they made it. After my first game
of 'Rails West' last week, I'm almost ready to order it.

harold ravlin
{ihnp4,pur-ee}!uiucdcs!uicsl!hr

From -8645682933847244474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4491c7ee90b90d2f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,c9b47007cab1839c,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-05 09:16:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site sdcsla.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!ucdavis!ucbvax!
decvax!ittatc!dcdwest!sdcsvax!sdcsla!clark
From: clark@sdcsla.UUCP (Clark Quinn)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Where are the STs in the LA Area??? (flame)
Message-ID: <1033@sdcsla.UUCP>
Date: Thu, 5-Dec-85 12:16:03 EST
Article-I.D.: sdcsla.1033
Posted: Thu Dec 5 12:16:03 1985
Date-Received: Sat, 7-Dec-85 21:26:52 EST

References: <7884@ucla-cs.ARPA>
Organization: U.C. San Diego, Cognitive Science Lab
Lines: 44
Xref: watmath net.micro.atari:1905 net.micro.amiga:1010

> I've been trying to find a dealer
> carrying the ST in the West LA area without success,
> and I wonder why they are hidding them (it's almost
> Christmas!).
>
>   Adolfo

Adolfo, I was up in LA for T-day and found that Priority One Electronics (in Chatsworth, mind you) had both the Atari 520ST and the Amiga for sale. I decided to go see them side-by-side. Overall, I might get the Atari, but that's not the point.
Flame on
They had the Atari for what appeared to be $100 off list price, but beware tricky ads. $499 w/o monitor, but the ad doesn't mention that you *have* to buy the monitor. OK, monochrome $199, for a rough total of $698, $101 less than list $799. color $399, for a total of of $898, $101 less than list $999. But then the !#$%!!! salesperson tries to tell me that the price doesn't include the disk drive. I calmly inform this person that the Atari includes the disk drive (ad says $199 for additional disk drive) and try to move onto other issues. Person insists, "No disk drive." I try to find ad in INFOWORLD to say, "see"! No magazine. Finally, I leave in disgust. The salesperson was saying "Come on Monday, we'll know then." What, do they get smarter after the weekend? ARGH! I even had to advise someone else in the store that what the salesperson was pushing for them wasn't what they needed. It's business like that that is responsible for the disillusionment with the computer industry and the recent market downturn. Nobody in the store could even answer simple technical questions about either the 520 ST or Amiga. (note: the Amiga also seemed approx $100 cheaper than list.)
Flame off

The question is, should you buy there once you know what you want, and take advantage of their cheaper prices, or avoid like the plague?
(I am assuming that someone like the manager would, with some effort, be able to ascertain that the machine does come with the disk drive.)
-- Clark

Clark N. Quinn
Institute for Cognitive Science C-015
University of California, San Diego
La Jolla, California 92093
(619) 452-2541 (UCSD): (619) 457-1274 (Home)
{ucbvax,decvax,akgua,dcdwest}!sdcsvax!sdcsla!clark OR clark@nprdc

From -5047544222948017720
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,733b7749ec175938,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-05 09:19:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sask.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!alberta!sask!long
From: long@sask.UUCP (Warren Long)
Newsgroups: net.micro.atari
Subject: need 1 meg ST upgrade info
Message-ID: <306@sask.UUCP>
Date: Thu, 5-Dec-85 12:19:32 EST
Article-I.D.: sask.306
Posted: Thu Dec 5 12:19:32 1985
Date-Received: Sat, 7-Dec-85 03:30:47 EST
Distribution: net
Organization: University of Saskatchewan, CANADA
Lines: 12

I need the address of any and all the companies that are producing
1 meg. upgrades for ATARI 520 ST's. Any info on price and
availability would also be appreciated.

Warren Long
University of Saskatchewan
Canada

!sask!long

From 6414517430582150222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4c6696b0ceaa8509,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-05 09:54:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!decvax!decwrl!pyramid!ut-sally!seismo!cmcl2!acf4!phinn
From: phinn@acf4.UUCP (Jorge F. Phinn)
Newsgroups: net.micro.atari
Subject: Floating pnt & ACTION!
Message-ID: <5340003@acf4.UUCP>
Date: Thu, 5-Dec-85 12:54:00 EST
Article-I.D.: acf4.5340003
Posted: Thu Dec 5 12:54:00 1985
Date-Received: Sat, 7-Dec-85 16:33:18 EST
Organization: New York University
Lines: 7

There's got to be a way to reference the floating point routines from the ACTION compiler without going into extensive ML routines. Has anyone seen anything like that, is it part of the tools? Has anyone written something like that or wishs to take on the project???

From 324741395285283555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18089a2010170a28
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-05 10:12:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!ucdavis!ucbvax!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.atari
Subject: Re: How to read joystick/mouse ports on 520ST? (part 1 of 2)
Message-ID: <1713@trwrba.UUCP>
Date: Thu, 5-Dec-85 13:12:15 EST
Article-I.D.: trwrba.1713
Posted: Thu Dec 5 13:12:15 1985
Date-Received: Mon, 9-Dec-85 03:06:49 EST
References: <1711@druxu.UUCP> <851203-103902-3629@Xerox>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Distribution: net
Organization: TRW EDS, Redondo Beach, CA
Lines: 266

>
>>How do I read the joystick ports on the 520ST?
>
>
>Good Question! I have asked it twice on the net already. If anyone
>knows please post the answer so that we will all know.
>

(You may be sorry you asked!) There is quite a bit you have to know to read thejoystick/mouse ports. If you don't want to read all of this, look for part 2 of this document - I'll include a sample source listing to show you how to do it.

Both the joystick port and the mouse port are controlled by the "Intelligent Keyboard" (ikbd) which (quoting Atari's documentation) "communicates with the main processor over a high speed bi-directional serial interface...", and, "...can function in a variety of modes to facilitate different applications of the keyboard, joysticks, or mouse."

Keyboard

The keyboard always returns key make/break (press/release) codes. The break (release) codes are obtained by ORing 0x80 with the make (press) codes. The key codes are defined as follows:

Code	Key	Code	Key	Code	Key
00	undefined(?)	10	Q	20	D
01	ESC	11	W	21	F
02	1	12	E	22	G
03	2	13	R	23	H
04	3	14	T	24	J
05	4	15	Y	25	K
06	5	16	U	26	L
07	6	17	I	27	;
08	7	18	O	28	'
09	8	19	P	29	`
0A	9	1A	[	2A	LSHIFT
0B	0	1B	]	2B	\
0C	-	1C	RET	2C	Z
0D	==	1D	CTRL	2D	X
0E	BS	1E	A	2E	C
0F	TAB	1F	S	2F	V

Code	Key	Code	Key	Code	Key
30	B	40	F6	50	DOWN ARROW
31	N	41	F7	51	{not used}
32	M	42	F8	52	INS
33	,	43	F9	53	DEL
34	.	44	F10	54	{not used}
35	/	45	{not used}	55	{not used}
36	RSHIFT	46	{not used}	56	{not used}
37	{not used}	47	HOME	57	{not used}
38	ALT	48	UP ARROW	58	{not used}
39	SPACE	49	{not used}	59	{not used}
3A	CAPS LOCK	4A	KEYPAD -	5A	{not used}
3B	F1	4B	LEFT ARROW	5B	{not used}
3C	F2	4C	{not used}	5C	{not used}
3D	F3	4D	RIGHT ARROW	5D	{not used}
3E	F4	4E	KEYPAD +	5E	{not used}
3F	F5	4F	{not used}	5F	{not used}

Code	Key	Code	Key
60	ISO KEY	70	KEYPAD 0
61	UNDO	71	KEYPAD .
62	HELP	72	KEYPAD ENTER
63	KEYPAD (		
64	KEYPAD)		
65	KEYPAD /		
66	KEYPAD *		
67	KEYPAD 7		

```
      68   KEYPAD 8
      69   KEYPAD 9
      6A   KEYPAD 4
      6B   KEYPAD 5
      6C   KEYPAD 6
      6D   KEYPAD 1
      6E   KEYPAD 2
      6F   KEYPAD 3
```

Mouse

There are 3 different ways ikbd can report mouse motion:
relative, absolute, and by converting mouse motion into cursor control
key equivalents. The mouse buttons can either be treated as part of
the mouse or as additional keyboard keys.

Relative Position Reporting:
When a mouse event (mouse button pressed or released, or motion in
either axis) occurs, ikbd returns a three byte record containing:

```
    %111110xx ; mouse position record flag
           ||
           |------- ; right button state
           -------- ; left button state
    %xxxxxxxx ; delta X (twos complement integer)
    %xxxxxxxx ; delta Y (twos complement integer)
```

NOTE - ikbd may return more than threshold delta X or Y since no
relative mouse motion events will be generated during certain
operations. Also, if the accumulated motion exceeds +127..-128, then
the motion is broken into multiple packets.

Absolute Position Reporting:
Commands exist for reseting the mouse position, setting X & Y scaling,
and interrogating the current mouse position (see below).

Mouse Cursor Key Mode:
ikbd can translate mouse motion into the equivalent cursor keystrokes -
the number of "clicks" per keystroke being independently programable in
each axis. Mouse motion produces the cursor key make (press) code
immediately followed by the break (release) code for the appropriate
cursor key. The mouse buttons produce scan codes above those normally
assigned for the largest envisioned keyboard (i.e. LEFT=0x74, RIGHT=0x75).

Joystick

As in mouse reporting, ikbd can report changes in the joystick
state in several different ways: joystick event reporting, joystick
interrogation, joystick monitoring, fire button monitoring, and
joystick key code equivalents.

Joystick Event Reporting:
ikbd will generate a record when the joystick undergoes a change of

state (i.e. when pressing forward, pulling back, or pressing the trigger). The event record consists of two bytes:

```
%1111111x ; joystick event marker
        |
        ------- ; joystick number (0 or 1)
%x000yyyy
 |   ||||
 |   ---------- ; stick position
 -------------- ; trigger
```

Joystick Interrogation:
The current state of the joystick ports may be interrogated at any time by sending the "Interrogate Joystick" command (see below) to ikbd. The response is a three byte report:

```
0xFD     ; joystick report header
%x000yyyy ; joystick 0
%x000yyyy ; joystick 1
          ;  where x is the trigger
          ;  and yyyy is the position
```

Joystick Monitoring:
It is possible to devote nearly all of the keyboard communications time to reporting the state of the joystick ports, at a user specified rate (see below).

Fire Button Monitoring:
A mode exists which permits monitoring a single input bit at the maximum rate permitted by the serial communications channel. ikbd monitors joystick 1 and packs the data, 8 bits per byte for transmission.

Joystick Key Code Mode:
ikbd may be commanded to translate the use of either joystick into the equivalent cursor control keys. Joystick events produce the make (press) code, immediately followed by the break (release) code for the appropriate cursor motion. The trigger produces key scan codes above those used used by the largest keyboard envisioned.

Power-up Mode
---
ikbd performs a number of self-test diagnostics on power-up. If no erros are detected, the code 0xF0 is returned. (Actually, depending on the version, you may get 0xF1, 0xF2, etc.) ikbd defaults to mouse position reporting with threshold unit of 1 in either axis, and the Y=0 origin at the top of the screen, and joystick event reporting mode for joystick 1, with both buttons being logically assigned to the mouse. After any joystick commands, ikbd assumes joysticks are connected to both joystick ports. Any mouse command (except "Mouse Disable") then again causes port 0 to be scanned as if it were a mouse, and both buttons are logically connected to it.

ikbd Commands

Commands may be sent to ikbdws using the Ikbdws() function (ikbd Write String):

```
VOID Ikbdws(cnt,ptr)
WORD cnt;     /* number of bytes to send minus 1 */
LONG ptr;     /* pointer to the string of bytes  */
```

Reset - return ikbd to power-up state

```
    0x80
    0x81
```

Set Mouse Button Action - select mouse button mode

```
    0x07
    %00000mss ; mouse button action
          ||| ; (m is presumed to be 1 when in
          ||| ;  Mouse Keycode mode)
          --------- ; 0wx   mouse button press or release
              ;  ||     causes mouse position report
              ;  ||     (wx only relevant if in
              ;  ||    absolute mouse pos. mode)
              ;  |--    1 -> mouse key press causes
              ;  |          absolute pos. report
              ;  ---  1 -> mouse key release causes
              ;          absolute pos. report
              ; 100 = mouse buttons act like keys
```

Set Relative Mouse Position Reporting (default)

```
    0x08
```

Set Absolute Mouse Positioning

```
    0x09
    Xmsb     ; X maximum (scaled mouse clicks)
    Xlsb
    Ymsb     ; Y maximum (scaled mouse clicks)
    Ylsb
```

Select Mouse Keycode Mode

```
    0x0A
    deltax        ; distance in X clicks to return
    deltay        ; distance in Y clicks to return
```

Set Mouse Threshold

```
    0x0B
    X        ; x threshold in clicks
    Y        ; y threshold in clicks
```

Set Mouse Scale

```
     0x0C
     X        ; horz. mouse ticks per internal X
     Y        ; vert. mouse ticks per internal Y
```

Interrogate Mouse Position

```
     0x0D
returns:  0xF7     ; abs. mouse pos. header
          %0000xxxx; buttons
               ||||
               |||------- ; right button down
               |||        ; since last interrogation
               ||-------- ; right button up since last...
               |--------- ; left button down since last...
               ---------- ; left button up dince last...
          Xmsb     ; X coordinate
             Xlsb
          Ymsb     ; Y coordinate
          Ylsb
```

That's about all I have time for now. I'll finish up the list of commands, and give an example (in C source) of how to put all of this together in a couple of days.

Richard E. Sansom
{decvax,ucbvax,ihnp4}!trwrb!trwrba!sansom

From -6426154930434269538
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a4305c229e433826,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-05 10:20:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Shiffman@GODZILLA.SCH.SYMBOLICS.COM (Hank Shiffman)
Newsgroups: net.micro.atari
Subject: 8 bit bargains at CMO
Message-ID: <851205102001.8.SHIFFMAN@RAMOTH.SCH.Symbolics.COM>
Date: Thu, 5-Dec-85 13:20:00 EST
Article-I.D.: RAMOTH.851205102001.8.SHIFFMAN
Posted: Thu Dec 5 13:20:00 1985
Date-Received: Sat, 7-Dec-85 03:32:06 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: Shiffman@SCRC-STONY-BROOK.ARPA
Organization: The ARPA Internet
Lines: 12

I just got a mailing from Computer Mail Order in Williamsport, PA.

They're offering all sorts of deals on an awful lot of hardware and software for the eight bit Atari line, including a lot of third party interfaces, modems and printers.

Interestingly, they're also offering some ST stuff, so I guess they've reconsidered their decision to discontinue carrying Atari's line. Their prices on the 520ST are $699 for monochrome and $799 for color.

I've dealt with these people in the past and have had only positive experiences. As mail order places go, they are among the more professional.

From -541329642553610291
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f150f06f4fe50a80,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-05 10:23:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: January 1986 ANTIC TOC
Message-ID: <22170@mgweed.UUCP>
Date: Thu, 5-Dec-85 13:23:42 EST
Article-I.D.: mgweed.22170
Posted: Thu Dec 5 13:23:42 1985
Date-Received: Sat, 7-Dec-85 02:58:30 EST
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 113

January 1986 ANTIC TOC
Theme: Atari Products Are Back!

Page Article

11 ANTIC ONLINE
    A discussion of the new features of SIG*ATARI on CompuServe (see separate article).
12 COMMUNICATIONS: SYSOP SANTA CLAUS
    A selector program that organizes the gift possibilities for someone on your list. You use this program to search a vast gift database on CompuServe. You can also get the gift database on disk from ANTIC.
14 MAPPING THE XL/XE
    An article by Ian Chadwick, author of _Mapping the Atari_. He has been added as a Contributing Editor of ANTIC.
18 DANDY DISSOLVER
    A BASIC program that allows you to "dissolve" pictures using all kinds of special effects.
21 DUNGEON MASTER'S APPRENTICE

This program stores all your characters and their abilities on disk, rolls multi-sided dice and calculates confrontation damage. Makes a dungeon master's job much easier.

23 APPOINTMENT CALENDAR
A cleanly programmed, useful personal appointment calendar.

25 ATARI BINGO CALLER
A random number generator that brings your bingo games into the computer age.

29 FEATURE REVIEW: TWO HOT NEW MODEMS
A review of the Code-A-Phone Tel-A-Modem (300/1200) and MultiTech MultiModem (300/1200). These list for $599 and $499 respectfully.

33 FEATURE REVIEW: BASIC XE FROM O.S.S.
ANTIC calls BASIC XE the ultimate BASIC for the 8-bit Atari's. One special feature, EXTEND, allows you to make use of the extra 64K of memory in the 130XE from BASIC.

38 PRODUCT REVIEWS
Software:
Kennedy Approach (MicroProse Software)
Halley Project (Mindscape, Inc.)
Wishbringer (Infocom, Inc.)
Mindshadow (Activision)
Twirlybird (Hardwood Software)
Objective: Kursk (S.S.I.)

45 GAME OF THE MONTH: WIREBALL
You'll feel like Spiderman as you shoot wires to zap your creature around the screen, eating dots and escaping the deadly touch of enemies. BASIC.

48 ST FONT LOADER
An introduction to the built-in fonts of the 520ST and a program to create you own. ANTIC's C listings are written in Alcyon C which is included with the developer's kit.

57 ST LISTINGS ON MONTHLY DISK..AND HOW TO GET THEM
All of ANTIC'S ST listings are on their monthly disk and they can be ported to the 520ST if you have an 8-bit Atari, a null modem and an XMODEM file transfer program. This article tells you how.

59 ST-WARE FROM TWO CONTINENTS
This is the ANTIC article that was downloaded from CompuServe to Netnews a couple of months ago.

68 NEW! FOR YOUR ST FROM ANTIC SOFTWARE
A listing of 7 programs now available. They are:

ST201 C.O.L.R. Object Editor ($29.95): An all-purpose graphic design utility package for ST program designers using 16-color mode.
ST202 Maps And Legends--The Cartographer ($34.95): This package includes a library of world maps and built-in coordinate finder. Create your own,print & save.
ST203 Murray And Me ($34.95): See below.
ST204 Mom And Me ($34.95): These two programs from England

are living, computerized, interactive cartoon characters that utilize the memory and graphics ability of the ST to create artificial personalities. (Monochrome only)

ST208 Desk Diary ($19.95): Never forget those important phone numbers and meetings again. Monochrome only.

ST209 Lands Of Havoc ($19.95): An arcade speed graphics adventure game in full color (also works in momochrome)

ST210 Mission Mouse ($19.95): This jump-and-climb game had unique high-res graphics, 25 levels. (monochrome)

71 TOS ROADMAP
A discussion of how GEM and TOS work together to produce a user friendly computer.

75 ST PRODUCT NEWS AND REVIEWS
Software:
HEX (Mark of the Unicorn)
CHAT (SST Systems)
Express (Mirage Concepts)

83 SOFTWARE LIBRARY
The program listings for all the articles are listed here.

105 NEW PRODUCTS

COMMENTS: In the editorial page, ANTIC reported the results from over 400 readers that answered their questionaire. Although 15% of these already own 520ST machines, ANTIC stated they will never turn away from the million plus 8-bit Atari owners. Several new companies are advertizing ST software. One of the most expensive is The Graphic Artist by Progressive Computer Applications that turns the ST into a CAD type work station. At $495, it isn't going to be a big seller to the casual user. O.S.S. has an ad for their first software for the ST: DiskKit, Pascal and Prolog. Til next month...

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -2206093990721943097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 159df4,23c4cb3331a213fe
X-Google-Attributes: gid159df4,public
X-Google-Thread: 1517c1,23c4cb3331a213fe
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,bc1de3bec428e32a
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-05 14:24:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site calgary.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!alberta!calgary!radford

From: radford@calgary.UUCP (Radford Neal)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.68k
Subject: Re: Use of high-order byte of addresses in 680x0 software
Message-ID: <608@calgary.UUCP>
Date: Thu, 5-Dec-85 17:24:31 EST
Article-I.D.: calgary.608
Posted: Thu Dec 5 17:24:31 1985
Date-Received: Tue, 10-Dec-85 06:51:44 EST
References: <310@amiga.UUCP> <39700008@ISM780B.UUCP> <349@amiga.amiga.UUCP>
<307@l5.uucp>
Organization: University of Calgary, Calgary, Alberta
Lines: 23
Xref: watmath net.micro.amiga:1044 net.micro.atari:1923 net.micro.68k:1393

> This issue came up in January in net.micro.mac; now that we have a
> new crop of people writing for a new crop of machines, let me reiterate
> what Dale Luck (of Amiga), Rob Warnock (ex of Fortune, now independent),
> and I (ex of Sun, now independent) have been saying:
>
> "Don't use the top byte of a 32-bit address as anything but a piece of
> the address..."

I don't want to rekindle the whole discussion, but I thought I'd put in
the other side of the argument, at least as it existed in net.arch:

  "Use the top byte of a 68000 address for something else (like the type of
  the object pointed to) if this is sufficiently important to your application
  that it's worth sacrificing expandability of memory past 16MB. Don't
  be surprised if this isn't very portable to other 68000 systems."

I don't advocate this usage just to save 10% on data space for your
program. It's more for something like a Lisp interpreter where tag bits
can greatly enhance performance and implementation simplicity. You ought
to be prepared to think of the processor, not as a 68000, but as some
new micro with a 16MB address space and nifty typed pointers.

     Radford Neal

From -1397148973164485578
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e4aa2292e9c288fe,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,e4aa2292e9c288fe,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 12c65a,e4aa2292e9c288fe,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 142096,e4aa2292e9c288fe,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-05 14:39:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site well.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!decwrl!

pyramid!ut-sally!mordor!lll-crg!well!perry
From: perry@well.UUCP (Perry S. Kivolowitz)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.cbm,net.micro.68k
Subject: Jersey Amiga Users Group
Message-ID: <325@well.UUCP>
Date: Thu, 5-Dec-85 17:39:12 EST
Article-I.D.: well.325
Posted: Thu Dec 5 17:39:12 1985
Date-Received: Sat, 7-Dec-85 04:32:36 EST
Organization: Whole Earth Lectronic Link, Sausalito, CA
Lines: 21
Keywords: YOU, THERE, OR ELSE?
Xref: watmath net.micro.amiga:989 net.micro.atari:1886 net.micro.cbm:1867
net.micro.68k:1386

Another reminder that D E C E M B E R 2 0 T H will see the first meeting of the Jersey Amiga Users Group (Jaug). We will be meeting in the large lecture hall of Hill Center, Rutgers University in New Brunswick, N.J.

The meeting shall begin at 7:30. Representatives from several manufacturers and retailers are expected to attend and will be making special ``user-group'' discounts available. AmigaWorld may also attend, if not in person, at least in the form of sample copies of the mag.

For directions to Hill Center, call the Rutgers Microlab at (201) 932-3129. For more information, talk to my grandfather at (201) 271-4522 (treat him nice and do what he says).

Net.atari readers are of course welcome as are memebers of the interested public.

Perry

From 8982654519873822748
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fedc19d093bd01c1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-05 16:17:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site utcs.uucp
Path: utzoo!utcs!physics
From: physics@utcs.uucp (David Harrison)
Newsgroups: net.micro.atari
Subject: terminal emulator including graphics for ST?
Message-ID: <1013@utcs.uucp>
Date: Thu, 5-Dec-85 19:17:20 EST
Article-I.D.: utcs.1013
Posted: Thu Dec 5 19:17:20 1985

Date-Received: Thu, 5-Dec-85 19:19:10 EST
Organization: University of Toronto - General Purpose UNIX
Lines: 19

I've been playing with a ST loaned from ATARI for this week, including
the developer's kit. Having a lot of fun breaking the C-compiler,
finding out that the vt52 emulator only works so-so, benchmarking,
the usual stuff. The machine clearly has a huge amount of potential
waiting to be mined. The problem for me is that I need a good
terminal emulator with graphics right now to make the buy (we're
talking 6 or 8).
Since initially we will be running these guys under UNIX we don't
care if they are vt100 emulators or whatever, so long as they have
standout mode, clear screen and cursor motions. As for graphics, we
are fairly device independent through an extension to termcap/terminfo,
and can run Tek graphics, HP, anything sensible. So far I haven't
managed to track down a good terminal emulation program. I would be
pleased with any of the PC programs such as PC-LINK III. Any leads?
     Dave Harrison, Dept. of Physics, Univ. of Toronto
     ihnp4!utcs!physics || ihnp4!utcs!utfyzx!harrison
                                /
        preferred ------------/
/

From 1287905224795344625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e948d4cdf54ea59c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-05 17:15:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: the polemical bouncin' ball
Message-ID: <8512061205.AA26356@ucbvax.berkeley.edu>
Date: Thu, 5-Dec-85 20:15:44 EST
Article-I.D.: ucbvax.8512061205.AA26356
Posted: Thu Dec 5 20:15:44 1985
Date-Received: Sat, 7-Dec-85 20:13:19 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 16

After monitoring the raging debate on various and sundry bouncing ball programs,
I realize that my 520ST will not be complete until it has a bouncing ball
of its own. If anyone has it, could they send it to me?

You'll have to tell me how to handle the binary file (unless you have
C source)

Also, I'd be happy to be sent any other public-domain programs (I have no pride)

My mailing address (CSNET) is

terrell@ohio-state

Thanks in advance,

Eric Terrell

From 8697022641826098593
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,740a8c4aa440c712,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-05 17:29:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: an informal review of the hippo-c compiler
Message-ID: <8512061216.AA26501@ucbvax.berkeley.edu>
Date: Thu, 5-Dec-85 20:29:14 EST
Article-I.D.: ucbvax.8512061216.AA26501
Posted: Thu Dec 5 20:29:14 1985
Date-Received: Sat, 7-Dec-85 20:13:50 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 28

Although the hippo-c compiler from haba is one of the few compilers out for
the 520ST, I would strongly urge anyone interested in getting a compiler
to wait for others to hit the marketplace.

hippo-c is copy protected (which is insane for a compiler)! The manual says
that one can copy the files to another disk and use it, as long as the
original is in disk a. While this is true, for a single drive system,
one is obliged to use the original disk for storing program files, etc.

Although the manual gives one the impression that hippo-c is a full
K & R C comiler (except for floating point) I had great difficulties
getting some of my C programs compiled with it. A was able to compile
a trivial one. When I tried to compile a somewhat longer program
(about 400 lines) I got the fatal error "out of registers." Nowhere
in the manual is there any mention of why it ran out of registers. I felt
like screaming "then use !@#$!@#$ main memory!"

The icon - based user interface of GEM really appeals to me. The hippo-c
compiler does not use this interface and instead has a pseudo UNIX
interface. I would much have preferred to use icons and the mouse,
even though I use UNIX all the time.

So to sum up, unless you are VERY desperate for a c compiler and are willing

to settle for a copy-protected compiler with nontrivial bugs and an unsatisfactory user interface, don't get it. (I'll be happy to sell mine).

Eric Terrell

From -203320596207426498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d7b0a72798b52060,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-05 19:44:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: cel@CIT-HEX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Floating point & ACTION!
Message-ID: <851205194449.006@CITHex>
Date: Thu, 5-Dec-85 22:44:49 EST
Article-I.D.: CITHex.851205194449.006
Posted: Thu Dec 5 22:44:49 1985
Date-Received: Sat, 7-Dec-85 03:44:49 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

 Yes, indeed. There are floating point routines in the ACTION! tools diskette, as well as a PRINTF routine (a la C) and a few other little items that I can't recall. Never really had much use for the floating point stuff....such a relief to use integer arithmetic after dealing with Atari BASIC for so long.

From -5199671543833172904
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6bfd4633243655ae
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,6bfd4633243655ae
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-05 20:18:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpm!kvk
From: kvk@ihlpm.UUCP (Kevin)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Misc Questions
Message-ID: <611@ihlpm.UUCP>
Date: Thu, 5-Dec-85 23:18:38 EST
Article-I.D.: ihlpm.611
Posted: Thu Dec 5 23:18:38 1985
Date-Received: Sat, 7-Dec-85 03:04:38 EST

References: <1886@islenet.UUCP> <395@ssc-vax.UUCP> <355@amiga.amiga.UUCP>
Organization: AT&T Bell Laboratories
Lines: 12
Xref: watmath net.micro.atari:1874 net.micro.amiga:972

> bruceb@hunter.UUCP (Bruce Barrett)
> Organization: Commodore-Amiga Inc., 983 University Ave #D, Los Gatos CA 95030

says

> Commodore-Amiga has *NOT* filed chapter 11 - not even considering it.

AT LAST, solid information from an unbiased source! Is it true that Commodore told the bank that the check is in the mail? :-)

Kevin Kinder
ihnp4!ihlpm!kvk

From 5371707567390989523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,869a7ba0161e5dca,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-06 05:48:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: G.ABRAMS@SU-SCORE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: New moderator
Message-ID: <12164943194.8.G.ABRAMS@SU-SCORE.ARPA>
Date: Fri, 6-Dec-85 08:48:47 EST
Article-I.D.: SU-SCORE.12164943194.8.G.ABRAMS
Posted: Fri Dec 6 08:48:47 1985
Date-Received: Sat, 7-Dec-85 20:15:40 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

After waiting for someone to step forward, I have taken the plunge. I will take over as moderator of INFO-ATARI. It may take several weeks for me to learn how to use TOPS-20 (again), so please be patient.

I would love to to help me.

From -7686268606990453879
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6bfd4633243655ae
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,6bfd4633243655ae
X-Google-Attributes: gid142096,public

X-Google-ArrivalTime: 1985-12-06 08:03:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watcgl.UUCP
Path: utzoo!watmath!watnot!watcgl!drforsey
From: drforsey@watcgl.UUCP (Dave Forsey)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Atari and Comdex
Message-ID: <2858@watcgl.UUCP>
Date: Fri, 6-Dec-85 11:03:27 EST
Article-I.D.: watcgl.2858
Posted: Fri Dec 6 11:03:27 1985
Date-Received: Sat, 7-Dec-85 03:51:06 EST
References: <1886@islenet.UUCP> <320@well.UUCP>
Reply-To: drforsey@watcgl.UUCP (Dave Forsey)
Organization: U of Waterloo, Ontario
Lines: 37
Xref: watmath net.micro.atari:1883 net.micro.amiga:975

In article <320@well.UUCP> farren@well.UUCP (Mike Farren) writes:
>> ... same bouncing ball demo running -- SIDE-BY-SIDE, mind you -- three
>> machines: 520ST, Amiga, and Mac. All three were running the same ball demo.
>> Because of the speed difference, the ST was the clear winner, but not only
>> becaue of the speed, but also the color which was much more brilliant.
>
>   One (of the many) things ATARI didn't mention in their bouncing ball
>display was that this is an EASY, EASY, EASY demo to do! I'm pretty sure
>(and don't you DARE call this bluff!!) that I could produce an acceptable
>version of it to run on the Apple II! Instead, ask Atari if 1) there's
>enough processor bandwidth left while it's running to do a LOT of processing,
>2) if there was sound to go with it, synchronized with the ball, and 3) How
>long it took them to GET that display - I'd be willing to bet that they had
>several of their hottest-shot programmers working on those,

Funny how Commodore never mentioned how easy the bouncing ball is to do, the
major problem being the actual data to do the colour table animation on (and
that's not really a problem). Since the animation just involves changing
a few registers every few frame times there is plenty of processing power
left over. Synchronising sound is just a matter of saying "well gee I'm
on frame X, lets make a noise". Note that the fact that the ST was doing it
faster implies nothing about the power of the machine

Let's stop the demo war discussion, at least at the level of "well yes you
can do it but you had to work harder to get it done".
Marketing hype is marketing hype, the ST and the Amiga are different,
each with their own advantages and disadvantages depending on what your
needs/budget are. If you want real graphics power, buy an Adage/Ikonas.

Personally I own an ST, but believe that GEM sucks and that TOS should be
tossed (a 200K OS - good grief!) but it provides me with a cheap bit-mapped
display, a 68000 and lots of support hardware which can be used for other
purposes (like a real-time, message-based OS).

Dave Forsey

Computer Graphics Laboratory
University of Waterloo, Waterloo Canada.

From -4034063105466799273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c25a59ac22a1c7f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-06 08:48:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site utai.UUCP
Path: utzoo!utcsri!utai!jenkin
From: jenkin@utai.UUCP (Michael Jenkin)
Newsgroups: net.micro.atari
Subject: st520 display hardware (help wanted)
Message-ID: <1015@utai.UUCP>
Date: Fri, 6-Dec-85 11:48:20 EST
Article-I.D.: utai.1015
Posted: Fri Dec 6 11:48:20 1985
Date-Received: Fri, 6-Dec-85 21:36:26 EST
Distribution: net
Organization: CSRI, University of Toronto
Lines: 16

In the most recent issue of Analog magazine, there is a program
which uses scan-line driven interrupts to produce a display with
256 or 512 colours on the screen at once. The author claims to have
found the correct colour shadow registers and line-driven interrupt
information by trial and error. Does anyone know of documentation
on how the st hardware displays the screen? In particular
is it possible to do hardware driven scrolling by modifying
the hardware physical screen base at the end of each
scan line drawn?

--
--
Michael Jenkin   University of Toronto
USENET: {decvax,ihnp4,allegra}!utcsri!utai!jenkin
CSNET: jenkin@Toronto
BELL: 416-978-7321

From 3274907799289045102
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4c6696b0ceaa8509
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-06 10:51:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Floating pnt & ACTION!

Message-ID: <851206-105146-3604@Xerox>
Date: Fri, 6-Dec-85 13:51:45 EST
Article-I.D.: Xerox.851206-105146-3604
Posted: Fri Dec 6 13:51:45 1985
Date-Received: Sat, 7-Dec-85 20:19:26 EST
References: <5340003@acf4.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

The ACTION! Tool Kit has procedures for accessing the floating point routines in the Atari ROM.

John

From 7964460471756877440
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1588de0a7d2e6f0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-06 13:23:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: set fol atari-mail
Message-ID: <8512062142.AA07057@ucbvax.berkeley.edu>
Date: Fri, 6-Dec-85 16:23:00 EST
Article-I.D.: ucbvax.8512062142.AA07057
Posted: Fri Dec 6 16:23:00 1985
Date-Received: Sat, 7-Dec-85 20:25:31 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 44

> From: ucdavis!lll-crg!well!farren@ucbvax.berkeley.edu (Mike Farren)
>
> In article <1886@islenet.UUCP>, jons@islenet.UUCP (Jonathan Spangler) writes:
> >
> > Instead, people at COMDEX saw an absolutely fantastic display
> > of the same bouncing ball demo running -- SIDE-BY-SIDE, mind you -- three
> > machines: 520ST, Amiga, and Mac. All three were running the same ball demo.
> > Because of the speed difference, the ST was the clear winner, but not only
> > becaue of the speed, but also the color which was much more brilliant.
>   One (of the many) things ATARI didn't mention in their bouncing ball
> display was that this is an EASY, EASY, EASY demo to do! I'm pretty sure

> (and don't you DARE call this bluff!!) that I could produce an acceptable
> version of it to run on the Apple II! Instead, ask Atari if 1) there's
> enough processor bandwidth left while it's running to do a LOT of processing,
> 2) if there was sound to go with it, synchronized with the ball, and 3) How
> long it took them to GET that display - I'd be willing to bet that they had
> several of their hottest-shot programmers working on those, and do you really
> think that they would bother to make the Mac version as pretty?
>   The impression I get of Atari lately (and don't get me wrong, I basically
> like Atari's stuff) is that they will stop at NOTHING to get the public to
> believe in their superiority, and if this includes providing insufficient
> information for a true, objective comparison, well, thats the way it goes.
> Personally, I find this kind of marketing scheme insulting not only to
> the technically competent people like us, but even more to those who can't
> know any better.
> --
>   Mike Farren
>   uucp: {dual, hplabs}!well!farren
>   Fido: Sci-Fido, Fidonode 125/84, (415)655-0667
>   USnail: 390 Alcatraz Ave., Oakland, CA 94618
>
Nobody is denying that the bouncing ball demo is more impressive looking than
difficult. A recent message placed the Atari developement time at approx.
one week also. The basic thrust of Atari's marketing is not "we are better
than Commodore" but "we can do much of the same stuff they can, cheaper".

Before the Atari-duplicate demo, the Commodore people were so proud of
themselves....now they are saying "it was nothing anyway". Make up your
minds!!!

              -Richard Hartman
              max.hartman@ames-vmsb

From -1141956253092101113
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b48ea8c44d98b7f3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 15:27:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: PF keys on ST using PC/InterComm
Message-ID: <8511272327.AA07277@ucbvax.berkeley.edu>
Date: Wed, 27-Nov-85 18:27:04 EST
Article-I.D.: ucbvax.8511272327.AA07277
Posted: Wed Nov 27 18:27:04 1985
Date-Received: Fri, 29-Nov-85 00:20:10 EST
References: <8511172044.AA14062@auvax.UUCP>
Sender: usenet@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 15

I saw the phone number for Mark of the Unicorn on the net, so you probably
have that. Here is the address if you want it.

     Mark of the Unicorn
     222 Third St.
     Cambridge, MA 02142
     (617)-576-2760

Hope this helps...

                         Kit Kimes
                         AT&T Information Systems
                         Montgomery Works
                         Montgomery, Il. 60538-0305
                         ..!ihnp4!mgweed!kek

From -1101219858150908995
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 15:42:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: BYTE magazine folding?
Message-ID: <939@lsuc.UUCP>
Date: Wed, 27-Nov-85 18:42:37 EST
Article-I.D.: lsuc.939
Posted: Wed Nov 27 18:42:37 1985
Date-Received: Wed, 27-Nov-85 19:18:47 EST
References: <8511081914.AA04418@mitre.ARPA> <7500006@uicsl>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 38
Summary: No Disagreement.

In article <7500006@uicsl> hr@uicsl.UUCP writes:
>
>RE:
>   " While there are a number of Atari Magazines available, may
>I suggest that those interested in 68000 technology also look into
>(and hopefully buy) 68 Micro Journal."
>
>Here is a partially dissenting opinion. I recently subscribed to
>68 Micro and was disappointed. Most of it seemed directed towards
>the 6809 with relatively little on the 68K. If I had a 6809 system,
>I'd probably like it more. As it stands, I'd rather read Antic and

>Analog. Since I have a year's subscription, I should have plenty of
>time to change my mind. (It does NOT seem to be a game of the month
>rag, but more 'serious'.) I was interested in the 68020 single board
>system ads that are beginning to appear there.
>
>   harold ravlin

     No there isn't a lot there for Atari people yet. If the readership builds, then we can expect that there will be. Keep in mind that much of what's put into 68 Micro J. comes from us readers. As such, what they're waiting for is submissions as well as subscribers. If you have something to share with others, then 68 Micro could be a nice vehicle because it tends to be more open and less biased (notice how *many* different systems are already supported?). A lot of high tech'ers are not on and probably never will be on Usenet. BIX and CIS can be too expensive as well. Good magazines are cheaper and reach more people.

                                        Cheers -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From 8260550577480389978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1d245af85a68cf6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 15:58:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: BINHEX 1.0
Message-ID: <940@lsuc.UUCP>
Date: Wed, 27-Nov-85 18:58:12 EST
Article-I.D.: lsuc.940
Posted: Wed Nov 27 18:58:12 1985
Date-Received: Wed, 27-Nov-85 19:19:08 EST
References: <851120-115731-2948@Xerox>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 28
Summary: Again?

In article <851120-115731-2948@Xerox> Fleysher.WBST@XEROX.ARPA writes:
>--------------

>
>1 REM BINHEX 1.0, OCTOBER 1984
>2 REM -- BY DAN FLEYSHER --
>3 REM (FLEYSHER.WBST@XEROX)
>4 REM THIS BASIC PROGRAM CONVERTS A
>5 REM BINARY DISK FILE TO THE EQUIV-
>6 REM VALENT TEXT FILE CONTAINING
>7 REM HEXIDECIMAL CHARACTERS. THIS
>8 REM FILE IS SUITABLE FOR LONG

     Guys, this is *not* a flame. It's just an observation. If you keep reinventing wheels at this rate, you'll never get anywhere. Is this by any chance compatible with the any of the hundreds of other Hexbin/binex programs around? I don't recognize the format myself but if it isn't then why not? The protocols are easily obtained and no secret. The programs aren't much harder to write. Why not try for a bit of compatibility?

                                        Cheers! -- Jim O.
>9 REM DISTANCE (MODEM) TRANSMISSION,
--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From 1840914876666024725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7f80a92802eb7e93
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 16:09:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Character sets
Message-ID: <8511280009.AA07648@hunter.amiga.uucp>
Date: Wed, 27-Nov-85 19:09:00 EST
Article-I.D.: hunter.8511280009.AA07648
Posted: Wed Nov 27 19:09:00 1985
Date-Received: Fri, 29-Nov-85 00:15:01 EST
References: <8511251335.AA13622@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Commodore-Amiga Inc., 983 University Ave #D, Los Gatos CA 95030
Lines: 13

For Amiga: (not my organization, not inpartial)
1) You can define your own character sets.
2) The speed is comprable to the built in rom sets for characters of
     about the same size and shape (fixed pitch)

3) any size font is allowed.
4) partial fonts (<256 characters) are allowed and encoraged.
5) to output text in your font you:
     AddFont(texffont);
     OpenFont(textatribute);
     Text(rastport, string, chat_count);

A font editor is not yet available from Commodore-Amiga.
         --Bruce.

From 5943121482868922000
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,34289fa52047c5fc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 18:06:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!gymble!
umcp-cs!seismo!rochester!ritcv!ccice5!ccivax!guest
From: guest@ccivax.UUCP (What's in a name ?)
Newsgroups: net.micro.atari
Subject: Re: i blew it
Message-ID: <334@ccivax.UUCP>
Date: Wed, 27-Nov-85 21:06:48 EST
Article-I.D.: ccivax.334
Posted: Wed Nov 27 21:06:48 1985
Date-Received: Sat, 30-Nov-85 07:02:29 EST
References: <1867@saber.UUCP>
Distribution: net
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 8

> I blew it when i posted jim's code to do the bouncing ball, can someone help
> me ? how do you post binaries ????

How about using uuencode, the reciever can use uudecode on the unix machine
he is connected to (or write a simple uudecode routine), then use kermit
or xmodem to download from the local host.

rb@ccivax (Rex Ballard - Computer Consoles Incorporated).

From -3995213549173427280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c4ec6cbebfaed3ca,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 18:24:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: B9AJ@CORNELLA.BITNET (jim mcwhirter)
Newsgroups: net.micro.atari

Subject: ATARI 1450
Message-ID: <8511280223.AA10480@ucbvax.berkeley.edu>
Date: Wed, 27-Nov-85 21:24:05 EST
Article-I.D.: ucbvax.8511280223.AA10480
Posted: Wed Nov 27 21:24:05 1985
Date-Received: Fri, 29-Nov-85 00:14:49 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

A very good friend and hacking partner of mine was at a computer and electronics
swap meet in the San Francisco bay area, and he saw a dealer selling 1450's.
They were not functional, and were being sold for parts. The claim was that
they could be made functional with "some" work.

I may be able to find out more specifics on who/where/how much. If there
is enough interest, I will contact my friend (he's not on the net, and now I
live in N.Y.).

Jim Mcwhirter (b9aj.cornella.bitnet)

From -7550481858151601005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,34289fa52047c5fc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 19:05:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!gymble!
umcp-cs!seismo!rochester!ritcv!ccice5!ccivax!guest
From: guest@ccivax.UUCP (What's in a name ?)
Newsgroups: net.micro.atari
Subject: Re: i blew it
Message-ID: <335@ccivax.UUCP>
Date: Wed, 27-Nov-85 22:05:25 EST
Article-I.D.: ccivax.335
Posted: Wed Nov 27 22:05:25 1985
Date-Received: Sat, 30-Nov-85 07:03:20 EST
References: <1867@saber.UUCP> <1144@nlm-vax.ARPA>
Distribution: net
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 61

> >how do you post binaries ????
>
> Unfortunately, those who don't have Unix probably don't have access
> to uuencode/uudecode.
>
> If nobody comes up with something soon, maybe I'll brew something up which
> will run on the ST and post the sources in C and/or ST Basic.
>
May I suggest writing uudecode for the atari as well? The actual code

should be fairly simple (longs printed out base 96) it is important to
be sure that the byte order is preserved (msb to lsb) which is less of
a problem on a 68000 than on an 8086 or VAX.

The documentation is in the UNIX manuals. Sure beats using hex format.
Compression is 4/2 rather than 2/1 meaning less traffic.

Format (discussed in detail in uudecode(5)) is basicly.

```
------------------------------cut here---------------------------------
/*
     this is an approximation of the encoder from which a
     decoder can be written
*/
uuencode(FileName,*infile)
char *FileName;
FILE *infile;
{
     long xbuf;
     int i,j,count;
     char bytarr[64];
     litbuf[5];
     printf("\nbegin .%s\n",FileName);
     while(count=fread(bytarr,1,62,file)!=EOF)
     {
          printf("%s",count+' ');  /*count between 0 and 64*/
          for(i=0,i<=count,)
          {
             xbuf=0;
             for(j=0,j<3,j++) /* pack next three bytes into long */
             {
               xbuf+=xbuf<<8+bytarr[i++]; /* this prevents "flips" */
             };
             for(j=0,j<4,j++) /* push out as printable chars */
             {
               litbuf[4-j]=xbuf%96+' '; /*insures value is printable*/
               xbuf%=96;
             };
          printf("%s",litbuf);
          }
          printf("\n"); /* this is the end of one line */
     }
     printf("end\n");
}
```

I'd write the decoder, but I'm out of time. This routine is not debugged
dress up the interface a little and post it back. I am using vanilla
K&R because I haven't got the ST yet. I would be interested in seeing
what won't compile, or what "extras" are needed.

rb@ccivax (rex ballard - Computer Consoles)

From -5035009461637203077
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce04b4553134ec54,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 19:59:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: B9AJ@CORNELLA.BITNET (jim mcwhirter)
Newsgroups: net.micro.atari
Subject: MODEMS
Message-ID: <8511280212.AA10317@ucbvax.berkeley.edu>
Date: Wed, 27-Nov-85 22:59:10 EST
Article-I.D.: ucbvax.8511280212.AA10317
Posted: Wed Nov 27 22:59:10 1985
Date-Received: Fri, 29-Nov-85 00:15:25 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 48

About a month ago I came across an add for BG MICRO that advertised a modem board (300 baud) for the atari computers. they were "as is", and they were selling a few of the microprocessors that went with them, an 8000 series that has eprom on the processor chip. I bought the board and the processor for about $20 total investment. I figured it was worth the gamble. Well, I pluged in the processor chip and turned the power on, and all I can say is that an led sure enough lights up, whatever that means. Here is what I know or suspect about the board.

1. It is made byd Racal Viadic
2. It is direct connect, and works off of the ATARI serial port. You do not use this in conjunction with the 850 module.
3. I suspect it to be an ATARI 1030 modem.
4. It (probably) needs some software drive it, and I have heasrd that the 1030 does come with some software. In any case, the standard R: driver wont work, as it is just an rs232 driver that works on the 850 port.

What are my options? Well, if I knew what it was expecting in the way of serial bus commands, I could write my own driver. However, as I have no documentation, this would be a difficult task. I would basically have to treat it as a black box, and send every posible sequence imaginable down the serial bus, and try to monitor its response untill I got the desired action. (desired action=connecting to phone line, sending/receiving data)

BUT! If some kind person out there thinks that they know from the above description what kind of modem this is, and could forward ANY info to me, I might have a fighting chance.

OR, (better yet) if someone has some software that they think would work, I would be more than happy to send a diskette in a prepaid mailer! In any case, please contact me with any useful info.

I have been a quiet subscriber to net.micro.atari for the last several
months. I will add my two cents to the fray. I do think it would vbe
a good idea to split the list. I have an old 800, and find it bothersome
to have to read through all the ST stuff for 8 bit info. On the other
hand, I am very interested in the ST line, and would probably be on
that list as well. But when I want to read the thinhat really matter
to my 8 bit system , I don't want to have to read throught all the
ST trivea. But, this is all academic, because last time I heard,
WE ARE STILL WITHOUT A MODERATOR FOR THE EXISTING LIST!!!
HOW CAN WE "SPLIT" THE LIST WHEN WE DON'T KEVEN HAVE A MODERATOR FOR
THE EXISTING ONE?? SOMEONE PLEASE TAKE OVER THE JOB.

Correct me if I am wrong and someone has already done us this kind service.

Jim McWhirter (b9aj@cornella.bitnet)

From 9154012502937800288
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,343de3c0824c1cfe,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 21:28:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 Apollo 11/21/85; site apollo.uucp
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!ucdavis!
ucbvax!decvax!wanginst!apollo!johnf
From: johnf@apollo.uucp (John Francis)
Newsgroups: net.micro.atari
Subject: Re: Atari ST developers kit
Message-ID: <2a66086a.917@apollo.uucp>
Date: Thu, 28-Nov-85 00:28:56 EST
Article-I.D.: apollo.2a66086a.917
Posted: Thu Nov 28 00:28:56 1985
Date-Received: Fri, 29-Nov-85 11:28:04 EST
Organization: Apollo Computer, Chelmsford, Mass.
Lines: 34

To quote the Atari Catalogue:

> This software development package consists of over 1200 pages of documentation
> and 5 full 3.5" diskettes.
>
> Software: Utilities,Compiler,Linker,RCS (Resource Construction Set),
>   an upgraded TOS, & MicroEMACS Editor.
>
> Documentation:Non-Disclosure Agreement (Send back signed copies or
>   you will not get updates)
>   Introduction to GEM programming.
>   GEM VDI Programmer's Guide, Vol. 1
>   GEM AES Programmer's Guide, Vol. 2
>   GEM DOS Specification, Rev. 13
>   Example of GEM Program Listing (IBM Version)

> DRI "C" Language Programmer's Guide
> DRI Programmer's Guide (Assembler, Linker, and Debugger)
> ST BIOS Listing
> Hitchhiker's Guide to the BIOS
> ST Hardware Specifications
> KERMIT User's Guide
> KERMIT Protocol Manual
> Intelligent Keyboard Specification
> ST Schematic
> ST to IBM Keyboard Translation Suggestions
> Line "A" Manual
> Programmable Sound Generator
> MicroEMACS Screen Editor Tutorial

i.e. for $300 you get C, an assembler, a linker, MicroEMACS, and a guide to GEM and the BIOS so you can get your sticky little fingers onto all the system routines.

I'm eagerly awaiting mine (I ordered it at the same time as I ordered my ST).

From -3898560311123737201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce04b4553134ec54
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 21:58:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mayo
From: mayo@ucbvax.BERKELEY.EDU (Bob Mayo)
Newsgroups: net.micro.atari
Subject: Unix tools avail for 520ST!
Message-ID: <11104@ucbvax.BERKELEY.EDU>
Date: Thu, 28-Nov-85 00:58:10 EST
Article-I.D.: ucbvax.11104
Posted: Thu Nov 28 00:58:10 1985
Date-Received: Fri, 29-Nov-85 00:16:17 EST
References: <8511280212.AA10317@ucbvax.berkeley.edu>
Reply-To: mayo@ucbvax.UUCP (Bob Mayo)
Organization: University of California at Berkeley
Lines: 34

I just bought the Unix-like "Micro C-shell" for my ST. The package includes a shell and some Unix-like programs. Major features of the shell include stdin and stdout with redirection and pipes, shell variables, aliases and history substitutions, and shell scripts.

Commands include cc (requires the Digital Research compiler), cmp, diff, grep, sed, ls, more, lpr, pr, wc, cat, cd, chmod, cp, mv, df, echo, mkdir, and set. Of course, some of these are built in and some are separate programs.

These are not ports of Unix tools, but rather rewrites. All the most

common features and options seem to be implemented, with the less common ones omitted.

I'm generally pleased with the tools provided, but I do miss some things like 'make'. They tell me that they are working on a version of make to be sold separately. The tools make life much nicer for Unix-types, but of course it is not like real unix. But I'd still recommend the package highly. It is available for $49.95 + $5 shipping + CA tax (if any) from:

Beckemeyer Development Tools, Dept. RN
592 Jean Street #304
Oakland, CA 94610

I'm not associated with the above company in any way, so my comments should be unbiased. If you do write them please put the "Dept. RN" on the address -- I told them that there would probably be a lot of interest in net-land, but they doubted that anybody with a VAX or PDP-11 would have an ST. They have agreed to count the number of letters with "Dept. RN" in the address just for fun.

Cheers, and happy 'grepping',

--Bob

From 2017340493837172766
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9de35c4d699f95c7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-28 03:15:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site sdcc7.UUCP
Path: utzoo!decvax!ittatc!dcdwest!sdcsvax!sdcc3!sdcc7!ln63fkn
From: ln63fkn@sdcc7.UUCP (Paul van de Graaf)
Newsgroups: net.micro.atari
Subject: Re: Action! Programming
Message-ID: <192@sdcc7.UUCP>
Date: Thu, 28-Nov-85 06:15:19 EST
Article-I.D.: sdcc7.192
Posted: Thu Nov 28 06:15:19 1985
Date-Received: Thu, 28-Nov-85 19:22:09 EST
References: <633@tekigm.UUCP> <177@sdcc7.UUCP> <1731@uwmacc.UUCP>
Reply-To: ln63fkn@sdcc7.UUCP (Paul van de Graaf)
Distribution: na
Organization: U.C. San Diego, Academic Computer Center
Lines: 18

In article <1731@uwmacc.UUCP> oyster@uwmacc.UUCP (Vicious Oyster) writes:
> In order to run an program written in Action!, you have to either have the
>Action! cartridge plugged in, or you have to have purchased special software
>(another $99?) to tweak it into stand-alone executable mode, i.e. in order
>for anyone else to run your Action! programs.
>

>... [C]ould somebody with an Action! package confirm or deny this?

Yes, you either need the cartridge or the run-time package (~ $30.00).
I'm working on a program in Action! which adds the run-time package copied
from your cartridge to the end of an Action! executable, and patches all the
calls to the run-time library. This project has a somewhat low priority,
but I should get it finished by the end of the year. I'll either put it in
the public domain, or sell it to Analog. Don't see how you could have come
up with a price of $99 for the Action! cartridge, I got mine for $59.00.
Shop around!

Paul van de Graaf   sdcsvax!sdcc7!ln63fkn   U. C. San Diego

From -6998192216830699324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f5998f8641c1298a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-28 07:06:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (Malloy)
Newsgroups: net.micro.atari
Subject: Re: 256K 1200XL
Message-ID: <904@ihlpa.UUCP>
Date: Thu, 28-Nov-85 10:06:39 EST
Article-I.D.: ihlpa.904
Posted: Thu Nov 28 10:06:39 1985
Date-Received: Fri, 29-Nov-85 07:58:33 EST
References: <275@tekigm2.UUCP> <8511261337.AA18211@ucbvax.berkeley.edu>
Organization: AT&T Bell Laboratories
Lines: 28

David:

     I tried to send you mail, but it didn't work. I have some
questions that I can't find the answers to.

     First, I have both OMNIMON and OMNIVIEW.

     Second, Could you send the lit on the 800XL upgrade? Send
it to :   C. E. Malloy, III
          AT&T Bell Labs
          Warrenvill & Naperville Rds.
          Room: 3D-208
          Naperville, Ill

     Third, I use the Chameleon program from APX to logon to Unix from
home. How do you get the program to work in 80col mode with OMNIVIEW? I
have tried every thing that I can think of and nothing is working. Please
help.

From inside the Tesseract of
     Clancy Malloy
     (ihnp4!ihlpa!freak)

```
-------------------------------------------------------------------------
| Everyone looked up and realized that we were only tenants of this world; |
|    We have been given a new lease, and a warning, from the landlord.     |
-------------------------------------------------------------------------
```

From 6989540056204903983
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ebe651353feca75
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-28 09:08:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uicsl
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!uicsl!hr
From: hr@uicsl.UUCP
Newsgroups: net.micro.atari
Subject: Re: Happy software
Message-ID: <7500008@uicsl>
Date: Thu, 28-Nov-85 12:08:00 EST
Article-I.D.: uicsl.7500008
Posted: Thu Nov 28 12:08:00 1985
Date-Received: Sat, 30-Nov-85 06:35:12 EST
Lines: 12
Nf-ID: #R:<8511220901.AA13971@ucbvax.berke:-40:uicsl:7500008:000:358
Nf-From: uicsl.UUCP!hr   Nov 28 11:08:00 1985

<>
RE: HAPPY upgrades.

Would someone pleased with the Happy upgrades explain why? Why
would you want to upgrade a 1050 when an Indus drive is about $200?
Wouldn't you be better off buying something else in the first place?

If I were to buy the upgrade for my 1050, what improvements could I
expect?

harold ravlin
{ihnp4,pur-ee}!uiucdcs!uicsl!hr

From 8017012249516471209
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8d9a7b0cfc675a7c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-28 11:27:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sb6!sjt
From: sjt@sb6.UUCP (SIDNEY THOMPSON)

Newsgroups: net.micro.atari
Subject: Re: --- Posting binaries ---
Message-ID: <173@sb6.UUCP>
Date: Thu, 28-Nov-85 14:27:58 EST
Article-I.D.: sb6.173
Posted: Thu Nov 28 14:27:58 1985
Date-Received: Sat, 30-Nov-85 00:42:51 EST
References: <8511192106.AA02274@ucbvax.berkeley.edu> lsuc.937
Lines: 335

```
##########################################################################
#
#             postfile.ar
#
# To extract the files from this shell archive file
# simply create a directory for this file
# and move the archive file to it
# and enter the command
#
# sh filename.ar
#
# Do not use csh
# The files will be extracted automatically
#
##########################################################################

echo "Extracting header <-- postfile.ar"
cat << \===header=== > header
/* first line */

 James Omura suggested the use of the Motorola S1 format for
 transfer of binary files.  This will work fine as long as the
 file is 64k or less.  Of course if it is greater than 64k it
 probably is too big to send across the net anyway.  The following
 programs were written by Budd Pass and can be used to load and unload
 binary files.  They were written for the 6809 but are also in use
 on several flavors of UNIX.  You may use these progams if you desire,
 but no responsibility is assumed or implied.  Any comments found in them
 are personal and can not be construed as either support or non support
 of the various opperating systems or anyone else alive or dead.


===header===
# ----------
echo "Extracting s1load.c <-- postfile.ar"
cat << \===s1load.c=== > s1load.c
/*
        Program to build a binary file from S1 input file
*/

#include "stdio.h"
#include "ctype.h"
```

```
#define MEMSIZE 16384   /* size of part of memory used */
#ifdef OS9
#define BINARY "w"     /* open parameter for binary file */
#else
#define BINARY "wb"     /* open parameter for binary file */
#endif

char mem[MEMSIZE], line[530], *p, *q, x;
unsigned int check;

main(argc,argv)
int argc;
char **argv;
{
    int c, i, d, extadr = 0;
    FILE *fd, *ofd;
    unsigned int s1addr, s1len, s1data, s1end, v;
    unsigned int count = 0, base = 0xffff, roof = 0x0000;
    unsigned int low = 0x0000, high, offset = 0x0000;
    unsigned int lowaddr = 0x0000, highaddr = 0xffff;

    printf("\n");
    if (argc < 3)
    {
        printf("usage: s1load infile outfile ");
        printf("[lowaddr [highaddr [offset]]]\n");
        exit(1);
    }
    if ((ofd = fopen(argv[2], BINARY)) == NULL)
    {
        printf("can't open %s\n", argv[2]);
        exit(1);
    }
    if (argc > 2)
    {
        p = argv[3];
        low = lowaddr = gethex(4);
    }
    if (argc > 3)
    {
        p = argv[4];
        highaddr = gethex(4);
    }
    if (argc > 4)
    {
        p = argv[5];
        offset = gethex(4);
    }
    if ((high = low + MEMSIZE - 1) < low)
        high = 0xffff;
    for (c = 0; c < 530; line[c++] = 0);
reader:
```

```
if ((fd = fopen(argv[1], "r")) == NULL)
{
    printf("can't open %s\n", argv[1]);
    exit(1);
}
while(fgets(p = line, 530, fd) != NULL)
{
    while((x = *p++) != 'S')
        if (x == '\n')
            goto nextloop;
    if ((d = *p++) == '9')
        break;
    if ((d < '1') || (d > '3'))
        continue;
    check = 0;
    s1len = gethex(2) - 3;
    if (d > '1')
    {
        extadr |= (i = (d - '1'));
        s1len -= i;
        c = gethex (i + i);
    }
    s1addr = gethex(4) + offset;
    for (q = p, i = 0; i <= s1len; ++i)
        c = gethex(2);
    if ((check &= 0xff) != 0xff)
    {
        if (low == lowaddr)
            printf("warning- checksum %02x in error:\n  %s",
                check, line);
    }
    s1end = s1addr + s1len - 1;
    if (low == lowaddr)
    {
        printf(" s1addr %04x  s1len %02x\n", s1addr, s1len + 3);
        if (s1addr < base)
            base = s1addr;
        if (s1end > roof)
            roof = s1end;
    }
    if ((s1addr <= high) && (s1end >= low))
    {
        if (s1addr < low)
        {
            q += (2 * (low - s1addr));
            s1addr = low;
        }
        if (high < s1end)
            s1end = high;
        count += (s1end - s1addr + 1);
        for (p = q; s1addr <= s1end; ++s1addr)
            mem[s1addr - low] = gethex(2);
    }
```

```
nextloop:;
    }
    fclose(fd);
writer:
    if (((v = highaddr - low + 1) > MEMSIZE) || (!v))
        v = MEMSIZE;
    printf("writing addresses %04x thru %04x to disk\n", low, low + v - 1);
    for (i = 0; i < v; ++i)
        putc(mem[i], ofd);
    if (high < highaddr)
    {
        for (c = 0; c < 530; line[c++] = 0);
        v = low;
        low += MEMSIZE;
        if (low > v)
        {
            if ((high += MEMSIZE) < low)
                high = 0xffff;
            if (high > highaddr)
                high = highaddr;
            if (roof < low)
                goto writer;
            else
                goto reader;
        }
    }
    fclose(ofd);
    if (count)
        printf("\n%d bytes loaded\n", count);
    if ((base != 0xffff) || roof)
        printf(" input low address = %04x high address = %04x\n", base, roof);
    printf("output low address = %04x high address = %04x\n",
        lowaddr, highaddr);
    if (offset)
        printf(" address offset = %04x\n", offset);
    if (extadr)
    {
        if (extadr & 2)
            printf(" S3 addresses truncated to low-order 16 bits\n");
        if (extadr & 1)
            printf(" S2 addresses truncated to low-order 16 bits\n");
    }
    exit(0);
}

gethex(n)
int n;
{
    char c, j = 0;
    unsigned int i = 0x0000;

    while (++j <= n)
    {
```

```
        if ((c = *p & 0x7f) < ' ')
            break;
        ++p;
        if ((c >= '0') && (c <= '9'))
            i = (i << 4) | (c - '0');
        else
            if (((c &= 0x5f) >= 'A') && (c <= 'F'))
                i = (i << 4) | (c - 'A' + 10);
    }
    check += ((i & 0xff) + (i >> 8));
    return (i);
}

===s1load.c===
# ----------
echo "Extracting s1unload.c <-- postfile.ar"
cat << \===s1unload.c=== > s1unload.c
/*
        Program converts straight binary file to S1 format
*/

#include "stdio.h"
#include "ctype.h"

#define BINARY "rb"     /* open parameter for binary file */
#define SIZE   32       /* number of bytes per line for S1 format */

char *p;

main (argc,argv)
int argc;
char **argv;
{
    char buf[SIZE + 1];
    FILE *fd, *ofd;
    unsigned int lowaddr = 0x0000, highaddr = 0xffff, base, z;
    unsigned int offset = 0x0000, check, i, low, m, n = SIZE;

    printf ("\n");
    if (argc < 3)
    {
        printf ("usage: s1unload infile outfile ");
        printf ("[lowaddr [highaddr [offset]]]\n");
        exit (1);
    }
    if ((fd = fopen (argv[1], BINARY)) == NULL)
    {
        printf ("can't open %s\n", argv[1]);
        exit (1);
    }
    if ((ofd = fopen (argv[2], "w")) == NULL)
    {
        printf ("can't open %s\n", argv[2]);
```

```
        exit (1);
    }
    if (argc > 2)
    {
        p = argv[3];
        lowaddr = gethex (4);
    }
    if (argc > 3)
    {
        p = argv[4];
        highaddr = gethex (4);
    }
    if (argc > 4)
    {
        p = argv[5];
        offset = gethex (4);
    }
    if (highaddr >= lowaddr)
    {
        base = low = lowaddr + offset;
        m = (highaddr - lowaddr);
        while (z = fread (buf, 1, SIZE, fd))
        {
            if ((m < SIZE) || (z < SIZE))
                n = (((m + 1) < z) ? (m + 1) : z);
            fprintf (ofd, "S1");
            check = putbyte (ofd, n + 3);
            check += putbyte (ofd, base >> 8);
            check += putbyte (ofd, base);
            base += n;
            for (i = 0; i < n; i++)
                check += putbyte (ofd, buf[i]);
            check = putbyte (ofd, (-1 - check));
            fprintf (ofd, "\n");
            if ((m < SIZE) || (z < SIZE))
                break;
            m -= SIZE;
        }
    }
    fprintf (ofd, "S9\n");
    fclose (fd);
    fclose (ofd);
    if (low != base)
    {
        printf ("low address = %04x high address = %04x\n", low, (base - 1));
        if (offset)
            printf (" address offset = %04x\n", offset);
    }
    exit (0);
}

putbyte (ofd, b)
FILE *ofd;
```

```
int b;
{
    fprintf (ofd, "%02x", (b &= 0xff));
    return (b);
}

gethex(n)
int n;
{
    char c, j = 0;
    unsigned int i = 0x0000;

    while (++j <= n)
    {
        if ((c = *p & 0x7f) < ' ')
            break;
        ++p;
        if ((c >= '0') && (c <= '9'))
            i = (i << 4) | (c - '0');
        else
            if (((c &= 0x5f) >= 'A') && (c <= 'F'))
                i = (i << 4) | (c - 'A' + 10);
    }
    return (i);
}

===s1unload.c===
```

```
From -332499511945295993
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8d9a7b0cfc675a7c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-28 16:51:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site l5.uucp
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!ptsfa!l5!gnu
From: gnu@l5.uucp (John Gilmore)
Newsgroups: net.micro.atari
Subject: Re: ---  Posting binaries ---
Message-ID: <294@l5.uucp>
Date: Thu, 28-Nov-85 19:51:41 EST
Article-I.D.: l5.294
Posted: Thu Nov 28 19:51:41 1985
Date-Received: Sat, 30-Nov-85 01:00:14 EST
References: <8511192106.AA02274@ucbvax.berkeley.edu> <937@lsuc.UUCP>
Organization: Nebula Consultants in San Francisco
Lines: 11
Summary: S-record formats have been extended; but please don't post binaries.

Jim Omura posted a visual description of the Motorola S-record
format.  You might note that it didn't support addresses longer
than 16 bits, relocation information, etc.  Motorola has extended
```

this format with different record types for longer addresses and
such. If you use S-records on a 68000, please find out and use
the extended format.

But, please don't post any binaries, in S-records or any other way.
(This is my personal opinion, you are free to ignore it. I think
until the net resolves that it either wants binaries or doesn't,
it would be an inflammatory thing to do, though.)

From 548360163032695821
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,42d91e9bcfa5f8fe,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-28 19:18:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: AMODEM with word wrap?
Message-ID: <8511290318.AA21764@mitre.ARPA>
Date: Thu, 28-Nov-85 22:18:15 EST
Article-I.D.: mitre.8511290318.AA21764
Posted: Thu Nov 28 22:18:15 1985
Date-Received: Sat, 30-Nov-85 00:27:12 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 20

When I saw an Atari 1030 modem operating recently, I realized that my
bigest objection to AMODEM was the lack of word wrap. The 1030, like
AtariWriter and other word processors, does not merely wrap around from
one line to the next in the middle of a word, but rather backs up to
the nearest preceed space which is converted to a CR.

I usually use VT10SQ as my terminal program, but have to switch to
AMODEM for FTP. I considered working on AMODEM to provide word wrap,
but decided that since the terminal-handling code is assembly language
encoded in character strings that was too difficult for me.

I would be interested in exchanging ideas with anyone else interested
in this problem. I would be most interested in hearing from anyone who
has a terminal emulator with word wrap and FTP.

Sincerely,

 - Marshall D. Abrams, phone: (703) 883-6938
   The MITRE Corporation, 1820 Dolley Madison Blvd.
   Mail Stop W458, Mc Lean, VA   22102

From -6849050635803696291

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8be0f712f7c75cf
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1611e0,8be0f712f7c75cf
X-Google-Attributes: gid1611e0,public
X-Google-Thread: 122486,8be0f712f7c75cf
X-Google-Attributes: gid122486,public
X-Google-ArrivalTime: 1985-11-29 02:59:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site ark.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!lll-crg!gymble!umcp-cs!seismo!mcvax!
vu44!botter!ark!boomsma
From: boomsma@ark.UUCP (Raoul Boomsma)
Newsgroups: net.news.group,net.news.adm,net.micro.atari
Subject: Re: New Group Needed
Message-ID: <604@ark.UUCP>
Date: Fri, 29-Nov-85 05:59:56 EST
Article-I.D.: ark.604
Posted: Fri Nov 29 05:59:56 1985
Date-Received: Sun, 1-Dec-85 03:19:34 EST
References: <622@tekigm.UUCP> <1868@islenet.UUCP> <1639@cbosgd.UUCP>
Reply-To: boomsma@ark.UUCP (Raoul Boomsma)
Organization: VU Informatica, Amsterdam
Lines: 25
Xref: watmath net.news.group:4742 net.news.adm:448 net.micro.atari:1825

In article <1639@cbosgd.UUCP> mark@cbosgd.UUCP (Mark Horton) writes:
>This is an obvious use of subgroups. The 520st group should be called
>net.micro.atari.520st. net.micro.amiga probably should have been
>net.micro.cbm.amiga, and net.micro.mac should be net.micro.apple.mac.

I think it isn't very useful to give the Atari ST group a name like
'net.micro.atari.520st'. It should better be called 'net.micro.st'
or 'net.micro.atarist'. Reasons:

It creates less subdirectories than you want to create. Much news
administrators won't be glad if the tree for net.micro is expanded.
This is also the case for net.micro.amiga and net.micro.mac.

The name suggests this newsgroup can't be read by 260ST or 520ST+
owners. Better choose some general names for one type of micro-
computer.

My opinion is that a newsgroup 'net.micro.st' has to be created
soon!
--

     Raoul Boomsma
     Vrije Universiteit
     Amsterdam
     ...!mcvax!boomsma@ark.UUCP

From -8036635904583665689
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,132a22e8bb6166ab,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,132a22e8bb6166ab,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-11-29 03:09:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site minster.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!lll-crg!gymble!umcp-cs!seismo!mcvax!
ukc!reading!minster!nigel
From: nigel@minster.UUCP (nigel)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Demo Wars!!!! Bouncing Ball.....
Message-ID: <622@minster.UUCP>
Date: Fri, 29-Nov-85 06:09:40 EST
Article-I.D.: minster.622
Posted: Fri Nov 29 06:09:40 1985
Date-Received: Sun, 1-Dec-85 03:29:43 EST
References: <1543@decwrl.UUCP>
Reply-To: nigel@minster.UUCP (nigel)
Organization: University of York, England
Lines: 25
Xref: watmath net.micro.atari:1826 net.micro.amiga:928
Xpath: reading onion.cs

In article <1543@decwrl.UUCP> boiko@cgvax2.DEC (Michael Boiko DDD/N26 264-9427)
writes:
>
>   Below you will find Commodore's response to the bouncing ball demo
>on the ST, which copies the same demo, first done on an Amiga...
...
>You know, of course.....This Means War!
>
>The famous Amiga Bouncing Ball demo was written a little under 2 years
>ago. It was written in C code in the span of about 1 week. That time
>included producing and refining the "crash" sound effects that come
>out *>IN STEREO<* while the ball is bouncing (eat your hearts out
>Atari)!

etc etc etc etc (yawn)

Why is it that Amigaphiles make a big deal of electronic trickery,
when all it can do is pretty pictures, and generate "crash" and "woosh"
noises? Maybe they see it only as a games machine. Juggling bit planes
is no use when you want to display text, or actually do computation
quickly (I refer of course to the recent dhrystone benchmarks).

I accept that architecture of an Amiga allows it to draw a better
bouncing ball, so when I want to draw bouncing balls I'll buy an Amiga.

Nigel

From -149118292264846924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7f79e2e3490ce103
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,bc1de3bec428e32a
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-11-29 05:02:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mips.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!ucdavis!
ucbvax!decvax!decwrl!glacier!mips!kim
From: kim@mips.UUCP (Kim DeVaughn)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Amiga NOT at Comdex
Message-ID: <248@mips.UUCP>
Date: Fri, 29-Nov-85 08:02:06 EST
Article-I.D.: mips.248
Posted: Fri Nov 29 08:02:06 1985
Date-Received: Sun, 1-Dec-85 03:33:10 EST
References: <310@amiga.amiga.UUCP> <725@othervax.UUCP>
Organization: mips ... where RISC is a way of life
Lines: 36
Xref: watmath net.micro.amiga:929 net.micro.atari:1827

> >At Comdex yesterday, Computer System Associates (CSA) showed their
> >68020 board for the Amiga.....

> Yes, BUT WHERE WAS COMMODORE-AMIGA????
>
> Why did Commodore pull out of the show at the last minute? They were in the
> exhibits guide (stand M1032 at the MGM Hotel), but the space was occupied by
> other exhibitors.

This has been much talked about on Compuserve of late. It has been stated
(bear in mind, Commodore has not commented on this), that they were, uh,
"prevented" from attending by one or more of their creditors due to having
(allegedly) defaulted on some of their debt(s). Seems 'tis the bean-counters
of the world, and their ilk, that ultimately decide the fate of a new product
in the Marketplace ... welcome to "The Real World"!

It is also reported that they *were* there privately. (I just *love* how
the Underground works!)

And it's been said that they won't be exhibiting at CES either for the same
reason ... at least not "officially".

CYA time: The above statements may or may not be true. In either case, they
        are my opinions, and not those of my employer, roommate, or mouse.

/kim

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
--

UUCP: {decvax,ucbvax,ihnp4}!decwrl!mips!kim
DDD: 415-960-1200
USPS: MIPS Computer Systems Inc, 1330 Charleston Rd, Mt View, CA 94043

From 6973130245859281063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d998c500935294c9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-29 06:45:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: jrm%computer-science.strathclyde.ac.uk@UCL-CS.ARPA
Newsgroups: net.micro.atari
Subject: Re: text for ST
Message-ID: <8511291445.AA10583@stracs>
Date: Fri, 29-Nov-85 09:45:53 EST
Article-I.D.: stracs.8511291445.AA10583
Posted: Fri Nov 29 09:45:53 1985
Date-Received: Sat, 30-Nov-85 06:37:10 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

I too would like info on the change text col on the 520.
The only way I could do it was to play with the colour palette on the
beatie. I'm sure their must be some (non AES/VDI) calls to alter colours
jon

From 735217797857370239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,860b51f599f85b05,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-29 08:33:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site
tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!ucdavis!
ucbvax!decvax!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Split Group
Message-ID: <290@tekigm2.UUCP>
Date: Fri, 29-Nov-85 11:33:28 EST
Article-I.D.: tekigm2.290
Posted: Fri Nov 29 11:33:28 1985

Date-Received: Mon, 2-Dec-85 03:28:07 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 11

Yes, I am in favor of splitting the group. However, with different names.

My suggestions are:

     net.micro.atari
     net.micro.st

     or

     net.micro.atari.8
     net.micro.atari.16

From -3669924241996319123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7f79e2e3490ce103
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,bc1de3bec428e32a
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-11-29 10:12:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site oscvax.UUCP
Path: utzoo!utcs!oscvax!ron
From: ron@oscvax.UUCP (Ron Janzen)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Amiga NOT at Comdex
Message-ID: <391@oscvax.UUCP>
Date: Fri, 29-Nov-85 13:12:15 EST
Article-I.D.: oscvax.391
Posted: Fri Nov 29 13:12:15 1985
Date-Received: Fri, 29-Nov-85 17:18:22 EST
References: <310@amiga.amiga.UUCP> <725@othervax.UUCP>
Reply-To: ron@oscvax.UUCP (Ron Janzen)
Organization: Ontario Science Centre, Toronto
Lines: 18
Xref: utcs net.micro.amiga:896 net.micro.atari:1786
Summary:

In article <725@othervax.UUCP> ray@othervax.UUCP (Raymond D. Dunn) writes:
>In article <310@amiga.amiga.UUCP> bobp@snake.UUCP (Robert S. Pariseau) writes:
>>
>>At Comdex yesterday, Computer System Associates (CSA) showed their
>>68020 board for the Amiga.....
>>
>
>Yes, BUT WHERE WAS COMMODORE-AMIGA????

Commodore was also in the exhibitor guide (Booth B4) at the Canadian

Computer Show in Toronto (Nov 18-21). However the only thing in their
spot was a bunch of chairs. Very nice of Commodore to give tired feet
a place to rest :-). On the other hand Atari was VERY prominent at this
show.
--
Ron Janzen
Ontario Science Centre, Toronto
...!{allegra,ihnp4,linus,decvax}!utzoo!oscvax!ron

From 63239222243753176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9de35c4d699f95c7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-29 10:44:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!decvax!decwrl!pyramid!ut-sally!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: Action! Programming
Message-ID: <1747@uwmacc.UUCP>
Date: Fri, 29-Nov-85 13:44:55 EST
Article-I.D.: uwmacc.1747
Posted: Fri Nov 29 13:44:55 1985
Date-Received: Sat, 30-Nov-85 04:00:15 EST
References: <177@sdcc7.UUCP> <1731@uwmacc.UUCP> <192@sdcc7.UUCP>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 16
Keywords: Action! 8-bit

In article <192@sdcc7.UUCP> ln63fkn@sdcc7 writes:
>Don't see how you could have come up with a price of $99 for the Action!
>cartridge, I got mine for $59.00. Shop around!
>
  I think I got the $99 from adding in the cost of the run-time thing. It was
over a year ago that I was considering buying it, so my memory is admittedly
hazy. I wasn't trying to scare anybody away from Action! Honest!
Incidentally, now that I have had a good chance to find out what a royal pain
it is to use either assembler or cheap C "compilers", I'm once again
considering buying Action!. I'd be interested in hearing about the program you
mentioned. I'd also be interested in your experiences with selling it
to Analog, if you decide to go that route.
   One more question I have about Action!: is it a true source-->machine code
compiler, or does it translate to p-code a la Deep Blue C?

 - Joel ({allegra,ihnp4,seismo}!uwvax!uwmacc!oyster)

From -8329846440949563466
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,fb677072713f6ae8
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-29 22:23:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpm!kvk
From: kvk@ihlpm.UUCP (Kevin)
Newsgroups: net.micro.atari
Subject: Re: 256K 800XL Info request
Message-ID: <604@ihlpm.UUCP>
Date: Sat, 30-Nov-85 01:23:23 EST
Article-I.D.: ihlpm.604
Posted: Sat Nov 30 01:23:23 1985
Date-Received: Sat, 30-Nov-85 14:18:01 EST
References: <2a5c3f51.917@apollo.uucp>
Organization: AT&T Bell Laboratories
Lines: 9

> I am a new subscriber to this newsgroup, and am very interested in the
> references to upgrading an 800XL to more than 64K in a fashion compatible
> with the 130.
> Could somebody please send me the reference to the
> original article, and any comments they feel are appropriate? Thank you.

Me too!

Kevin Kinder
ihnp4!ihlpm!kvk

From 8645109109026153872
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,38237db3bae4cc0f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-30 11:12:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: G.DYER@SU-SCORE.ARPA (Landon Dyer)
Newsgroups: net.micro.atari
Subject: Bouncin' balls ....
Message-ID: <12163429226.16.G.DYER@SU-SCORE.ARPA>
Date: Sat, 30-Nov-85 14:12:18 EST
Article-I.D.: SU-SCORE.12163429226.16.G.DYER
Posted: Sat Nov 30 14:12:18 1985
Date-Received: Sun, 1-Dec-85 03:42:34 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 35

I do like the Amig*'s graphics; the Amig* is flashy and flexible, and is
everything I'd want in an Atari 800.

No doubt there will be demo wars. Clearly the Amig* can blow the ST out of the water with flashy graphics, and if the people at Amig* are going to do incredible demos for the next two months, then we know where they're at.

The Amig* has traded flashy graphics for I/O bandwidth. Remember what people used to say about the Mac, before Hyperdrive? How are you going to attach a fast hard disk to the Amig* when it is doing all that video DMA?

The Atari bouncing ball demo was written in about a week by Jim Eisenstein. He wrote a kind of "ball blit" in assembly. He had to count cycles. HORRORS! He did all the development ON the ST, with a hard disk. Where was the Amig* bouncing ball written?

Note, also, that the consumer does not have to count cycles to watch the bouncing ball. I strongly suspect that the ST can at least /come close/ to the Amig*'s graphics. How close is "close enough" for an assembler, or a database manager, or a C compiler? Granted, the ST will probably lose big when you play Hemmorhoids in Space.

How often do you do that?

I expect to have production OS ROMs under my christmas tree. And maybe a blit chip, soldered on top of my 68000 ....

-Landon

[The views expressed above do not reflect the views of Atari Corp., do not consitute any form of advertisement, and are soley the opinions of the author. In other words, this ain't comin' from the company....]

From 4842667279578796406
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c8c2cfe9cc7cc4a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-30 11:48:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site utecfa.UUCP
Path: utzoo!utcsri!utai!uthub!utecfa!mugc
From: mugc@utecfa.UUCP (ModemUserGroupChairman)
Newsgroups: net.micro.atari
Subject: uudecode.c (source, long)
Message-ID: <1762@utecfa.UUCP>
Date: Sat, 30-Nov-85 14:48:06 EST
Article-I.D.: utecfa.1762
Posted: Sat Nov 30 14:48:06 1985
Date-Received: Sat, 30-Nov-85 17:24:27 EST
Organization: Engineering Computing Facility, University of Toronto
Lines: 165

```
/*
 * Uudecode -- decode a uuencoded file back to binary form.
 *
 * Slightly modified from a version posted to net.sources once;
 * suitable for compilation on an IBM PC.
 *
 */

#include <stdio.h>

char *progname = "UUDECODE";

#define USAGE "Usage: UUDECODE [file]\n"

/* single character decode */
#define DEC(c)     (((c) - ' ') & 077)

main(argc, argv)
     int argc; char *argv[];
     {
     FILE *in, *out, *efopen();

     int mode;
     char dest[128];
     char buf[80];
     /* optional input arg */
     if (argc > 1) {
          in = efopen(argv[1], "r");
          argv++; argc--;
          }
     else
          in = stdin;
     if (argc != 1) {
          fprintf(stderr, USAGE);
          exit(2);
          }
     /* search for header line */
     for (;;) {
          if (fgets(buf, sizeof buf, in) == NULL) {
               fprintf(stderr, "No begin line\n");
               exit(3);
               }
          if (strncmp(buf, "begin ", 6) == 0)
               break;
          }
     sscanf(buf, "begin %o %s", &mode, dest);
     out = efopen(dest, "w");  /* create output file */
     decode(in, out);
     fclose(out);
     if (fgets(buf, sizeof buf, in) == NULL || strcmp(buf, "end\n")) {
          fprintf(stderr, "No end line\n");
          exit(5);
          }
```

```
    }

/*
 * copy from in to out, decoding as you go along.
 */

decode(in, out)
    FILE *in, *out;
    {
    char buf[80];
    char *bp;
    int n;
    for (;;) {
        if (fgets(buf, sizeof buf, in) == NULL) {
            fprintf(stderr, "Short file\n");
            break;
            }
        n = DEC(buf[0]);
        if (n <= 0)
            break;
        bp = &buf[1];
        while (n > 0) {
            outdec(bp, out, n);
            bp += 4;
            n -= 3;
            }
        }
    }

/*
 * output a group of 3 bytes (4 input characters).
 * the input chars are pointed to by p, they are to
 * be output to file f.  n is used to tell us not to
 * output all of them at the end of the file.
 */

outdec(p, f, n)
    char *p; FILE *f; int n;
    {
    int c1, c2, c3;
    c1 = DEC(*p) << 2 | DEC(p[1]) >> 4;
    c2 = DEC(p[1]) << 4 | DEC(p[2]) >> 2;
    c3 = DEC(p[2]) << 6 | DEC(p[3]);
    if (n >= 1)
        putc(c1, f);
    if (n >= 2)
        putc(c2, f);
    if (n >= 3)
        putc(c3, f);
    }


/* fr: like read but stdio */
```

```
int fr(fd, buf, cnt)
     FILE *fd; char *buf; int cnt;
     {
     int c, i;
     for (i = 0; i < cnt; i++) {
          c = getc(fd);
          if (c == EOF)
               return(i);
          buf[i] = c;
          }
     return (cnt);
     }

/* If your library already has this function, use it and nuke the code below */

#ifdef noindex
/*
 * Return the ptr in sp at which the character c appears;
 * NULL if not found
 */

char *index(sp, c)
     register char *sp, c;
     {
     do {
          if (*sp == c)
               return(sp);
          } while (*sp++);
     return(NULL);
     }
#endif


/* Open a file, aborting on failure */

/* Written by Bernie Roehl, June 1985 */

FILE *
efopen(fn, mode)
     char *fn, *mode;
     {
     FILE *unit;
     if ((unit = fopen(fn, mode)) == NULL)
          error("Cannot open file %s", fn);
     else
          return unit;
     }

extern char *progname;

error(s1, s2)
     char *s1, *s2;
```

```
    {
    fprintf(stderr, "%s: ", progname);
    fprintf(stderr, s1, s2);
    exit(1);
    }
```

```
From 4472217293358077682
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cfb0bfb57c719e49,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-30 13:46:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!ucdavis!ucbvax!
decvax!tektronix!uw-beaver!ssc-vax!ssc-bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: xlisp for the ST
Message-ID: <436@ssc-bee.UUCP>
Date: Sat, 30-Nov-85 16:46:31 EST
Article-I.D.: ssc-bee.436
Posted: Sat Nov 30 16:46:31 1985
Date-Received: Tue, 3-Dec-85 08:23:58 EST
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 18


 Question :
      Has anyone managed to get a version of xlisp to work for the ST?

 Notes:
      Optimized Systems Software in San Jose is working on a Prolog
      for the ST, due out sometime in January.
      (got this from their phone people)

      Metamaco (sp?) was/is (?) working on a Lisp for the ST.
      Don't know if this is still in progress or what.

 Another Question :
      (I asked this earlier...but the answers were too confused..
      yes/no?)

      Does anyone know if anyone working on Unix for Atari 520ST?
     (Not the next machine, Atari TT, but the ST).


From 163059704066407022
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f5998f8641c1298a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-30 16:41:13 PST
```

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: 256K 1200XL
Message-ID: <8512010041.AA21379@ucbvax.berkeley.edu>
Date: Sat, 30-Nov-85 19:41:13 EST
Article-I.D.: ucbvax.8512010041.AA21379
Posted: Sat Nov 30 19:41:13 1985
Date-Received: Sun, 1-Dec-85 07:42:48 EST
References: <8511261337.AA18211@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 4

D. Vlack
Bell Labs
Room 6B302 IH Main
Naperville Il. 60566

From -8083173484510358212
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,38237db3bae4cc0f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-30 17:39:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!lll-crg!gymble!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: Re: Bouncin' balls ....
Message-ID: <433@eneevax.UUCP>
Date: Sat, 30-Nov-85 20:39:51 EST
Article-I.D.: eneevax.433
Posted: Sat Nov 30 20:39:51 1985
Date-Received: Mon, 2-Dec-85 03:16:04 EST
References: <12163429226.16.G.DYER@SU-SCORE.ARPA>
Reply-To: ravi@eneevax.UUCP (Ravi Kulkarni)
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 18

In article <12163429226.16.G.DYER@SU-SCORE.ARPA> G.DYER@SU-SCORE.ARPA (Landon
Dyer) writes:
>
>I expect to have production OS ROMs under my christmas tree. And
>maybe a blit chip, soldered on top of my 68000 ....
>

Could you elaborate a little on the blit chip soldered on top of
your 68000? Some of us netters who have upgraded our ST's to 1 meg
are not averse to doing a little soldering.

-ravi

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From -3357911024540404956
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7f79e2e3490ce103
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-01 08:45:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!harvard!talcott!panda!genrad!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: Amiga NOT at Comdex
Message-ID: <109@imagen.UUCP>
Date: Sun, 1-Dec-85 11:45:26 EST
Article-I.D.: imagen.109
Posted: Sun Dec 1 11:45:26 1985
Date-Received: Tue, 3-Dec-85 08:41:17 EST
References: <310@amiga.amiga.UUCP> <725@othervax.UUCP> <391@oscvax.UUCP>
Organization: The Houses of the Holy
Lines: 24

> In article <725@othervax.UUCP> ray@othervax.UUCP (Raymond D. Dunn) writes:
> >In article <310@amiga.amiga.UUCP> bobp@snake.UUCP (Robert S. Pariseau) writes:
> >>
> >>At Comdex yesterday, Computer System Associates (CSA) showed their
> >>68020 board for the Amiga.....
> >>
> >
> >Yes, BUT WHERE WAS COMMODORE-AMIGA????

~~~~~~~~~~back lineater, back!~~~~~~~~~~~~~~~~~~

The story i hear from the usually reliable sources is that Amiga's
new partner (the bank) wouldn't let them go to Comdex or CES in LV
for that matter.

--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
~~~~~~~~~~

        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner

From 1672716762563796473
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2125377d4948c5de,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-01 14:26:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: ATARI 520ST
Message-ID: <8512020300.AA05697@ucbvax.berkeley.edu>
Date: Sun, 1-Dec-85 17:26:13 EST
Article-I.D.: ucbvax.8512020300.AA05697
Posted: Sun Dec 1 17:26:13 1985
Date-Received: Tue, 3-Dec-85 07:34:02 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

I am 520ST owner, and I just came found out about the 'news' command on
our UNIX system. I am able to read the announcements of the net.micro.atari,
but can I get on any special (electronic) mailing lists?

I am interested in getting any public-domain software, reviews on
software and hardware, etc.

Thanks,

Eric Terrell

From -8644303195344574496
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,be7681a94e2713d0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-01 18:02:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekig5.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!harvard!talcott!panda!genrad!
decvax!tektronix!tekig5!jimla
From: jimla@tekig5.UUCP (James G. Larsen)
Newsgroups: net.micro.atari
Subject: Need 520st info
Message-ID: <347@tekig5.UUCP>
Date: Sun, 1-Dec-85 21:02:21 EST
Article-I.D.: tekig5.347
Posted: Sun Dec 1 21:02:21 1985

Date-Received: Thu, 5-Dec-85 06:34:48 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 7

I would like to know what business software is available for the 520st
ie: word processor, spread sheet, datatbase, etc. Also, where could I
find a good review of the machine?

Thanks,

Jim Larsen

From 363408982983337503
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,9b1a01cc8c40b6bd
X-Google-Attributes: gid15517a,public
X-Google-Thread: 129c11,9b1a01cc8c40b6bd
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-12-01 19:24:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site nbs-amrf.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!umcp-cs!nbs-amrf!libes
From: libes@nbs-amrf.UUCP (Don Libes)
Newsgroups: net.micro.atari,net.micro,net.micro.pc
Subject: Micro/Systems Journal, Creative Computing and Ziff-Davis
Message-ID: <84@nbs-amrf.UUCP>
Date: Sun, 1-Dec-85 22:24:24 EST
Article-I.D.: nbs-amrf.84
Posted: Sun Dec 1 22:24:24 1985
Date-Received: Tue, 3-Dec-85 08:40:36 EST
References: <8511120854.AA03029@mitre.ARPA> <354@pedsgd.UUCP> <228@mips.UUCP>
<364@pedsgd.UUCP>
Organization: National Bureau of Standards
Lines: 33
Xref: watmath net.micro.atari:1836 net.micro:12924 net.micro.pc:6061

In article <364@pedsgd.UUCP> bobh@pedsgd.UUCP (Bob Halloran) writes:
> In article <228@mips.UUCP> kim@mips.UUCP (Kim DeVaughn) writes:
> >BTW, Sol & Lennie Libes have resurrected Microsystems (which I believe they
> >started, before Ziff-Davis got ahold of it), and renamed it Micro/Systems
> >Journal. They've just published their 5th issue, and are running it out of
> >their garage. It has a very high percentage of TECHNICAL/editorial content,
> >and deserves to be successful. If you haven't yet tried it, pick up an
> >issue ... if you're technically oriented, I think you'll like it.
>
> Yes, the Libes' DID start S-100 Microsystems; I remember getting my first
> issue at the old Computer Mart of NJ. If the revived journal is as good
> as the original S-100 Microsystems, then I sincerely wish them every
> possible bit of good luck.

I want to correct some information. The Libes' are not running M/SJ out of their garage. They are running it out of their basement. I should know - it is impossible to play ping-pong anymore with the production department doing pasteup on top of it. Also, the last time I was home, the room my bed was in no longer looked like my old bedroom but was referred to as the Circulation/Advertising Depts and Administrative Offices. (To complete the picture, the den is the Editorial Dept.)

Though I don't ordinarily read it, I picked up a copy of Creative Computing which ZD just closed. Dave Ahl wrote a very polite editorial considering the situation. He was also quite blunt, however. It was very anguishing to read his own job-wanted ad at the end of his column.

What really galls me is that there are still subscription cards, request for reader response, advertising rates, etc in the magazine, even though the issue cover was marked "collector's item", so they obviously knew months ahead that it would be closed.

Don Libes   {seismo,umcp-cs}!nbs-amrf!libes

From -7634132900055192137
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,342961bc2af891ce
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-01 19:32:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site nicmad.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!uwvax!astroatc!nicmad!luscher
From: luscher@nicmad.UUCP
Newsgroups: net.micro.atari
Subject: 520ST LOGO -- problem with I/O
Message-ID: <447@nicmad.UUCP>
Date: Sun, 1-Dec-85 22:32:32 EST
Article-I.D.: nicmad.447
Posted: Sun Dec 1 22:32:32 1985
Date-Received: Tue, 3-Dec-85 08:38:56 EST
References: <8511252049.AA21737@ucbvax.berkeley.edu>
Reply-To: luscher@nicmad.UUCP (Jim {4thNIC} Luscher)
Organization: Nicolet Instrument Corp. Madison WI
Lines: 35

Keywords:LOGO

ref: ST LOGO question

     The manual "A Sourcebook for ATARI Logo" that comes with the ST is rather sad. I have been teaching myself Logo, an enjoyable language very reminiscent of LISP, from this manual and LOTS of trial and error. The manual has a number of typos which make the task of figuring out a new (to me) language doubly difficult.

I have reached a total block however with a command called "READLIST (RL)" which is documented on page 45 as:

> Outputs a list that contains a line typed at the keyboard (input must be followed by a carriage return) or read from a data file.

There are also two other commands which can alternatly access a data file (READCHAR & READQUOTE) and one of then (READCHAR) is said to be able to also access "a device"!

The problem?? There is no indication on how to get the input from a data file!! As far as I can tell it always comes from the terminal. I havn't been able to find any other commands which access the disk as a file, except for the LOAD command which causes the named file of procedures to be loaded and defined.

The ability to read (and store!) data would make Logo a useful language for doing some graphing I am interested in.

Thanks in advance for any help you can give.

--
Jim Luscher / Nicolet Instruments / Oscilloscope Div.
5225 Verona Rd Bldg-2 / Madison Wi 53711 USA / 608/271-3333x2274

From 3439114624702740853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7f79e2e3490ce103
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,bc1de3bec428e32a
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-01 21:10:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site entropy.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!harvard!talcott!panda!genrad!
decvax!tektronix!uw-beaver!uw-june!entropy!fetrow
From: fetrow@entropy.UUCP (David Fetrow)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Amiga NOT at Comdex
Message-ID: <234@entropy.UUCP>
Date: Mon, 2-Dec-85 00:10:31 EST
Article-I.D.: entropy.234
Posted: Mon Dec 2 00:10:31 1985
Date-Received: Thu, 5-Dec-85 06:35:31 EST
References: <310@amiga.amiga.UUCP> <725@othervax.UUCP>
Organization: UW MathStat, Seattle
Lines: 11
Xref: watmath net.micro.amiga:951 net.micro.atari:1856
Summary: Ahh but Commodore has rarely showed up in force at ANY show.

The summary says it all. Commodore has rarely spent money to be at a show. At least that's true according to "The Microcomputer Wars".

--

-"Daphnia Dave" Fetrow

{ ihnp4, fluke, tektronix, uw-june }!uw-beaver!entropy!fetrow :UUCP
entropy!fetrow@uw-june.arpa :ARPA

From -8863580086328370420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,29dd46495b4c8e03,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-02 02:29:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 +MMDF+2.11; site ukc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!ut-sally!seismo!mcvax!ukc!pc
From: pc@ukc.UUCP (R.P.A.Collinson)
Newsgroups: net.micro.atari
Subject: Problems with uudecode or rather putc on 520ST
Message-ID: <430@ukc.UUCP>
Date: Mon, 2-Dec-85 05:29:21 EST
Article-I.D.: ukc.430
Posted: Mon Dec 2 05:29:21 1985
Date-Received: Thu, 5-Dec-85 08:09:07 EST
Reply-To: pc@ukc.UUCP (Peter Collinson)
Organization: U of Kent at Canterbury, Canterbury, UK
Lines: 8
Keywords: st

If you have the development kit C compiler and wish to use the
various uudecodes posted to net - then beware... The putc function
does nasty things with hex 0xA or maybe hex 0xD. It's better to
replace the calls to putc by something which buffers output in a
file and then call the system Fwrite.

This may of course NOT apply to your version of the standard I/O
library.

From -3616828846513852441
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,38237db3bae4cc0f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-02 06:42:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site ccvaxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!ccvaxa!tucker
From: tucker@ccvaxa.UUCP

Newsgroups: net.micro.atari
Subject: Re: Bouncin' balls ....
Message-ID: <2800016@ccvaxa>
Date: Mon, 2-Dec-85 09:42:00 EST
Article-I.D.: ccvaxa.2800016
Posted: Mon Dec 2 09:42:00 1985
Date-Received: Thu, 5-Dec-85 08:29:54 EST
References: <16@<12163429226>
Lines: 14
Nf-ID: #R:<12163429226:16:ccvaxa:2800016:000:429
Nf-From: ccvaxa.UUCP!tucker   Dec 2 08:42:00 1985

>
>I expect to have production OS ROMs under my christmas tree. And
>maybe a blit chip, soldered on top of my 68000 ....
>

Before you get too carried away, you might look into the graphics
processor Motorola is making. Its supposed to be a 68000 with
bit-blit capabilities added (i.e. built in). Last I heard they were
trying to get it out real-soon-now.

Tim Tucker
tucker@gswd-vms.ARPA
..ucbvax!ihnp4!uiucdcs!ccvaxa!tucker

From 1128257995559623700
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ac50f53e87f4405f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-02 07:54:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 5/22/85; site cbosgd.UUCP
Path: utzoo!watmath!clyde!cbosgd!res
From: res@cbosgd.UUCP (Robert Stampfli)
Newsgroups: net.micro.atari
Subject: DOS2.5 question
Message-ID: <1648@cbosgd.UUCP>
Date: Mon, 2-Dec-85 10:54:51 EST
Article-I.D.: cbosgd.1648
Posted: Mon Dec 2 10:54:51 1985
Date-Received: Tue, 3-Dec-85 07:59:13 EST
Reply-To: res@cbosgd.UUCP (Robert Stampfli)
Organization: AT&T Bell Laboratories, Columbus
Lines: 9
Keywords: atari800, atariwriter, DOS, disk

I own an atari 800xl with 1050 disks and have been using atariwriter
with DOS 2.5. In dual density mode, new directory entries appear surrounded
by angle brackets once the disk (apparently) becomes more than a certain
percentage full. When this happens, atariwriter cannot find the files it

needs when using the chain command. I have no information on DOS 2.5. Could someone explain what is going on, and how I can get around it.

Thanks,
Rob Stampfli (cbosgd!res)

From -6043655235455958259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1f16c1f3c846104a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-02 11:51:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- 256k machines ---
Message-ID: <8512030052.AA25797@ucbvax.berkeley.edu>
Date: Mon, 2-Dec-85 14:51:00 EST
Article-I.D.: ucbvax.8512030052.AA25797
Posted: Mon Dec 2 14:51:00 1985
Date-Received: Thu, 5-Dec-85 04:19:36 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 11

I am currently using a (borrowed) Axlon Ramdisk(tm) (r) (or whatever).

I would be interested if someone has thought to extend the 256k memory addition (making XLs look like a 130xe + 128k) to the older 800 (no letters)?

Anyone have any info?

-Richard Hartman
max.hartman@ames-vmsb

From 6822390943732863193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4e8415b9d112fe76
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-02 13:04:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: ST developer's kit
Message-ID: <8512022104.AA24557@aero.ARPA>

Date: Mon, 2-Dec-85 16:04:12 EST
Article-I.D.: aero.8512022104.AA24557
Posted: Mon Dec 2 16:04:12 1985
Date-Received: Sat, 7-Dec-85 03:32:18 EST
References: <12162348170.25.LOOSEMORE@UTAH-20.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The Aerospace Corporation, El Segundo, CA
Lines: 12

Dear Sandra;

I've heard bad reports about the HABA system. The beta test copy of their compiler was full of little buggies. As far as the Atari developers' kit, it includes 2800 pages of documentation, 6 floppies full of software (editor, assembler, CPM-68K, C compiler, linker, object librarian, etc.). I think it's worth the investment.

Bill S.
Go ahead and flame! I brought marshmallows!!
213/647-1753

From -4116354816877194473
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,50c72d82ee1dce4d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-02 13:46:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Atari 130XE
Message-ID: <298@tekigm2.UUCP>
Date: Mon, 2-Dec-85 16:46:14 EST
Article-I.D.: tekigm2.298
Posted: Mon Dec 2 16:46:14 1985
Date-Received: Thu, 5-Dec-85 06:24:58 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 15

Has anyone noticed a couple of funnies with the new 130XE computer?

Namely: self-test is still the same old 1200XL pattern. For a computer that never went over too well, it will be remembered fforever as the one that generated the test pattern.

Secondly, altho they do not show up on the keys, you can generate both the { and } marks from the keyboard! To get the { mark, use <CONTROL;> -- to

get the } use either <CONTROL2> or <CONTROL<> keys. (I.e. CONTROL plus ; or 2 or < to get either a { or }.) For some reason you have two choices to get the } symbol. Why they are not marked on the keyboard is anyone's guess.

==========

Where, oh where has our net.atari.st gone?

==========

From -8934323033346551230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4752aa8ba0933395
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12da6b,6653ba2bfc3a3439
X-Google-Attributes: gid12da6b,public
X-Google-Thread: 152df8,4752aa8ba0933395
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,4752aa8ba0933395
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-02 14:32:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site yetti.UUCP
Path: utzoo!utcs!mnetor!yetti!oz
From: oz@yetti.UUCP (Ozan Yigit)
Newsgroups: net.lang.c,net.micro.mac,net.micro.amiga,net.micro.atari
Subject: Re: Portability of Mac Source
Message-ID: <284@yetti.UUCP>
Date: Mon, 2-Dec-85 17:32:21 EST
Article-I.D.: yetti.284
Posted: Mon Dec 2 17:32:21 1985
Date-Received: Mon, 2-Dec-85 20:24:56 EST
References: <6679@boring.UUCP> <25500120@ISM780B.UUCP> <452@graffiti.UUCP>
<330@mmm.UUCP> <471@graffiti.UUCP>
Reply-To: oz@yetti.UUCP (Ozan Yigit)
Organization: York University Computer Science
Lines: 38
Xref: utcs net.lang.c:7147 net.micro.mac:3725 net.micro.amiga:934
net.micro.atari:1814
Summary:

>
>> Sorry, but it's not just the fact that the system uses
>> windows - it's also the way they're used. There are over 400 (aren't there?)
>> toolbox routines that do all that stuff for you, so your code ends up looking
>> like a lot of calls to the toolbox with some (or whatever language) thrown
>> in.
>
>Ahh, then why not isolate the Mac-specific stuff in a seperate module.
>

That is indeed very doable. I have a version of the Ancient Clisp (by Thomas Duff) that runs on 512 MAC, VMS, and on my PRO-350 (VENIX). [No.. it is not yet distributable. I have to clear it with Thomas first - and more work is needed.]

It is the SAME CODE, except under MAC, the routines
for the user-interface and memory management are replaced with
those more suitable for MAC. (like windows, menus, mouse poll etc.)

Surely, the porting of MAC programs may leave lot to be desired
in terms of interface, but the question is exacly what we are
porting ?? The windows and menus or the *functionality*.

Perhaps it is safe to say that some MAC programmers worry more
about how the program *looks* rather than what it *does*. SIGH.
And I thought the advancement of systems like MAC would clear
away all the interface blues, and let people concentrate more on
the *functionality*.

Btw: there is another side to the coin. SUN has facilities to
build interfaces to programs that are originally written to run
on ordinary terminals. Check out the ancient UN*X chess running with
such an interface. Does any MAChack need a better hint ???

OZ
--
Usenet: [decvax|allegra|linus|ihnp4]!utzoo!yetti!oz
Bitnet: oz@[yusol|yuyetti]
         In the beginning, there was Word all right, except
         it wasn't fixed number of bits.

From -1569213533264717228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a2c58bd2b1cbd41c,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,a2c58bd2b1cbd41c,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-12-02 14:41:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sask.UUCP
Path: utzoo!utcsri!ubc-vision!alberta!sask!callele
From: callele@sask.UUCP (David Callele)
Newsgroups: net.micro.atari,net.micro
Subject: 520ST hardware
Message-ID: <304@sask.UUCP>
Date: Mon, 2-Dec-85 17:41:17 EST
Article-I.D.: sask.304
Posted: Mon Dec 2 17:41:17 1985
Date-Received: Mon, 2-Dec-85 20:34:55 EST
Distribution: net
Organization: University of Saskatchewan, CANADA
Lines: 20

<line-eater>

To all hardware hacks out there who have opened their 520ST's,

Has anybody identified the four in house chips on the board?
In particular, what are the particulars of the DRAM controller chip?
Is it just that or is it an MMU also? I REALLY WANT/NEED this information,
the sooner the better and am quite willing to sign non-disclosure agreements
etc. if necessary (BIG hint to anyone from Atari that may be listening).

Many multitudinous thank you's from the bottom of my parts bin.

Anxiously awaiting any and or all replies,
David J. Callele
Department of Computational Science
University of Saskatchewan
Saskatoon, Saskatchewan
Canada, S7N 0W0

ihnp4!sask!callele

From -1111059942070995210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e82ee1f531484e8c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-02 14:55:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site sdcarl.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!harvard!talcott!panda!genrad!
decvax!ittatc!dcdwest!sdcsvax!sdcc3!sdcarl!tre
From: tre@sdcarl.UUCP (Tom Erbe)
Newsgroups: net.micro.atari
Subject: Atari ST DMA chip
Message-ID: <265@sdcarl.UUCP>
Date: Mon, 2-Dec-85 17:55:39 EST
Article-I.D.: sdcarl.265
Posted: Mon Dec 2 17:55:39 1985
Date-Received: Thu, 5-Dec-85 07:13:08 EST
Organization: Computer Audio Research Lab, UCSD, San Diego, Calif.
Lines: 7

How fast does this port operate? How fast can I execute an Interrupt-
Write cycle or an Interrupt-Read cycle from memory to the port?

--
thomas r. erbe
{ucbvax,ihnp4,akgua,hplabs,sdcsvax}!sdcarl!tre

From 8076918526205432524
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1c7a0c8d69ab6513
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-02 15:54:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: "personal computer", "PDP", IBM-PC P
Message-ID: <950@lsuc.UUCP>
Date: Mon, 2-Dec-85 18:54:22 EST
Article-I.D.: lsuc.950
Posted: Mon Dec 2 18:54:22 1985
Date-Received: Mon, 2-Dec-85 19:44:12 EST
References: <1282@hcrvx1.UUCP> <6100011@inmet.UUCP> <554@puff.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 27
Summary: IBM 386 machines

In article <554@puff.UUCP> wayne@puff.UUCP writes:
>>
>> Lets hope the new generation of 68000 based "personal computers", ie, Atari
> 520ST/TT and the Amiga will help push IBM into new hardware approaches...
>
>
>IBM's coming line of 386 machines should show us a thing or two...so they
>say. me, i don't know the chip; what do you hackers say about the reputed
>"next revolution" in processors?

     Gee. They're only 1 or 2 years behind (68020 machines are already
on the market including Motorola's own 'Benchmark' and Gimix's 68020
OS-9 and Uniflex single board computer and their SS-50 bus 68020 systems--
these latter 2 machines run Virtual Memory versions of Uniflex or a
more "Standard" OS-9 68K. At Comdex they were running Sculptor and
impressed a lot of people with their speed--oh, and of course Unix
is already available for the 68K's). ;-)

                                    Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From 8714706537125063145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecf4dc60645e42d2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-02 18:28:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!info-atari

From: mende@AIM.RUTGERS.EDU ("Bob Mende [NB]")
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8512030348.AA29787@ucbvax.berkeley.edu>
Date: Mon, 2-Dec-85 21:28:00 EST
Article-I.D.: ucbvax.8512030348.AA29787
Posted: Mon Dec 2 21:28:00 1985
Date-Received: Thu, 5-Dec-85 04:22:17 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: "Bob Mende [NB]" <mende@aim.rutgers.edu>
Organization: The ARPA Internet
Lines: 23

Return-Path: <PAONE@GREEN.RUTGERS.EDU>
Received: from GREEN.RUTGERS.EDU by AIM.RUTGERS.EDU   ; 2 Dec 85 14:19:23 EDT
Date: 2 Dec 85 15:18:09 EST
From: PAONE@GREEN.RUTGERS.EDU
Subject: Please post this on info-atari@su-score.arpa
To: mende@AIM.RUTGERS.EDU
Message-ID: <12163965501.21.PAONE@GREEN.RUTGERS.EDU>
Subject: Help with MPP1000E Modem
To: info-atari@su-score-arpa

    Help, is there anyone out there with experience with the MPP1000e Modem
for the Atari? I have problems with both uploading and downloading from the
DEC 20 (The only machine I've tried this with). The handshaking looks good,
but the DEC keeps asking for a retransmit of the first block of data. Also,
the 80 column emulator doesn't do anything except cause my screen to black
out.

                    Thank You,
                    Phil Paone
                    PAONE@GREEN.RUTGERS.EDU

From 1074858860750676625
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,9b1a01cc8c40b6bd
X-Google-Attributes: gid15517a,public
X-Google-Thread: 129c11,9b1a01cc8c40b6bd
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-12-02 21:18:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site homxb.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!homxb!gemini
From: gemini@homxb.UUCP (Rick Richardson)
Newsgroups: net.micro.atari,net.micro,net.micro.pc
Subject: Re: Micro/Systems Journal, Creative Computing and Ziff-Davis

Message-ID: <974@homxb.UUCP>
Date: Tue, 3-Dec-85 00:18:28 EST
Article-I.D.: homxb.974
Posted: Tue Dec 3 00:18:28 1985
Date-Received: Thu, 5-Dec-85 05:40:28 EST
References: <8511120854.AA03029@mitre.ARPA> <354@pedsgd.UUCP>
Organization: PC Research, Inc.
Lines: 6
Xref: watmath net.micro.atari:1845 net.micro:12930 net.micro.pc:6065

[D. Libes talks about M/S J's really being done in the basement]

Bravo, its just this kind of insider information that this net really
needs to make it a breathing entity! No more flames, people, tell us
what is happenin' in YOUR basement!
     -Rick Richardson

From 679496620570862157
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,410ace57f5278c28,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-12-02 21:20:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: terrell@OHIO-STATE.CSNET (Eric Terrell)
Newsgroups: net.micro.atari
Subject: GETTING ATARI 520ST BASIC
Message-ID: <8512040400.AA25847@ucbvax.berkeley.edu>
Date: Tue, 3-Dec-85 00:20:15 EST
Article-I.D.: ucbvax.8512040400.AA25847
Posted: Tue Dec 3 00:20:15 1985
Date-Received: Thu, 5-Dec-85 08:03:25 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

When I bought my 520ST a few days ago, I discovered that a BASIC interpreter
was not included on the language disk. Atari's advertising of the 520ST
mentions that BASIC is included in the system - so how do I get a copy of
the BASIC interpreter and the associated documentation?

Also, can anyone recommend any magazines that have articles about the 520ST

Thanks,

Eric Terrell (CSNET ADDRESS terrell@ohio-state)

From 512583929458460660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,23c4cb3331a213fe,start

X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,23c4cb3331a213fe,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 142096,bc1de3bec428e32a
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-12-03 03:27:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site l5.uucp
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!ut-sally!mordor!lll-crg!l5!gnu
From: gnu@l5.uucp (John Gilmore)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.68k
Subject: Use of high-order byte of addresses in 680x0 software
Message-ID: <307@l5.uucp>
Date: Tue, 3-Dec-85 06:27:12 EST
Article-I.D.: l5.307
Posted: Tue Dec 3 06:27:12 1985
Date-Received: Thu, 5-Dec-85 08:13:29 EST
References: <310@amiga.UUCP> <39700008@ISM780B.UUCP> <349@amiga.amiga.UUCP>
Organization: Nebula Consultants in San Francisco
Lines: 36
Xref: watmath net.micro.amiga:948 net.micro.atari:1853 net.micro.68k:1379

This issue came up in January in net.micro.mac; now that we have a
new crop of people writing for a new crop of machines, let me reiterate
what Dale Luck (of Amiga), Rob Warnock (ex of Fortune, now independent),
and I (ex of Sun, now independent) have been saying:

"Don't use the top byte of a 32-bit address as anything but a piece of
the address. I saw the IBM 360 folks get burned by it and don't intend
to let any enterprise I'm associated with do it again. This kind of
usage does NOT automatically break when you install a 68020 (the way it
did in the IBM systems), since 24-bit addressing is not part of the
instruction set (it was defined as 32 from the start). Instead, it
breaks if you ever hook up more than 24 address wires to any 68000
family member (eg 68012, 68020) that brings these bits out to pins. It
DOES decrease cache performance in the 68020, since the same piece of
code can be accessed at addresses which the cache thinks are
different. In a machine with a data cache that doesn't deal well with
aliasing, it could also cause incorrect results. (Data caches are
often used to get maximum speed out of e.g. 20MHz 68020s)."

This whole topic has previously been discussed in net.micro.68k.

The CSA/Amiga board is a great example:
> >Well, the 68020 puts out all 32 bits. But does the system use them? If
> >it doesn't, then it should be ok to play games with these bits.
> CSA's amiga/68020 board has 256k of memory. It was configured to be
> at 7f000000-7f03ffff. This caused a hickup in one of our libraries since
> it was internally using some of the 8msb as some flags. That got changed
> REAL FAST. We advise all those that wish to write software that is
> hoped to run on compatible but more powerful products to assume that all
> pointers are 32 bits.

Sun-3's check to make sure you aren't using any of those bits, so that
when larger models come along (currently 256MB address space, but there
are four whole unused bits up there!) any software that now runs won't
break. Happily, few folks writing Sun-2 software had screwed this up,
so much of it runs on Sun-3's without trouble.

From -7304500603118099752
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,87d2164ad89167a9,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,66a84081651364ba
X-Google-Attributes: gid159df4,public
X-Google-Thread: 142096,bc1de3bec428e32a
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,87d2164ad89167a9,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-12-03 03:40:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site l5.uucp
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!ut-sally!mordor!lll-crg!l5!gnu
From: gnu@l5.uucp (John Gilmore)
Newsgroups: net.micro.amiga,net.micro.68k,net.micro.atari,net.micro.mac
Subject: Re: Amiga shown with 68020
Message-ID: <308@l5.uucp>
Date: Tue, 3-Dec-85 06:40:35 EST
Article-I.D.: l5.308
Posted: Tue Dec 3 06:40:35 1985
Date-Received: Thu, 5-Dec-85 06:28:34 EST
References: <310@amiga.amiga.UUCP> <238@mips.UUCP> <930@plus5.UUCP>
<249@mips.UUCP>
Organization: Nebula Consultants in San Francisco
Lines: 28
Xref: watmath net.micro.amiga:949 net.micro.68k:1380 net.micro.atari:1854
net.micro.mac:3678

In article <249@mips.UUCP>, kim@mips.UUCP (Kim DeVaughn) writes:
> > > Sounds like it could make the Amiga into a SuperAmiga! Now if we could
> > > just clock the thing at 16.7MHz (or even 12.5MHz).
> > As long as Amiga didn't do anything wanky like counting on the AS-DS delays
> > or the DS-/AS delays you should be able to supply the 68020 with a "private"
> > clock source. And since the 680xx is an async design when it goes outside
> > of the private 256k ram it should slow down.

Probably the Amiga really does depend on all those unspecified delays.
When you're trying to cram 3 RAM cycles into every CPU memory cycle, you
use all the kludges you can...

In any case, it should be possible to run a 68020 at exactly twice the
standard clock rate of the Amiga (or any other 68000 system). This
would make the interface synchronous to the rest of the Amiga board and
you could tune the timing of the various signals to match what the
Amiga expected. Given that a 68020 cycle would take 3 new-clocks and a

68000 cycle would take 8 new-clocks, there's plenty of time to fiddle
with generating all the right fake strobes. If you took the time to test
it on all of them, you might even be able to build one piggyback board
that would run in a Mac, Atari, or Amiga, by emulating the 68000 timing
exactly enough.

> I've not worked with 680x0's until now ... is also possible to run a 68881
> with a fast '020 (I don't *think* fast 881's have been announced yet)?

You can run the 68020 and 68881 on totally independent clocks. It uses
standard (wait for DTACK) bus cycles to talk back and forth.

From -8781397235371786049
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e97279241fd3b500
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-23 10:16:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site
tekigm2.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!lll-crg!ucdavis!ucbvax!decvax!
tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Re: 256K 800XL Conversion updates
Message-ID: <281@tekigm2.UUCP>
Date: Sat, 23-Nov-85 13:16:46 EST
Article-I.D.: tekigm2.281
Posted: Sat Nov 23 13:16:46 1985
Date-Received: Sat, 30-Nov-85 01:10:07 EST
References: <467@imsvax.UUCP>
Organization: Tektronix, Beaverton OR
Lines: 91

>
>   Judging from the responses I've seen on the Net, a number of us
> are having similiar problems/interests. Since a 256KXL is of
> particular interest and has exciting possibilities, I suggest that
> those individuals interested form a Users Group of our own. I will
> be willing to act as a clearinghouse for information. It is to our
> mutual interests to share whatever associated information/software
> that we can obtain. My address is
>
>   Bob Burch
>   6609 Charles Dr.
>   Mt. Airy, MD 21771
>
> >Further news: they haven't yet made a 256K 1200XL, but they've opened one
> >up and said it can be done.....(etc.)
> >
> >yes the mod works... be careful when assembling the code
>

> Please enlighten us!!! Given recent Net articles and what has been
> written above, what is it that you did that allows the mod to work?
> Are we talking the same "mod"? Did you do anything special? Was the
> upgrade completely successful for you? We would appreciate your
> insight.
>
> >We have been shipping the 256KXL for a couple of weeks and no problems
> >have been noted. It makes the 800XL look exactly like a 130XE except that
> >bits 5 and 6 of $D301 have been redefined to address twice as much memory.
>
> Who are "we"? Can you please explain the theory of the bit-usage of
> PORTB ($D301) and the significance of its use. Also, how can a given
> bank be directed to the upper or lower 32K when swapped in?
>
> Whatever info. I get I'll try to pass along.
>
> In article <DYOUNG@USC-ISID.ARPA (C. David Young) writes:
>
> >...I just finished souping up the ramdisk handlers in OMNIVIEW XL/XE
> >to treat the extra RAM in our 256K upgrade for the 800XL....
>
> Also, in a following article C David Young writes:
>
> >That 256K RAM upgrade in BYTE was a real dog. We have got a 256K upgrade
> >(256KXL) that will make your 1200 130 compatible. You can buy it without
> >RAM for $50 or with for $100. The reason that the BYTE upgrade is such a
> >dog is that it ends up including the stack in the bank switch area.
>
> Hurray for Dave!!!!! Can we purchase just the software you've created for
> this upgrade? If so, where can we order? Or, can you pass along the
> patches necessary to kick-start the BYTE "dog" that us suckers have
> fallen for. It is wonderful to know that we are not without
> alternatives in this situation.
>
> >Please copy me in all answers, Thanks
>
> Consider yourselves copied. We would appreciate any experiences you've
> had in this matter, thank you.
>
> Anyway, this has been long enough. I'm preparing a letter to
> Claus Buchholz author of "The Quarter-Meg Atari 800XL". Any replies
> I'll post on the net. I would appreciate any other contacts/replies.
>
> Bob Burch
> 6609 Charles Dr.
> Mt. Airy, MD 21771
> (301) 831-7690 evenings
>
> :Oh! He had high hopes....just remember that dam.
> :OOPS! There goes another Quarter-Meg RAM!!!!
>   -wocka-wocka-wocka-

I too am interested in all of the above -- I have deleted over 50% in the

interests of brevity. I am interested in converting a 1200XL, 800XL and a 130XE all to 256K. That's correct, since it only has a 90 day warrenty which is almost up, why not upgrade the 130XE to 256K also!!!

Please add me to any mailing list.

I am:

Bill Dippert
c/o Tektronix, Inc.
D/S C1/775
P.O. Box 3500
Vancouver, WA 98668-3500

or by eMail:

tektronix!tekigm2!wrd

Thanks,
--Bill--

From -3196431216703186268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7b3cefbbd860ad62,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,7b3cefbbd860ad62,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 163b79,7b3cefbbd860ad62,start
X-Google-Attributes: gid163b79,public
X-Google-Thread: 163cad,7b3cefbbd860ad62,start
X-Google-Attributes: gid163cad,public
X-Google-ArrivalTime: 1985-11-23 10:27:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari,net.micro,net.women,net.general
Subject: Red Face on Repostings
Message-ID: <282@tekigm2.UUCP>
Date: Sat, 23-Nov-85 13:27:41 EST
Article-I.D.: tekigm2.282
Posted: Sat Nov 23 13:27:41 1985
Date-Received: Sat, 30-Nov-85 00:36:20 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 22
Xref: watmath net.micro.atari:1813 net.micro:12895 net.women:8199 net.general:383

*** REPLACE THIS LINE WITH YOUR FLAMES ***

To try and make a long story short, we at Tektronix, Clark County site, discovered that our postnews software was sending all of our postings to one other Tektronix computer which then dumped all of the postings to "junk". This apparently has now been fixed and so after editing out most of my postings, I reposted some of them. What I did not realize was that since my access to the other computer was a group access code, was that it would be posted as "aegroup (Dennis Ward)" and not "wrd (Bill Dippert)" -- I know that was dumb but doesn't everyone deserve at least one mistake a year? At any rate, there are many postings out in both net.micro.atari and other places, that end up with my --Bill-- signature which look like Dennis sent them and for which I apologize.

Messages may be sent to me at:
tektronix!tekigm2!wrd

Since this misdirections of messages has been going on for a least 6 months, there may be other repostings by other individuals in similar fashions. be patient with us at Tek, please!

--Bill--

From -8968527048641679402
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9de35c4d699f95c7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-23 16:10:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site sdcc7.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!harvard!talcott!panda!genrad!
decvax!ittatc!dcdwest!sdcsvax!sdcc3!sdcc7!ln63fcv
From: ln63fcv@sdcc7.UUCP (Who)
Newsgroups: net.micro.atari
Subject: Re: Action! Programming
Message-ID: <177@sdcc7.UUCP>
Date: Sat, 23-Nov-85 19:10:40 EST
Article-I.D.: sdcc7.177
Posted: Sat Nov 23 19:10:40 1985
Date-Received: Tue, 26-Nov-85 20:21:55 EST
References: <633@tekigm.UUCP>
Distribution: net
Organization: U.C. San Diego, Academic Computer Center
Lines: 43

> By judicious reading of the advertisements in Antic and A.N.A.L.O.G. magazines,
> I was able to partially answer my own questions. Action! is a cartridge
> available from O.S.S. and presumeably is another distinct computer language.
> However, I am still griped that the original article did not make this clear
> and I am still uncertain as to why the odd spacing of the lines. The
> indentation number of spaces does not seem to follow a logical pattern. (I
> thought that each succeeding indentation was another 2 spaces, but then I found
> some at 4 spaces, etc.)
>

> (Flame on)
> What is the advantage of Action! over BASIC, Pascal or C? Does it fit in one
> of these "families" of languages or is it a new one? Why we have such a
> proliferation of languages anyway? I'm still trying to learn AB,MBII and
> BXE/BXL, familiarizing myself with C, let along trying to learn Pascal and
> Action!
> (Flame off)
>
>   Thanks,
>   --Bill--
>
>   ***Just an "over-the-hill apprentice hacker" (in the legal sense)***

The advantages of Action! over other languages are many. In its basic syntax
it is like a combination of c and pascal. The fact that the entire language
resides in a 16k bank switched cart(thereby looking like 8k to the computer)
gives a programmer more memory. The best feature is definitely its speed.
Action! is taylored for the 6502 enviroment and it shows. The one pass com-
piler is extremely fast and the resultant code is compact and fast.
Homepack is programmed in Action and when they ported it over to the Commodore,
they also programmed that in Action to, though I don't remember exactly what
they did. I once tried implementing an 80 column emulator in Action and was
quite impressed with the results though I realized machine language was the
only way to go for something like that that uses lots of processor time.
I also decided that any big programming tasks I ever would do in the future
would either be written in Action or machine language.

                        Scott Weisman
                        !sdcsvax!sdcc7!ln63fcv

(If you see any opinions in here, they are probably mine; if they aren't, then
I didn't write them. That means one of two things, nobody wrote them or
Lectroids from planet Ten wrote them. I tend to think the latter, or none
at all.)

From -428244933077532457
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8be0f712f7c75cf
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 122486,8be0f712f7c75cf
X-Google-Attributes: gid122486,public
X-Google-Thread: 142096,8be0f712f7c75cf
X-Google-Attributes: gid142096,public
X-Google-Thread: 1611e0,8be0f712f7c75cf
X-Google-Attributes: gid1611e0,public
X-Google-Thread: 12c65a,8be0f712f7c75cf
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-11-24 03:07:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site islenet.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!ptsfa!dual!islenet!jons
From: jons@islenet.UUCP (Jonathan Spangler)

Newsgroups:
net.news.group,net.news.adm,net.micro.atari,net.micro.cbm,net.micro.amiga
Subject: Re: New Group Needed
Message-ID: <1868@islenet.UUCP>
Date: Sun, 24-Nov-85 06:07:04 EST
Article-I.D.: islenet.1868
Posted: Sun Nov 24 06:07:04 1985
Date-Received: Wed, 27-Nov-85 05:17:19 EST
References: <622@tekigm.UUCP>
Reply-To: jons@islenet.UUCP (Jonathan Spangler)
Distribution: net
Organization: Islenet Inc., Honolulu
Lines: 24
Xref: watmath net.news.group:4705 net.news.adm:440 net.micro.atari:1760
net.micro.cbm:1839 net.micro.amiga:855

In article <622@tekigm.UUCP> aegroup@tekigm.UUCP (Dennis Ward) writes:
>Similarly if either Commodore or Atari come out with 32 bit machines, then new
>subgroups could be established. ST and Amiga are too specific names, a more
>general generic name should be established so that if Atari or Commodore come
>out with new 16 bit machines with different names, the catagories would still
>be appropriate.

No, I totally disagree. You obviously have not seen the size of
net.micro.amiga or net.micro.atari. It seems to me that if anything
we *really* need to split the atari group, in the same manner as
the split of the Commodore group.

We need to have net.micro.atari for all pre-ST machines.
Then, have a net.micro.520st or net.micro.st for the ST.

Please, Mr. Spafford, if you read this, consider it a plea well-done.

Aloha,
Jonathan Spangler
{ihnp4,dual,vortex}!islenet!jons

--
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons

From -7440985150822102194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cab00ceea8c4b8ec
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-24 09:49:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!harvard!talcott!panda!genrad!
decvax!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari

Subject: Re: TOS Bugs
Message-ID: <106@imagen.UUCP>
Date: Sun, 24-Nov-85 12:49:11 EST
Article-I.D.: imagen.106
Posted: Sun Nov 24 12:49:11 1985
Date-Received: Wed, 27-Nov-85 05:37:43 EST
References: <674@mtuxn.UUCP>
Organization: The Houses of the Holy
Lines: 13

> []
> Another esoteric bug!
> If you drag a disk icon into a wall (easiest is straight up after positioning
> on the bottom) very quickly it "lodges" there and the system hangs!
>
> After it sticks, the system is locked forever...Spooky when you do it the
> first time, but the you learn!
>
~~~~~~~~~~~~~~~down line eater, down !!~~~~~~~~~~~~~~~~~~~~~~

the bug appears to be fixed in the new version of TOS

the ROM's are coming!!! the ROM's are coming!!!!!

From -5477433399533760988
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4752aa8ba0933395,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,4752aa8ba0933395,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 12da6b,6653ba2bfc3a3439
X-Google-Attributes: gid12da6b,public
X-Google-Thread: 152df8,4752aa8ba0933395,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-11-24 12:16:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!panda!talcott!
harvard!cmcl2!seismo!ut-sally!ut-ngp!shell!graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.lang.c,net.micro.mac,net.micro.amiga,net.micro.atari
Subject: Re: Portability of Mac Source
Message-ID: <471@graffiti.UUCP>
Date: Sun, 24-Nov-85 15:16:49 EST
Article-I.D.: graffiti.471
Posted: Sun Nov 24 15:16:49 1985
Date-Received: Thu, 28-Nov-85 04:04:36 EST
References: <6679@boring.UUCP> <25500120@ISM780B.UUCP> <452@graffiti.UUCP>
<330@mmm.UUCP>
Organization: The Power Elite, Houston, TX
Lines: 54
Xref: watmath net.lang.c:7201 net.micro.mac:3607 net.micro.amiga:864
~~~~~~~~~~~~~~~

net.micro.atari:1773

> >
> >Unportable, yes... by definition. Mac-specific? No longer. See net.micro.amiga
> >and net.micro.atari for more info. It is no longer acceptable to assume that
> >windows==macintosh (actually it never was, but you slobs got away with it).
> >--
> >Name: Peter da Silva
>
> Slobs ... *moi*?

Yeh, you... (rolls up sleeves and spits on hands) wanna step outside & make somethin' of it?

> Sorry, but it's not just the fact that the system uses
> windows - it's also the way they're used. There are over 400 (aren't there?)
> toolbox routines that do all that stuff for you, so your code ends up looking
> like a lot of calls to the toolbox with some (or whatever language) thrown
> in.

Ahh, then why not isolate the Mac-specific stuff in a seperate module.

> Ahh, you say, then why not isolate the parts that are mac-specific and
> provide a high level interface that mimics the mac?

What are you, a telepath?

No, that's not quite what I say. I say write the Macintosh software with the intention of porting it to other machines. You may lose some efficiency, but you'll gain at least one huge new market for your stuff. Maybe two.

Pseudo-code. Let's use the UNIX model.

```
main {
     signal(CLOSE_WINDOW_BUTTON, close_routine);
     signal(RESIZE_WINDOW_BUTTON, repaint_window_routine);
     signal(...other_stuff..., ...other_routines...);

     main_loop {
          do_some_stuff...
#if !defined(MULTITASKING) && !defined(MOUSE_INTERRUPTS)
          poll_mouse(); /* this will call all the other signals */
#endif
          some_more_stuff...
     }
}
```

If the program is written in a manner that supports porting, then porting will be easy. This will require a certain amount of LCD coding (on 4.2UNIX, frex, CLOSE_WINDOW_BUTTON is INTERRUPT, and RESIZE_WINDOW_BUTTON is TSTOP), but the gain is portable code.
--
Name: Peter da Silva

Graphic: `-_-'
UUCP: ...!shell!{graffiti,baylor}!peter
IAEF: ...!kitty!baylor!peter

From -6857510184103153614
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d998c500935294c9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-24 16:39:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site gargoyle.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!gargoyle!ed
From: ed@gargoyle.UUCP (Ed Friedman)
Newsgroups: net.micro.atari
Subject: text for ST
Message-ID: <256@gargoyle.UUCP>
Date: Sun, 24-Nov-85 19:39:34 EST
Article-I.D.: gargoyle.256
Posted: Sun Nov 24 19:39:34 1985
Date-Received: Mon, 25-Nov-85 07:45:59 EST
Distribution: net
Organization: U. of Chicago, Computer Science Dept.
Lines: 6

Has anyone found a way to guarantee 40 columns of text no matter which monitor happens to be in use when the program is started? Also, has anyone managed to find a way to write text with other than white (or its inverse) as the color?

Thanks in advance,
Ed Friedman

From 1905926042251858549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7f80a92802eb7e93,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-24 17:00:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!dual!ucbvax!info-atari
From: zimmermn@UIOWA.CSNET (zimmermn)
Newsgroups: net.micro.atari
Subject: Character sets
Message-ID: <8511251335.AA13622@ucbvax.berkeley.edu>
Date: Sun, 24-Nov-85 20:00:40 EST
Article-I.D.: ucbvax.8511251335.AA13622
Posted: Sun Nov 24 20:00:40 1985
Date-Received: Wed, 27-Nov-85 05:24:20 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

Before I invest in a 520St or Amiga, I
need to know if you can define your own character sets and how fast do the
corresponding characters appear on the screen.
Do you have to load in the entire frame
from disk to keep text screens
composed of smaller or larger than normal characters?
In essence, is their a display list mechanism or do you have to create those
larger
characters?

zimmermn@uiowa   CSNET or
ccsmszwy@mvsuia   BITNET.

From -6760184069923739817
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,82aeda838e0749a4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-24 18:27:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mcnc.mcnc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: Re: Atari Prototypes
Message-ID: <1013@mcnc.mcnc.UUCP>
Date: Sun, 24-Nov-85 21:27:50 EST
Article-I.D.: mcnc.1013
Posted: Sun Nov 24 21:27:50 1985
Date-Received: Tue, 26-Nov-85 20:16:47 EST
References: <628@tekigm.UUCP>
Reply-To: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Distribution: net
Organization: Microelectronics Center of NC; RTP, NC
Lines: 48
Summary:

[shlurp......]

>From: philabs!cmcl2!harvard!talcott!panda!genrad!decvax!tektronix!tekig5!tekigm!
aegroup Wed Nov 20 11:17:04
>From: aegroup@tekigm.UUCP (Dennis Ward)
>Subject: Atari Prototypes
>Does anyone own or have seen any of the following announced Atari computers
>(etc...)
>The model numbers that I am interested in more information in and possibly
>   1450XLD
>   1600XL
>   CP/M Module
>   1090XL Expansion Box
>

>catalogs, etc. and there is some evidence that both of these saw limited
                  ----
>production. I have not been able to find out to much about the 1600XL, but
 ----

>incompete stuffing of components) with no documentation. Sear's apparently did
                                ----
>sell some of the CP/M modules but how many? (Sear's did catalog both the
 ----

I don't think any of these things happened.. None of these items
ever made it to the market; the 1450 series never
made it to production, and the CP/M module was dropped while still on
the drawing boards because 1) Atari determined that the market was small
and 2) the ATR8000 and one other CP/M attachment were already out (I got
this info from Atari long long ago..) Re. the 1600XL, I've actually
only heard one other reference to it before (on SIG-ATARI); it was
slated to follow the 1400's but I don't think it got past the idea
stage either. The 1090XL expansion box was one of
the attachments lined up for the XL series, but apparently died along
with the 1400 and 1450 when Atari (Inc.) finally went down the tubes.

All in all, it seems like it may have been a good thing after all...
The old Atari was trying to fire up a new product line that was not
significantly different from the old machines, and were based on
processors that were all but obsolete, and certainly would have been
by now, even if they weren't in late 83, considering that the Mac came
out in early '84. (No flames please; I still use my 1200XL and I'm
not questioning the continued utility of the 8 bitters, only the
currency of their designs).

                        -ravi
                        {ucbvax,decvax}!mcnc!ravi

From -4511127126211524679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9de35c4d699f95c7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-24 18:48:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mcnc.mcnc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: Re: Action! Programming
Message-ID: <1014@mcnc.mcnc.UUCP>
Date: Sun, 24-Nov-85 21:48:28 EST
Article-I.D.: mcnc.1014
Posted: Sun Nov 24 21:48:28 1985
Date-Received: Tue, 26-Nov-85 20:17:07 EST

References: <633@tekigm.UUCP>
Reply-To: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Distribution: net
Organization: Microelectronics Center of NC; RTP, NC
Lines: 36
Summary:

>From: aegroup@tekigm.UUCP (Dennis Ward)
>Subject: Re: Action! Programming
>
>By judicious reading of the advertisements in Antic and A.N.A.L.O.G. magazines,
>I was able to partially answer my own questions. Action! is a cartridge
>available from O.S.S. and presumeably is another distinct computer language.
>However, I am still griped that the original article did not make this clear
>(etc....)
>
>(Flame on)
>What is the advantage of Action! over BASIC, Pascal or C? Does it fit in one
>of these "families" of languages or is it a new one? Why we have such a
>proliferation of languages anyway? I'm still trying to learn AB,MBII and
>BXE/BXL, familiarizing myself with C, let along trying to learn Pascal and
>Action!
>
>
I guess the key question here is "what Pascal, or C ?". When Action came
out, the only C widely available was Deep Blue C, which was hardly
complete, and Atari Pascal was a horror requiring 2 drives and lots of
patience.. Action! was like a breath of fresh air, especially because
of the incredible *environment* it provided: a halfway decent editor,
monitor, compiler, all in one 16K cartridge that was only 8K on an XL
machine; not bad at all, in spite of the rather weird bugs that
cropped up now and then. And above all, *SPEED*, man, (read person if
so inclined), that baby could cruise.... the edit-compile-run cycle is
one of the best I've seen, a comparison with Basic would be like
P-system and Turbo for the (forgiveness, O Holy Ones) PC. So,
give a nice, weird product its due, one that gave me infinite joy when my
buddy's PC was beaten by a lowly 1200XL.

 (nostalgia.. guess I'll go brush the dust off 'Cyborg' tonight)

                              -ravi

From 4134127774679935997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9de35c4d699f95c7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-24 19:44:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uicsl
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!

uicsl!hr
From: hr@uicsl.UUCP
Newsgroups: net.micro.atari
Subject: Re: Action! Programming
Message-ID: <7500007@uicsl>
Date: Sun, 24-Nov-85 22:44:00 EST
Article-I.D.: uicsl.7500007
Posted: Sun Nov 24 22:44:00 1985
Date-Received: Tue, 26-Nov-85 20:28:52 EST
References: <633@tekigm.UUCP>
Lines: 19
Nf-ID: #R:tekigm.UUCP:633:uicsl:7500007:000:783
Nf-From: uicsl.UUCP!hr   Nov 24 21:44:00 1985

RE:
> "..and I am still uncertain as to why the odd spacing of the lines...
> ...What is the advantage of Action! over BASIC, Pascal or C?..."

Spaces are ignored in ACTION! except as separators. I don't remember the article, but sometimes these programs are scrunched to fit the magazine's column width.

ACTION! is a compiled language designed for the Atari. It is much faster than BASIC and probably faster than about any language other than assembler. It also comes with a screen editor.

ACTION! has been out for a few years. Anyone who is a regular reader of either ANTIC or ANALOG has heard of it. One of them ran a short tutorial series on it a while back. I just wish there were more ACTION! programs in the magazines.

harold ravlin
{ihnp4,pur-ee}!uiucdcs!uicsl!hr

From 3320205846216284295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,342961bc2af891ce,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-25 00:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: L12@DHDURZ2.BITNET (Wolf-Dieter Batz)
Newsgroups: net.micro.atari
Subject: I have three wishes *Christmascomingsoon*
Message-ID: <8511252049.AA21737@ucbvax.berkeley.edu>
Date: Mon, 25-Nov-85 03:00:00 EST
Article-I.D.: ucbvax.8511252049.AA21737
Posted: Mon Nov 25 03:00:00 1985
Date-Received: Wed, 27-Nov-85 06:17:18 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet

Lines: 18

First---I'm tired of reading about history of abbreviations like PeeCee.
      Instead, let's think about what that could say in our days&nights,
      okay? C'mon let's have a little fun with this two letters.
      What about ProvoCation, Power Case, or Proud Computing, heh?
      Just think of the ST family and let your inspiration flow.
Second--Some damn fool used part of my hardcopy collection for his
      fireworks (winter came early this year), and so I lost a really
      important paper:
      It's been a posting on info-atari about a 4Meg-upgrade (!!!) for
      the 520ST. Could anybody send it to me once again, I really
      would appreciate that. *** thanksinadvance
Third---Once again I'm tryin' to leave INFO-ATARI. A helpful German
      gave me the advice to make a deal:
      KRAUTROCK-Video for the former moderator and he will kickmeoff.
      Okay folks, doitt.

                              so long *** wodi

From 3500552514749622998
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bc6615e9661f746
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-25 05:28:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 SMI; site husky.uucp
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!seismo!
rochester!kodak!husky!jdg
From: jdg@husky.uucp (Jeff Gortatowsky)
Newsgroups: net.micro.atari
Subject: Re: ST hard disk?
Message-ID: <281@husky.uucp>
Date: Mon, 25-Nov-85 08:28:51 EST
Article-I.D.: husky.281
Posted: Mon Nov 25 08:28:51 1985
Date-Received: Fri, 29-Nov-85 07:43:38 EST
Organization: Eastman Kodak Company, Rochester, NY
Lines: 20

-=-=-=-=-=-=-=-=-=-=-= Don't transmit with your mouth full -=-=-=-=-=-=-=-

>   I seem to recall reading something about ST hard disk availability
>   in this group. Does anyone know what the story is (are they available
>   yet, what's the price like, etc)? Also, I'd be interested in the
>   quality of the C programming environment. Is the C compiler good?
>   Are there any Unix-like tools available (grep, make, lint (sigh))?

> Isaac Dimitrovsky

The answers are Not yet (Real Soon), ~$600 (10meg), Poor, and no (big sigh).

--
Jeff Gortatowsky   {allegra,seismo}!rochester!ritcv!husky!jdg
Eastman Kodak Company {eagle,astrovax,network!}sun!sunrise!husky!jdg

These comments are mine alone and not Eastman Kodak's or anyone else's
at/in this relative space and time.

From -3504872604561412928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9de35c4d699f95c7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-25 06:39:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!decvax!genrad!panda!talcott!harvard!cmcl2!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: Action! Programming
Message-ID: <1731@uwmacc.UUCP>
Date: Mon, 25-Nov-85 09:39:03 EST
Article-I.D.: uwmacc.1731
Posted: Mon Nov 25 09:39:03 1985
Date-Received: Tue, 26-Nov-85 23:57:09 EST
References: <633@tekigm.UUCP> <177@sdcc7.UUCP>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 15

<eat>

   The following information was given to me by the former chairman of the local user group's languages SIG:

   In order to run an program written in Action!, you have to either have the Action! cartridge plugged in, or you have to have purchased special software (another $99?) to tweak it into stand-alone executable mode, i.e. in order for anyone else to run your Action! programs.

  Since I don't have first-hand information on this, and haven't seen anything about it in any other follow-ups, could somebody with an Action! package confirm or deny this?

 - Joel ({allegra,ihnp4,seismo}!uwvax!uwmacc!oyster)

From 8271351111549901646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1f8a4dbe340af276

X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,1f8a4dbe340af276
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,1f8a4dbe340af276
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-11-25 07:00:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site boring.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!mcvax!boring!guido
From: guido@boring.UUCP
Newsgroups: net.micro.mac,net.micro.amiga,net.micro.atari
Subject: Re: Ban the binaries!
Message-ID: <6696@boring.UUCP>
Date: Mon, 25-Nov-85 10:00:59 EST
Article-I.D.: boring.6696
Posted: Mon Nov 25 10:00:59 1985
Date-Received: Wed, 27-Nov-85 05:30:14 EST
References: <1600@cbosgd.UUCP> <646@k.cs.cmu.edu> <465@graffiti.UUCP>
Reply-To: guido@mcvax.UUCP (Guido van Rossum)
Organization: "Stamp Out BASIC" Committee, CWI, Amsterdam
Lines: 32
Xref: watmath net.micro.mac:3599 net.micro.amiga:858 net.micro.atari:1763
Apparently-To: rnews@mcvax.LOCAL

In article <465@graffiti.UUCP> peter@graffiti.UUCP (Peter da Silva) writes:
>After all... ifdefs do cut it everywhere else. It's possible with a little
>work to write a program that can compile and run on the IBM-PC with a variety
>of compilers, VMS, *and* various semi-compatible flavors of UNIX. The same
>program, mind you...

Yes, but it doesn't come naturally (nor free). You may indeed be overestimating the "professionalism" of Macintosh C programmers (though it's slowly improving, now, with examples like SKEL available and all the books out). From what I've seen, many of them had never written in C before they got their Mac. Also, someone on a 128k Mac doesn't have the spare memory to add all the #ifdef's to their code in the first place.

>[porting software to radically different environments]

An example of portable software for various windowing systems is "Brown Windows", which runs on Suns, Apollos and other workstations. But this is a LARGE shell of extra software, and after porting it to the Mac I believe you would be left with little space for your program, AND the user interface wouldn't be too Mac-ish. The same would be true for GKS.

The best approximation of what you want would probably be using the Aztec "shell" environment and go back to printf. Then you can write portable programs that run with no modification on Unix and Macs. But: no windows, no mouse, no dialogs, not a single Macintosh-like feature (even the corners of the screen aren't round any more!). Here it would even make sense to port curses :->

--
     Guido van Rossum, CWI, Amsterdam, Holland (guido@mcvax.UUCP)

From 4893831905303711239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7f79e2e3490ce103,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,bc1de3bec428e32a
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-11-25 08:38:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site othervax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!seismo!
cmcl2!philabs!micomvax!othervax!ray
From: ray@othervax.UUCP (Raymond D. Dunn)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Amiga NOT at Comdex
Message-ID: <725@othervax.UUCP>
Date: Mon, 25-Nov-85 11:38:12 EST
Article-I.D.: othervax.725
Posted: Mon Nov 25 11:38:12 1985
Date-Received: Fri, 29-Nov-85 00:22:24 EST
References: <310@amiga.amiga.UUCP>
Reply-To: ray@othervax.UUCP (Raymond D. Dunn)
Organization: Philips Information Systems - St. Laurent P.Q., Canada
Lines: 26
Xref: watmath net.micro.amiga:870 net.micro.atari:1787

In article <310@amiga.amiga.UUCP> bobp@snake.UUCP (Robert S. Pariseau) writes:
>
>At Comdex yesterday, Computer System Associates (CSA) showed their
>68020 board for the Amiga.....
>

Yes, BUT WHERE WAS COMMODORE-AMIGA????

Why did Commodore pull out of the show at the last minute? They were in the
exhibits guide (stand M1032 at the MGM Hotel), but the space was occupied by
other exhibitors.

Atari, on the other hand, was VERY present, showing many colour applications
for the 520ST, and (cheeky) had an Amiga, a Mac, and a 520 side by side, all
running versions of the (in)famous "Bouncing Ball Demo". Undoubtably, the
520 LOOKED best, and was running at the same speed as the Amiga, however no
sound being demo'ed from any of them, and the Amiga was the only one which
had the horizontal portion of the background grid displayed. I have a feeling
that this might have been ommitted on the 520 version for a (? performance)
reason. Good marketing anyhow, as was the separate stand paid for by Atari
but full of small independant software developers for the 520.

Is Commodore in so much trouble that they cannot afford to market their

products at one of the most important computer showcases??

Ray Dunn.   ...philabs!micomvax!othervax!ray

From 4427426642513278651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b6eff9a78a582db7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-25 10:05:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihopb.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ihopb!dennis
From: dennis@ihopb.UUCP (Dennis Dale)
Newsgroups: net.micro.atari
Subject: atari 400 keyboard
Message-ID: <725@ihopb.UUCP>
Date: Mon, 25-Nov-85 13:05:04 EST
Article-I.D.: ihopb.725
Posted: Mon Nov 25 13:05:04 1985
Date-Received: Tue, 26-Nov-85 20:30:43 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 14

I am looking for a working Atari 400 keyboard. My kids would like to play
some of the games that we have but some of the keys on the good 'ol 400
membrane keyboard are either non-functional or stuck closed. If someone
has a keyboard that they are willing to part with (or knows where to get
a CHEAP substitute), please contact me.

Dennis Dale
AT&T Bell Laboratories
Naperville, IL
979-5078 or   ihnp4!ihopb!dennis
--
Dennis Dale
AT&T Bell Labs - Naperville, IL
(ihnp4!ihobp!dennis)

From 4813813566335263959
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,32d36d9b27599278,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-25 12:16:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!brl-tgr!nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Bug in ST Basic
Message-ID: <1220@nlm-vax.ARPA>
Date: Mon, 25-Nov-85 15:16:54 EST

Article-I.D.: nlm-vax.1220
Posted: Mon Nov 25 15:16:54 1985
Date-Received: Wed, 27-Nov-85 05:26:28 EST
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 14

It appears that LINE INPUT from a file in ST Basic ignores the first byte of a file. On my system, this program types out all the input file except for its first character, and bombs on an end of file error at the end of the file.

```
10 OPEN "I",1,"INPUT.FIL"
20 WHILE NOT EOF(1)
30 LINE INPUT #1,X$
40 PRINT X$
50 WEND
60 CLOSE 1
70 END
```

Randy

From -2192047387231637243
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9d1bec95b773d211,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-25 12:38:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: ekijak@ARDC.ARPA (Edmund S. Kijak, POINT)
Newsgroups: net.micro.atari
Subject: Modified Display Lists
Message-ID: <8511252100.AA22014@ucbvax.berkeley.edu>
Date: Mon, 25-Nov-85 15:38:31 EST
Article-I.D.: ucbvax.8511252100.AA22014
Posted: Mon Nov 25 15:38:31 1985
Date-Received: Wed, 27-Nov-85 06:16:27 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

In the model 400/800 machines (and probably in the XL's), you can modify the display list to form custom screens. You can actually see the changes being made by POKEing new values into the current display list. All except for the very last display list instruction which is a JUMP to a two byte address which is the beginning of the display list. (This way you keep looping thru the same display list over and over to keep the screen refreshed).

My question is why doesn't changing the last instruction or address have any effect? I've even POKEd zeroes into the last three bytes of a

display list and seen no change to the screen.

From 96744941758564860
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c7f2fe04fd023a19,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-25 15:58:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site utecfa.UUCP
Path: utzoo!utcsri!utai!uthub!utecfa!mugc
From: mugc@utecfa.UUCP (ModemUserGroupChairman)
Newsgroups: net.micro.atari
Subject: uuENcode.c for the ST. Source. Long
Message-ID: <1761@utecfa.UUCP>
Date: Mon, 25-Nov-85 18:58:32 EST
Article-I.D.: utecfa.1761
Posted: Mon Nov 25 18:58:32 1985
Date-Received: Mon, 25-Nov-85 23:45:54 EST
Organization: Engineering Computing Facility, University of Toronto
Lines: 151

Here is a version of uuencode that will run on the ST when compiled with the DRI-C compiler.

This version was hacked out of the uuencode.c that appeared on net.sources a while ago. Uudecode.c, if I remember correctly, worked right away so I did not bother to archive it. You should be able to get it off net.sources.

The only portion that had to be modified was the part of the code used to open a file. The original file used efopen() which then called fopen(). I had to modify it to fopenb() to open binary files.

The source follows. Link it with osbind.

Enjoy.

```
/*
 *
 * Uuencode -- encode a file so that it's printable ascii, short lines
 *
 * Slightly modified from a version posted to net.sources a while back,
 * and suitable for compilation on the IBM PC
 *
 */

/*
 * Modified for the Atari 520ST  (October 27, 1985)
 */

#include <stdio.h>
#include <osbind.h>
```

```
char *progname = "UUENCODE";

#define USAGE "Usage: UUENCODE file [>outfile]\n"

/* ENC is the basic 1 character encoding function to make a char printing */
#define ENC(c) (((c) & 077) + ' ')

main(argc, argv)
     int argc; char *argv[];
     {
     FILE *in, *out, *efopen(), *efopenb();

     if (argc < 2) {
          fprintf(stderr, USAGE);
          exit(2);
          }
     in = efopenb(argv[1], "r");
     if (argc == 3) {
        out = efopen(argv[2], "w");
        }
     else out = stdout;
     fprintf(out, "begin %o %s\n", 0777, argv[1]);
     encode(in, out);
     fprintf(out, "end\n");
     }

/*
 * copy from in to out, encoding as you go along.
 */

encode(in, out)
     FILE *in, *out;
     {
     char buf[80];
     int i, n;
     for (;;) {
          n = fr(in, buf, 45);
          putc(ENC(n), out);
          for (i=0; i<n; i += 3)
                outdec(&buf[i], out);
          putc('\n', out);
          if (n <= 0)
               break;
          }
     }

/*
 * output one group of 3 bytes, pointed at by p, on file f.
 */

outdec(p, f)
     char *p; FILE *f;
     {
```

```
     int c1, c2, c3, c4;
     c1 = *p >> 2;
     c2 = (*p << 4) & 060 | (p[1] >> 4) & 017;
     c3 = (p[1] << 2) & 074 | (p[2] >> 6) & 03;
     c4 = p[2] & 077;
     putc(ENC(c1), f);
     putc(ENC(c2), f);
     putc(ENC(c3), f);
     putc(ENC(c4), f);
     }

/* fr: like read but stdio */

int fr(fd, buf, cnt)
     FILE *fd; char *buf; int cnt;
     {
     int c, i;
     for (i = 0; i < cnt; i++) {
          c = getc(fd);
          if (c == EOF)
               return(i);
          buf[i] = c;
          }
     return (cnt);
     }


FILE *
efopen(fn, mode)
     char *fn, *mode;
     {
     FILE *unit;
     if ((unit = fopen(fn, mode)) == NULL)
          error("Cannot open file %s", fn);
     else
          return unit;
     }

extern char *progname;

error(s1, s2)
     char *s1, *s2;
     {
     fprintf(stderr, "%s: ", progname);
     fprintf(stderr, s1, s2);
     exit(1);
     }


/*
 * efopenb is a slightly modified efopen()
 * All it does is use the ST fopenb() call to open
 * a binary file.
```

```
 * Note that this is uuencode so only the input file
 * needs to be opened with this function.
 */

FILE *
efopenb(fn, mode)
     char *fn, *mode;
     {
     FILE *unit;
     if ((unit = fopenb(fn, mode)) == NULL)
          error("Cannot open file %s", fn);
     else
          return unit;
     }
```

```
From -2942987526255828313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,67c27bf2fb8e467b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-25 21:33:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ucbseymour!c50-2fl
From: c50-2fl@ucbseymour.BERKELEY.EDU (Atariz)
Newsgroups: net.micro.atari
Subject: Re: Atariwriter +
Message-ID: <11086@ucbvax.BERKELEY.EDU>
Date: Tue, 26-Nov-85 00:33:24 EST
Article-I.D.: ucbvax.11086
Posted: Tue Nov 26 00:33:24 1985
Date-Received: Wed, 27-Nov-85 06:17:55 EST
References: <265@tekigm2.UUCP>
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: c50-2fl@ucbseymour.UUCP (Atariz)
Distribution: net
Organization: University of California, Berkeley
Lines: 14
Summary: I've seen it and examined it(SORT OF).

In article <265@tekigm2.UUCP> wrd@tekigm2.UUCP (Bill Dippert) writes:
>Has anyone seen Atariwriter + in any comuter (or other) stores yet?
>
>Am anxiously awaiting it, no one locally seems to have any idea when it will
>show up, suposedly Atari has been shipping it to distributers and is filling up
>the pipeline.

I've seen AtariWriter + at B&c ComputerVisions and San Jose Computers.
It retails for $49.95 and comes in a white manila-like white envelope
with black bold letters.


                        Will Hom
```

ucbvax!ucbseymour!c50-2fl

From 5399492956647978366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9d1bec95b773d211
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-25 21:37:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: c160-1bj%holden@UCBVAX (Courtney Goeltzenleuchter)
Newsgroups: net.micro.atari
Subject: Re: Modified Display Lists
Message-ID: <8511260537.AA22287@ucbholden>
Date: Tue, 26-Nov-85 00:37:28 EST
Article-I.D.: ucbholde.8511260537.AA22287
Posted: Tue Nov 26 00:37:28 1985
Date-Received: Wed, 27-Nov-85 06:18:07 EST
References: <8511252100.AA22014@ucbvax.berkeley.edu>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: University of California, Berkeley
Lines: 14

Hi, you've probably already got a dozen answers on this one, but since I know
the answer I thought I'd throw in my two cents worth.
   The Atari OS stores the location of the display list in locations 560, 561
(decimal usual low, high format). Every 60th of a second a vertical blank
interupt is generated and this 'shadow' value is put into 54274, 54275 which
tells the hardware to really find the display list. So, in effect, it makes
the last instruction almost useless, the only thing it does is tell the hardware
to stop sending stuff to the screen. In other words if you want to change
whereyour display list is located you'll have to chage the 'shadow' memory.
If you want to know ALL about the Atari 800 and related computers your best
bet is the book "De Re Atari" it's just packed with useful info.
Well I hope this answered you question. Have fun.
         -Courtney Goeltzenleuchter
         -- c160-1bj@holden@BERKENLEY.EDU

From 4013968866392251897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fb677072713f6ae8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-25 22:46:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 Apollo 11/21/85; site apollo.uucp
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!lll-crg!seismo!harvard!talcott!
panda!genrad!decvax!wanginst!apollo!johnf
From: johnf@apollo.uucp (John Francis)
Newsgroups: net.micro.atari
Subject: 256K 800XL Info request

Message-ID: <2a5c3f51.917@apollo.uucp>
Date: Tue, 26-Nov-85 01:46:59 EST
Article-I.D.: apollo.2a5c3f51.917
Posted: Tue Nov 26 01:46:59 1985
Date-Received: Fri, 29-Nov-85 08:23:05 EST
Organization: Apollo Computer, Chelmsford, Mass.
Lines: 8

I am a new subscriber to this newsgroup, and am very interested in the
references to upgrading an 800XL to more than 64K in a fashion compatible
with the 130. (I have heard disturbing rumours that new Infocom games will
not run on the 64K 800XL, and that's what I bought my machine for).
Could somebody please send me (johnf@apollo.uucp) the reference to the
original article, and any comments they feel are appropriate? Thank you.

P.S.   Byte Magazine Folding ?   My copies ALL fold down the middle :-).

From -5219896177519059445
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5964d5155e7c6a18
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-26 04:28:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!lll-crg!ucdavis!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: --- 80 -col boards ---
Message-ID: <8511261233.AA17376@ucbvax.berkeley.edu>
Date: Tue, 26-Nov-85 07:28:12 EST
Article-I.D.: ucbvax.8511261233.AA17376
Posted: Tue Nov 26 07:28:12 1985
Date-Received: Fri, 29-Nov-85 00:24:30 EST
References: <226@sx1100.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

Ken,
Because OMNIVIEW is in gr.8 it does use up about 6K more memory than a 40
column gr.0 screen. With Letter Perfect this means a 21K buffer instead
of 28K. The bit-3 board on the other hand has its own screen memory and does
not require any of the 6502's. In fact, some developers have put this
feature to good use by using the bit-3 output for debugger output while
simultaneously displaying graphics on the ATARI output.
David Young

From 5370963612570386191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9d1bec95b773d211

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-26 04:40:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!ucdavis!
ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: Modified Display Lists
Message-ID: <8511261256.AA17573@ucbvax.berkeley.edu>
Date: Tue, 26-Nov-85 07:40:33 EST
Article-I.D.: ucbvax.8511261256.AA17573
Posted: Tue Nov 26 07:40:33 1985
Date-Received: Fri, 29-Nov-85 07:40:44 EST
References: <ekijak@ARDC>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

I too have noticed that zeroing out the last 3 byte jump instruction of
the gr.0 display list seems to have no effect. The only thing that I can
figure is that ANTIC must be sometimes smart enough to know when it has
reached the bottom of the screen and simply goes back to the beginning
of the list. This is not always the case however because you can make the
screen roll if you put too many instructions in the list.
David Young

From -821893356793241063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,67c27bf2fb8e467b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-26 04:51:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!ucdavis!
ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: Atariwriter +
Message-ID: <8511261311.AA17793@ucbvax.berkeley.edu>
Date: Tue, 26-Nov-85 07:51:21 EST
Article-I.D.: ucbvax.8511261311.AA17793
Posted: Tue Nov 26 07:51:21 1985
Date-Received: Fri, 29-Nov-85 07:40:57 EST
References: <265@tekigm2.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

I have not seen Atariwriter + yet but I have talked to people who have
used it. They say it does not compare favorably with Paperclip, which people

generally rave about. One redeeming feature, however, appears to be the
spelling checker which will work with any DOS compatible text file.
AT least this is what people tell me. To me this is all moot anyway
since I am an 80 column snob.
David Young

From 4503219049249824045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5964d5155e7c6a18
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-26 05:00:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!ucdavis!
ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: --- 80 -col boards ---
Message-ID: <8511261325.AA18083@ucbvax.berkeley.edu>
Date: Tue, 26-Nov-85 08:00:15 EST
Article-I.D.: ucbvax.8511261325.AA18083
Posted: Tue Nov 26 08:00:15 1985
Date-Received: Fri, 29-Nov-85 07:41:16 EST
References: <266@tekigm2.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

Bill,
I developed and market OMNIVIEW. It will not work with the 1200 because
the 1200 has a different chip set for the OS, which the last time I
took the time to investigate would make the price of that version
prohibitively expensive. OMNIVIEW does look great on a monitor with
separated video, which includes the Commodore 1702 and even better the
Technika (sp?). I know of no way to get RGB out of the 8 bitters and if
anyone knows a way I would appreciate hearing from them.
David Young

From -8642506472517335078
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f5998f8641c1298a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-26 05:04:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!ucdavis!
ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari

Subject: Re: 256K 1200XL
Message-ID: <8511261337.AA18211@ucbvax.berkeley.edu>
Date: Tue, 26-Nov-85 08:04:49 EST
Article-I.D.: ucbvax.8511261337.AA18211
Posted: Tue Nov 26 08:04:49 1985
Date-Received: Fri, 29-Nov-85 07:41:33 EST
References: <275@tekigm2.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

Bill,
As I stated in a previous message, we do sell a 256K upgrade for the 800XL
and 1200XL that does make them look like a 130XE for $99.95 ($49.95 w/o
RAM). Send me your address and I will send you some lit.
David Young

From 8690666216375985923
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ebe651353feca75
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-26 07:06:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (Malloy)
Newsgroups: net.micro.atari
Subject: Re: Happy software
Message-ID: <894@ihlpa.UUCP>
Date: Tue, 26-Nov-85 10:06:16 EST
Article-I.D.: ihlpa.894
Posted: Tue Nov 26 10:06:16 1985
Date-Received: Wed, 27-Nov-85 06:06:13 EST
References: <8511220901.AA13971@ucbvax.berkeley.edu>
Organization: AT&T Bell Laboratories
Lines: 64

> A friend here at work ordered ~8 months ago ! still no rev 7. They
> did send a letter explaining problems with production or some such.
> Billj
>
> I have reliable information that Richard Adams is trying to get 7.0
> out by the Christmas holidays. David Young
>
> I have read the requests of information about the Happy software
> which is out. I have purchased a Happy upgrade for both the 810 and
> 1050 drives. The 810 comes with the version 5.3 software and the
> 1050 came with version 6.6. The 810 and 1050, using these versions
> respec{tively, will not communicate with each other. Also, 6.6 does
> not come with Multi-drive. I was quite frustrated. I wrote a
> letter to both Happy and the people I bought The kits from, both of

> which responded to me quite rapidly. Both did state that Happy is
> trying desparately to get the version seven updates out by the Xmas
> holiday time frame. (This will please me to no end) The version 7
> will make the 810 and 1050 talk the same language. I use the 1050
> as drive 1, as the 1050 comes up and reads/writes at a faster rate
> than the 810, and is also double density. The 810 runs as drive 2.
> I must say, however, that I am quite "happy" with the drives, and
> consider them far advanced over a "stock" drive for their basic
> read/write speed improvements alone. Mark
>
> I sent Happy Computers the money for the latest upgrade (version 7
> I think) still no response after a few months.. Anybody seen one
> yet? thanks in advance Gary Skinner at ATT, Denver
>
> Try calling Happy's information number at 408/779-3830. The
> revision 7 software and the 1050 controllers are not quite ready
> but all orders recieved by December 15 should be shipped by the
> end of December. The add in the 12/85 issue of Compute! was a
> little premature. Kevin Thompson {ucbvax,ihnp4!nsc}!voder!kevin

In response to everyone looking for or asking about HCI's Happy Revision 7.0 for the Atari 810 disk drives.

I talked to Richard Adams last Thursday (11/21/85) and he has assured me that the new revision will be shipped BEFORE the end of this year. Like many others, HCI has had my money for Rev. 7.0 since last January, but unlike anyone else, HCI also has software that belongs to me. They have had this software for over 1.5 years. I have been told (again by Richard) that only a few changes are left to be made to the software, before it can be shipped.

As soon as I get the new revision I will post the fact. And if anyone else gets it, PLEASE post the fact here, or send me mail. I really miss my software. I hardly remember what it is, or what it does.

From inside the Tesseract of
Clancy Malloy
(ihnp4!ihlpa!freak)

| Everyone looked up and realized that we were only tenants of this world; |
| We have been given a new lease, and a warning, from the landlord. |

| We need net.micro.st and net.micro.atari |
| (for the Jtari) (for the REAL Atari) |

From 6402827592727797368

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5a34160aea2662dc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-26 07:14:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm2.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!lll-crg!ucdavis!ucbvax!decvax!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Re: 256K 800XL/1200XL
Message-ID: <286@tekigm2.UUCP>
Date: Tue, 26-Nov-85 10:14:22 EST
Article-I.D.: tekigm2.286
Posted: Tue Nov 26 10:14:22 1985
Date-Received: Sat, 30-Nov-85 01:10:39 EST
References: <626@tekigm.UUCP> <8511230816.AA00272@ucbvax.berkeley.edu>
Organization: Tektronix, Beaverton OR
Lines: 23

> Dennis,
> We sell a 256K upgrade for the 800XL for $99.95 that makes it look like
> a 130XE plus 128K.
> David Young
> CDY Consulting
> -------

Again, I have to ask a question previously asked by another: who is "we"?
I have never heard of CDY Consulting -- although from your name and the
initials I presume it is you company? Are your products available at
computer stores or mail order or? (By the way, I actually posted this
message, not Dennis, this is part of our reposting screwup here at Tektronix
Clark County site.) I am sure others would be interested in learning where
these "products" are available. I realize that you cannot advertise over
the net, but can you at least answer specific questions like this?

Also, is this upgrade compatible with the 130XE? There was a previous posting
by someone to the effect that some changes had to be made to I believe DOS 2.5
to get it to recognize the additional memory and to allow for both D8: and D7:
RAM disks.

Thanks in advance,
--Bill-- (not Dennis)

From -7772742236506085631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4e8415b9d112fe76,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-26 08:13:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU

Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!lll-crg!ucdavis!ucbvax!info-atari
From: LOOSEMORE@UTAH-20.ARPA (SANDRA)
Newsgroups: net.micro.atari
Subject: ST developer's kit
Message-ID: <12162348170.25.LOOSEMORE@UTAH-20.ARPA>
Date: Tue, 26-Nov-85 11:13:53 EST
Article-I.D.: UTAH-20.12162348170.25.LOOSEMORE
Posted: Tue Nov 26 11:13:53 1985
Date-Received: Fri, 29-Nov-85 08:11:02 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

According to our local dealer, there is an ST developer's kit available for
$300 from Atari. However, he didn't seem to have a very good idea of exactly
what the kit includes -- I gather it comes with a C compiler and some other
random utilities. Can anyone out there in netland provide more details? Is
there a good reason why one should spend $300 on the developers kit versus
$65 for Hippo C? (Better compiler, better text editor, etc?)

-Sandra Loosemore (loosemore@utah-20)

From 1960700791459672731
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8be0f712f7c75cf
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 122486,8be0f712f7c75cf
X-Google-Attributes: gid122486,public
X-Google-ArrivalTime: 1985-11-26 08:57:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site pluto.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!decwrl!
pyramid!pesnta!phri!pluto!warren
From: warren@pluto.UUCP (Warren Burstein)
Newsgroups: net.news.group,net.micro.atari
Subject: Re: New Group Needed
Message-ID: <199@pluto.UUCP>
Date: Tue, 26-Nov-85 11:57:54 EST
Article-I.D.: pluto.199
Posted: Tue Nov 26 11:57:54 1985
Date-Received: Thu, 28-Nov-85 04:34:00 EST
References: <1078@gitpyr.UUCP> <1736@uwmacc.UUCP>
Organization: Industrial Automation Systems Inc., New York, N.Y.
Lines: 15
Xref: watmath net.news.group:4716 net.micro.atari:1774
Summary: please send me votes re Atari groups

I raised the suggestion of splitting atari into 800 and ST groups
a while back within the atari group, only I never counted votes.
Here is my proposal, please send me mail and I'll post the results

Is a deadline of 12/1 fair?

> Resolved that net.micro.atari be replaced with net.micro.atari800 and net.micro.st (because atarist sounds like a real word). The old group should go away or no one will notice the new groups.

No flames please, just votes. Certainly no sarcasm since sometimes I am dense and may count your vote wrong. So either say "no", or "yes", or "yes but with different names." If there are more suggestions for different names than just plain yeses I'll post all the possible names and we'll vote again.

From -8466604664426585194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d1f6579929512664,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-26 09:48:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site sdcarl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!lll-lcc!vecpyr!amd!pesnta!pyramid!gould9!ncr-sd!sdcc6!sdcc3!sdcarl!tre
From: tre@sdcarl.UUCP (Tom Erbe)
Newsgroups: net.micro.atari
Subject: C Compiler Info Sought
Message-ID: <264@sdcarl.UUCP>
Date: Tue, 26-Nov-85 12:48:35 EST
Article-I.D.: sdcarl.264
Posted: Tue Nov 26 12:48:35 1985
Date-Received: Fri, 29-Nov-85 21:27:30 EST
Organization: Computer Audio Research Lab, UCSD, San Diego, Calif.
Lines: 9

I have seen that there are a number of C compilers out there for the ST. Has anyone had enough experience with any of them to give a thorough evaluation? Also, I would like to know if any of them have options for producing PROMable code. It would be nice to be able to use my ST as a development system.
--
thomas r. erbe
{ucbvax,ihnp4,akgua,hplabs,sdcsvax}!sdcarl!tre

From 8703090924241594322
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1f8a4dbe340af276
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,1f8a4dbe340af276
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,1f8a4dbe340af276
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-11-26 12:53:45 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site Shasta.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!ucdavis!
ucbvax!decvax!decwrl!glacier!Shasta!gus
From: gus@Shasta.ARPA
Newsgroups: net.micro.mac,net.micro.amiga,net.micro.atari
Subject: Re: Ban the binaries!
Message-ID: <1561@Shasta.ARPA>
Date: Tue, 26-Nov-85 15:53:45 EST
Article-I.D.: Shasta.1561
Posted: Tue Nov 26 15:53:45 1985
Date-Received: Fri, 29-Nov-85 08:44:57 EST
References: <1600@cbosgd.UUCP> <646@k.cs.cmu.edu> <465@graffiti.UUCP>
Organization: Stanford University
Lines: 93
Xref: watmath net.micro.mac:3634 net.micro.amiga:887 net.micro.atari:1803

> Well how about getting together & doing something about making these radically
> different languages pull together a bit more? Over in net.amiga there has been
> a little discussion on trying to write programs that can be ported easily
> between the AMIGA, the ST, and the MAC. If the MAC can't even port to the Mac
> not only does this cut Mac users out of this game but it hardly makes the Mac
> look like a real computer... for the rest of us or not. If what you say is
> true and unavaoidable I've just lost most of my considerable respect for the
> Macintosh and its user community.
>
> After all... ifdefs do cut it everywhere else. It's possible with a little
> work to write a program that can compile and run on the IBM-PC with a variety
> of compilers, VMS, *and* various semi-compatible flavors of UNIX. The same
> program, mind you...
>

This is beginning to sound like the old "What's the best language" debate
that has raged ever since the first FORTRAN compiler in the 50's, or even
earlier with "what's the best assembly language architecture?" Unfortunately
most programming languages (C especially) allow too much flexibility in the
implementation. This is compounded by the fact that there are too many
un-obvious choices to make when adapting a language like C to the Mac. (The
old "glue routine" problem.

I has been the experience of many that no matter how well certain differences
between two architectures are understood, the job of porting from one to
another is non-trivial. IFDEF's are currently the best solution to this
problem, but they must be applied manually, and as the program becomes more
complex, the IFDEF's make it harder and harder to read.

The Mac has made portability even harder by stressing the concept of user
interface consistency. Most Mac users agree that it is the Mac's unique user
interface, and Apple's ability to convince third party developers to abide
by that interface is what sets it apart from most other machines. The Amiga
and the ST also have a window oriented interface, but they do not have a
company behind them like Apple that stresses user interface consistency.
In the case of the ST, the system disk contains examples of programs that

violate the user interface (The terminal DA, View File) and the Amiga has too many features which simply make it inconvenient at times not to use the standard interface.

"Portable" Mac programs, thus, simply are not looked upon as highly by Mac users unless a significant amount of work is done to make them "Macish" at which time they are no longer portable. The Amiga, with 256K of ROM and all sorts of fancy hardware also inhibits portability. The ST eems to be a parasite that cannot live on its own, so it must stress portability (with IBM PS's running GEM) else clutch at what ever straws it has for a market other than its price.

Most computer manufacturers (especially those making IBM clones and UNIX boxes) stress portability in order to decrease the amount of work that they have to do to be accepted into the marketplace.

Other companies, Apple, and Commodore/Amiga, being two striking examples, have decided that their products are unique enough so that portability is no longer an issue and third party developers are willing to create software that will only run on these machines. It is obvious that Apple has succeeded in this regard. Commodore, having a much newer product, hand having current financial difficulties has yet to prove that the Amiga can survive, but at least they are trying.

Users of these machines are not only interested in using software that works, but also software that makes best use of the unique capabilities of their machine. (Otherwise, they would have bought a machine which runs "portable" software.)

It is thus simply not practical to post one source and expect it to fully take advantage of many different architectures.

One of the worst problems in thie regard that is plaguing the Macintosh is the lack of many programming language environments which have been designed to specifically support the Mac architecture. Most, if not all existing systems were ported from other machines and thus bring with them constructs that simplyt don't work on the Mac. The most common of these is the TTY window. This is a concept that has been part of most languages since the very first machines. (The EDVAC, one of the earliest Von Neuman machines used a Baudot teletype and paper tape for I/O) Unfortunately, with very few exceptions, language developers have deemed it their duty to support all of the standard features of a language even if those features run contrary to standard Mac programming practice. A perfect example is a PASCAL ReadLn, or a C Scanf. Both of these routines block until a CR is received on the input stream (i.e. the user tytpes RETURN). This is NEVER done in a good Macintosh program because it disallows other activities that the user might want to do such as work with another window, open a Desk Accessory, etc.

SO WHY BOTHER SUPPORTING PORTABLE LANGUAGES????

Some people might argue that readln and writeln are useful on the Mac for

debugging. A much better way to debug is to use a symbolic debugger. Why havn't developers been writing good symbolic debuggers rather than spending lots of time and effort supporting features that are not conducive to good Mac programming?

From 1898177808841587523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9de35c4d699f95c7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-26 13:26:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!ucdavis!
ucbvax!info-atari
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Action! Programming
Message-ID: <851126-132552-1069@Xerox>
Date: Tue, 26-Nov-85 16:26:09 EST
Article-I.D.: Xerox.851126-132552-1069
Posted: Tue Nov 26 16:26:09 1985
Date-Received: Fri, 29-Nov-85 21:24:39 EST
References: <633@tekigm.UUCP>
Sender: wold@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 26

I have been using ACTION! for large programming projects for two years now and find it to be far and away the best development environment for the Atari 8-bit computers. ACTION! is a block structured langauge similar to Pascal and C. My best guess as to why Clint Parker (the creator of ACTION!) decided to invent a new language instead of using Pascal and C is that he had his own ideas about what a programming environment on an Atari computer should be like and he didn't want to compromise them for the sake of limited compatability. After all, the idea was to unleash the power of the Atari (e.g. allow assembly language control in a high level environment). This could hardly be done by porting C programs from another environment. The advantage of ACTION! over BASIC could hardly be enumerated in a short message. The primary advantages are: run time speed, structured syntax, accessability to advanced Atari features (DLI's, P/M graphics, etc.).

The indentation in an ACTION! program is used purely for readability of the source code. The particular spacing for any given program is based solely on the desires of the programmer that wrote it.

John Felton

I have no connection with ACTION! or O.S.S. except as a happy customer.

From -1364865325043797265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3d243cd22439bc5b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-26 14:03:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!dual!lll-lcc!lll-crg!ucdavis!ucbvax!
info-atari
From: ekijak@ARDC.ARPA (Edmund S. Kijak, POINT)
Newsgroups: net.micro.atari
Subject: [Dan Fleysher: Re: Modified Display Lists]
Message-ID: <8511262208.AA28477@ucbvax.berkeley.edu>
Date: Tue, 26-Nov-85 17:03:45 EST
Article-I.D.: ucbvax.8511262208.AA28477
Posted: Tue Nov 26 17:03:45 1985
Date-Received: Fri, 29-Nov-85 08:17:08 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 30

----- Forwarded message # 1:

Received: from xerox.arpa by ARDC.ARDC.ARPA id a026363; 26 Nov 85 13:25 EST
Received: from BacoNoir.ms by ArpaGateway.ms ; 26 NOV 85 10:24:30 PST
Date: 26 Nov 85 13:24:21 EST (Tuesday)
Subject: Re: Modified Display Lists
In-reply-to: ekijak's message of Mon, 25 Nov 85 15:38:31 EST
To: Edmund S. Kijak (POINT) <ekijak@ARDC.ARPA>
From: Dan Fleysher <Fleysher.wbst@Xerox.ARPA>
Message-ID: <851126-102430-3627@Xerox>

that's strange. Let us all know if you get an answer. You would think
that it would be nice to jump between alternate or multiple display
lists, as one possible implementation of animation, etc. It sounds like
the hardware responds to a JMP instruction by using the start address
pointed to by that pointer in page mumble where the start address of the
display list is stored, ignoring the one provided by the JMP
instruction. I can't believe that is really the case...

     Dan

----- End of forwarded messages

Dan,
     Yes, animation and multiple screens (like a double exposed photograph)
are exactly what I had in mind when I found out the display list jump address
was being ignored. Your explanation seems to be exactly what's happening.
     My thanks to others who responded (I won't repeat their messages since

copies were cc'd to the net).

From 4706850289101516280
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 142096,6bfd4633243655ae,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 1517c1,6bfd4633243655ae,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-26 15:18:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site islenet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!dual!islenet!jons
From: jons@islenet.UUCP (Jonathan Spangler)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Atari and Comdex
Message-ID: <1886@islenet.UUCP>
Date: Tue, 26-Nov-85 18:18:26 EST
Article-I.D.: islenet.1886
Posted: Tue Nov 26 18:18:26 1985
Date-Received: Fri, 29-Nov-85 10:57:46 EST
Reply-To: jons@islenet.UUCP (Jonathan Spangler)
Organization: Islenet Inc., Honolulu
Lines: 22
Xref: watmath net.micro.atari:1809 net.micro.amiga:906

I understand through people who went to COMDEX in Las Vegas
that Commordore didn't even show up with the Amiga.

Seems a bit odd considering the money put into their advertising scheme...

Instead, people at COMDEX saw an absolutely fantastic display
of the same bouncing ball demo running -- SIDE-BY-SIDE, mind you -- three
machines: 520ST, Amiga, and Mac. All three were running the same ball demo.
Because of the speed difference, the ST was the clear winner, but not only
becaue of the speed, but also the color which was much more brilliant.

What do you think about this? Why didn't Commordore take the Amiga to
Comdex? Why am I not reading anything about it in December PC magazines?
How is the $124 million loss for 3rd quarter going to affect them?

Please direct answers to the net as I'm sure all are interested.

Puzzled, but with aloha,

--
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons

From 1090778164934139277
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8be0f712f7c75cf

X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,8be0f712f7c75cf
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 142096,8be0f712f7c75cf
X-Google-Attributes: gid142096,public
X-Google-Thread: 1611e0,8be0f712f7c75cf
X-Google-Attributes: gid1611e0,public
X-Google-Thread: 122486,8be0f712f7c75cf
X-Google-Attributes: gid122486,public
X-Google-ArrivalTime: 1985-11-26 18:24:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site bnrmtv.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!decwrl!
glacier!oliveb!3comvax!bnrmtv!fox
From: fox@bnrmtv.UUCP (Richard Fox)
Newsgroups:
net.news.group,net.news.adm,net.micro.atari,net.micro.cbm,net.micro.amiga
Subject: Re: New Group Needed
Message-ID: <211@bnrmtv.UUCP>
Date: Tue, 26-Nov-85 21:24:43 EST
Article-I.D.: bnrmtv.211
Posted: Tue Nov 26 21:24:43 1985
Date-Received: Sat, 30-Nov-85 00:35:01 EST
References: <622@tekigm.UUCP>
Distribution: net
Organization: Bell Northern Research, Mtn. View, CA
Lines: 34
Xref: watmath net.news.group:4735 net.news.adm:446 net.micro.atari:1812
net.micro.cbm:1847 net.micro.amiga:914

>
>
> Several new groups are needed and several old groups should be renamed:
>
> net.micro.cbm   should be net.micro.cbm8 for Commodore 8 bit machines
> net.micro.amiga should be net.micro.cbm16 for Commodore 16 bit machines
> net.micro.atari should be split into
>   net.micro.atari8 for Atari 8 bit machines
>   net.micro.atari16 for Atari 16 bit machines
>
> Similarly if either Commodore or Atari come out with 32 bit machines, then new
> subgroups could be established. ST and Amiga are too specific names, a more
> general generic name should be established so that if Atari or Commodore come
> out with new 16 bit machines with different names, the catagories would still
> be appropriate.

I disagree with the above. If we start breaking everything up into groups
based on certain aspects of the subject we would have:

net.jokes.clean
net.jokes.offensive
net.jokes.bad
net.jokes.notunderstandable

net.jokes.notreallyajoke

I think you get the picture! I like having the .cbm and .atari groups the way they are because I can post articles that may reflect all commodores and not have to post the article in many places.

Any comments may be sent to /dev/null ....

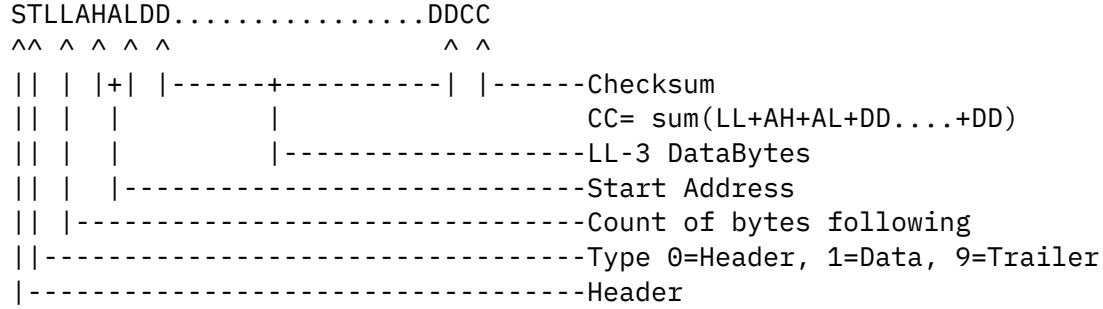
rich

From -4955761520048678588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8d9a7b0cfc675a7c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-26 18:43:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: --- Posting binaries ---
Message-ID: <937@lsuc.UUCP>
Date: Tue, 26-Nov-85 21:43:42 EST
Article-I.D.: lsuc.937
Posted: Tue Nov 26 21:43:42 1985
Date-Received: Tue, 26-Nov-85 22:26:19 EST
References: <8511192106.AA02274@ucbvax.berkeley.edu>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 41
Summary: Motorola S record format

In article <8511192106.AA02274@ucbvax.berkeley.edu> nep.pgelhausen@ames-vmsb.ARPA writes:
>
>I don't think there IS a way to POST binary files. The best I can
>suggest is an upload to the archives at simtel-20 and/or su-score
>(if either of them are being maintained currently, I know the simtel-20
>archives are active w/ cp/m software, but whether anyone accepts atari
>software for the micro:<cpm.atari> directory is another question.)
>
>The other suggestion is to post the source, or a basic program w/
>a read/poke loop & data statements. You can write a short program
>to create a basic loader from a binary file fairly easily....
>
>   -Richard Hartman
>   max.hartman@ames-vmsb
>------

     For the sake of some kind of standardization, may I suggest Motorola

S record Hexfiles? At least if you use this format you will have some
chance of making use of routines generated on other 68000 systems. The
spec can be obtained from Motorola, but here's the overall scheme:



(based on art of David L. Kindred)

Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From 6793789608665040573
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8be0f712f7c75cf
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1611e0,8be0f712f7c75cf
X-Google-Attributes: gid1611e0,public
X-Google-Thread: 142096,8be0f712f7c75cf
X-Google-Attributes: gid142096,public
X-Google-Thread: 12c65a,8be0f712f7c75cf
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 122486,8be0f712f7c75cf
X-Google-Attributes: gid122486,public
X-Google-ArrivalTime: 1985-11-26 20:32:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 5/22/85; site cbosgd.UUCP
Path: utzoo!watmath!clyde!cbosgd!mark
From: mark@cbosgd.UUCP (Mark Horton)
Newsgroups:
net.news.group,net.news.adm,net.micro.atari,net.micro.cbm,net.micro.amiga
Subject: Re: New Group Needed
Message-ID: <1639@cbosgd.UUCP>
Date: Tue, 26-Nov-85 23:32:40 EST
Article-I.D.: cbosgd.1639
Posted: Tue Nov 26 23:32:40 1985
Date-Received: Thu, 28-Nov-85 03:14:04 EST
References: <622@tekigm.UUCP> <1868@islenet.UUCP>
Organization: AT&T Bell Laboratories, Columbus, Oh

Lines: 3
Xref: watmath net.news.group:4711 net.news.adm:444 net.micro.atari:1772
net.micro.cbm:1841 net.micro.amiga:862

This is an obvious use of subgroups. The 520st group should be called
net.micro.atari.520st. net.micro.amiga probably should have been
net.micro.cbm.amiga, and net.micro.mac should be net.micro.apple.mac.

From 6148449531110313858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,faa77b84cf5b4fcc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 02:05:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 +MMDF+2.11; site ukc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!seismo!
mcvax!ukc!pc
From: pc@ukc.UUCP (R.P.A.Collinson)
Newsgroups: net.micro.atari
Subject: Bitblt using Line A on the 520ST
Message-ID: <407@ukc.UUCP>
Date: Wed, 27-Nov-85 05:05:37 EST
Article-I.D.: ukc.407
Posted: Wed Nov 27 05:05:37 1985
Date-Received: Fri, 29-Nov-85 21:49:34 EST
Reply-To: pc@ukc.UUCP (Peter Collinson)
Organization: U of Kent at Canterbury, Canterbury, UK
Lines: 5

Can anyone send me the details of the parameters required for the
Bitblt operation using the Line A interface for the Atari ST?

You seem to load A6 with a pointer to something.... what?

From -8374879873566806764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5cf8d98ecbb1ea99
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 04:20:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: rhott@NSWC-OAS.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8511271226.AA15886@ucbvax.berkeley.edu>
Date: Wed, 27-Nov-85 07:20:40 EST
Article-I.D.: ucbvax.8511271226.AA15886
Posted: Wed Nov 27 07:20:40 1985
Date-Received: Fri, 29-Nov-85 00:09:24 EST
Sender: daemon@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 18

 regarding my original question about gaining access to info-atari. I
received the following response.
> From: Marshall D. Abrams <abrams@mitre.ARPA>
>
> The list is frozen until somebody offers to moderate it.
>
> - Marshall D. Abrams, phone: (703) 883-6938
>   The MITRE Corporation, 1820 Dolley Madison Blvd.
>   Mail Stop W458, Mc Lean, VA   22102
>
If the list is fronzen it appears that no one on the list wants to maintain
the list. Maybe a new person, not currently on the list would perform
this function! What is required to maintain the list? Please
forward responses to   rhott@nswc-g   since I am not on info-atari

Thanks, Bob Hott   Naval Surface Weapons Center, Dahlgren, VA
                       rhott@nswc-g

From 8524728797643715658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9de35c4d699f95c7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 06:46:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!decvax!genrad!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: Re: Action! Programming
Message-ID: <502@enmasse.UUCP>
Date: Wed, 27-Nov-85 09:46:57 EST
Article-I.D.: enmasse.502
Posted: Wed Nov 27 09:46:57 1985
Date-Received: Wed, 27-Nov-85 22:36:02 EST
References: <633@tekigm.UUCP> <177@sdcc7.UUCP> <1731@uwmacc.UUCP>
Distribution: na
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 20

> <eat>
>   In order to run an program written in Action!, you have to either have the
> Action! cartridge plugged in, or you have to have purchased special software
> (another $99?) to tweak it into stand-alone executable mode, i.e. in order
> for anyone else to run your Action! programs.
>

Right, either you need the cartridge, or the software must have been compiled
with the runtime package. However, the price of the run time package wasn't

$99.00. Actually, you don't need the runtime package to run software compiled with the runtime package, there is lots of PD software written in action and compiled for use by the general public. There is also some commercial stuff, such as Homepac, developed using action. It is the best 6502 development environment around, and is well worth the investment.
--

Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!comm!mark)

From 5614535154978214226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4e8415b9d112fe76
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 06:54:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!seismo!
harvard!talcott!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: ST developer's kit
Message-ID: <503@enmasse.UUCP>
Date: Wed, 27-Nov-85 09:54:50 EST
Article-I.D.: enmasse.503
Posted: Wed Nov 27 09:54:50 1985
Date-Received: Fri, 29-Nov-85 21:46:31 EST
References: <12162348170.25.LOOSEMORE@UTAH-20.ARPA>
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 33

> According to our local dealer, there is an ST developer's kit available for
> $300 from Atari. However, he didn't seem to have a very good idea of exactly
> what the kit includes -- I gather it comes with a C compiler and some other
> random utilities. Can anyone out there in netland provide more details? Is
> there a good reason why one should spend $300 on the developers kit versus
> $65 for Hippo C? (Better compiler, better text editor, etc?)
>
> -Sandra Loosemore (loosemore@utah-20)
> -------

1 C compiler, assembler, linker, all of decent quality;

1 text editor, sort of like EMACS, 4 out of 10 in quality;

Assorted CPM utilities, and a program to exit gem into TOS (CPM);

A Batch program to run CPM commands from gem;

A ton of documentation varying from fair to awful, all of it essential and

unavailable elsewhere;

One gem application, the RSCS (resource construction set,) apparantly useful for building other gem applications, very poorly documented and of dubious quality, but interesting as a sample gem application.

Reports on Hippo C are extremely dubious.

--

Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!comm!mark)

From -2177176058323347074
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7f830311fe08c89a,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15f443,7f830311fe08c89a,start
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1985-11-27 07:29:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lasspvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!houxm!vax135!cornell!
lasspvax!andy
From: andy@lasspvax.UUCP (Andy Pfiffer)
Newsgroups: net.micro.atari,net.wanted
Subject: Atari Trackball (help?)
Message-ID: <723@lasspvax.UUCP>
Date: Wed, 27-Nov-85 10:29:03 EST
Article-I.D.: lasspvax.723
Posted: Wed Nov 27 10:29:03 1985
Date-Received: Fri, 29-Nov-85 10:47:03 EST
Reply-To: andy@lasspvax.UUCP (Andy Pfiffer)
Organization: LASSP, Cornell University
Lines: 22
Xref: watmath net.micro.atari:1808 net.wanted:7656

I was recently given an Atari Trackball as a present. Unfortunately, it was purchased several months ago, making it well "out-of-warranty."

Problem: It won't send the bits that indicate left-right movement.
         I get up-down and fire, but no left-right.

I opened it up and there are 5 chips inside -- a couple logic and a multivibrator. Anybody have the schematics or know where to get them?

Thanks.

     -- Andy

--
==
USENET: {decvax,ihnp4,cmcl2,vax135}!cornell!andy%devvax
ARPA: andy%devvax@Cornell.arpa
MAIL: Theory Center/265 Olin Hall   "What do you mean
     Cornell University   I watch too much
     Ithaca, NY 14853   TV?"
PHONE: (607) 256-8686
==

From 7038289578595244667
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9de35c4d699f95c7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 08:42:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site utai.UUCP
Path: utzoo!utcsri!utai!jenkin
From: jenkin@utai.UUCP (Michael Jenkin)
Newsgroups: net.micro.atari
Subject: Re: Action! Programming (long, with game included)
Message-ID: <982@utai.UUCP>
Date: Wed, 27-Nov-85 11:42:10 EST
Article-I.D.: utai.982
Posted: Wed Nov 27 11:42:10 1985
Date-Received: Wed, 27-Nov-85 17:05:53 EST
References: <633@tekigm.UUCP>
Reply-To: jenkin@utai.UUCP (Michael Jenkin)
Distribution: net
Organization: CSRI, University of Toronto
Lines: 576
Summary:

>
>(Flame on)
>What is the advantage of Action! over BASIC, Pascal or C? Does it fit in one
>of these "families" of languages or is it a new one? Why we have such a
>proliferation of languages anyway? I'm still trying to learn AB,MBII and
>BXE/BXL, familiarizing myself with C, let along trying to learn Pascal and
>Action!
>(Flame off)

Action! is a compact, powerful, structured language. It can easily be
used to write sophisticated code taking advantage of specialized system
hardware. It compiles quickly, and can be used to generate stand-alone
applications.

Action! is available as a cartridge from O.S.S. The cartridge takes up
8K of user memory, but contains (I think) 24K worth of code inside.
It consists of three different programs

     (1) a full screen editor.

(2) a compiler
(3) a run-time support package

In addition, O.S.S. offers a stand-alone run-time package (both for commercial and private release), and a toolkit of useful packages. It is possible to write very complicated programs in ACTION!. I have written both an 80 column software card in ACTION! as well as a number of graphics games.

In action it is possible to write dli, vbi, and interrupts attached to other system timers. There are a number of bugs in the cartridge, but they have been quite well documented in Analog magazine.

To give you an idea of the flavour and power of the machine, I have enclosed a very simple game (the idea of which was stolen from an Analog game which was published in 6502 code). You are a rabbit, and your job is to pick up numbers that appear on the screen. In addition, you have a gun which can be used to shoot the numbers (you don't get any points for them), and to shoot at the walls which will close in on you. You will need a joystick in port #1 to play the game.

About ACTION!. Spacing is up to you, the compiler doesn't care.
There are a number of tricks in the following code. The first CARD array is allocated memory last, so the address of "last" will contain the first usable memory location. This game builds its own screen and allocates space for the display list, players, etc. Declarations of the form
CARD x=$FFFF
declare x as a CARD (16 bit unsigned) allocated at memory location $FFFF, while
CARD x=[$FFFF]
declares x as a CARD with initial value $FFFF. Note that routines can be coded the same way (see SETVBV for example).
All declarations are static, and subroutines are not recursive. Code blocks can be included (SAVETEMPS and GETTEMPS are code blocks) to allow machine code to be included in-line. SAVETEMPS and GETTEMPS save the ACTION! registers for interrupt routines.

```
;---------- cut here ------------
;*
;*
;* harvey.act - based on an Analog game
;*              of the same name.
;* (c) 1985 Michael Jenkin
;*
;* compile with lower case on
;*
CARD ARRAY last(2)
BYTE ARRAY pm,misl,plr0,
   plr1, plr2, plr3,dl,sline,rnum,
   snum,disp,ctbl(3)=[$10 $50 $90],
   vtbl(3),atbl(3),byloc(2),bxloc(2),
   metro(2)=[38 41],winc(4),shotx(4),
   shoty(4),sincx(4),sincy(4),
   gomsg=['g 'a 'm 'e 0 0 'o 'v 'e
```

```
   'r],psmsg=['p 'r 'e 's 's 0 0 's 't
   'a 'r 't],RTCLOK(3)=$0012,
   stblx(4)=[$01 $FF 0 0],
   stbly(4)=[0 0 $01 $FF],
   harlf1(12)=[0 0 $12 $0A $3C $74
     $3C $1C $1E $3E $3F $7E],
   harlf2(12)=[0 0 $0B $0A $3C $74
     $3C $1C $1E $3E $3F $7E],
   harrt1(12)=[0 0 $48 $50 $3C $2E
     $3C $38 $78 $7C $FC $7E],
   harrt2(12)=[0 0 $D0 $50 $3C $2E
     $3C $38 $78 $7C $7C $EF],
   harfr1(12)=[0 0 $42 $24 $3C $14
     $3C $18 $3C $7E $7E $E7],
   harfr2(12)=[0 0 $42 $24 $3C $28
     $3C $18 $3C $7E $7E $E7],
   hardn1(12)=[0 0 $44 $24 $3C $14
     $3C $18 $3C $7E $FE $07],
   hardn2(12)=[0 0 $22 $24 $3C $28
     $3C $18 $3C $7E $7F $E0],
   harup1(12)=[0 0 $44 $24 $3C $3C
     $3C $18 $3C $66 $FE $07],
   harup2(14)=[0 0 $22 $24 $3C $3C
     $3C $18 $3C $66 $7F $E0 0 0],
   mismsk(4)=[$03 $0C $30 $C0],
   M0PF(4),HPOSM0(4)=$D004

BYTE lives,HPOSP2=$D002,HPOSP3=$D003,
   harx, hary,SDMCTL=$022F,
   GRACTL=$D01D,PMBASE=$D407,
   COLOR2=$02C6,COLOR3=$02C7,
   COLOR4=$02C8,PCOLR0=$02C0,
   PCOLR1=$02C1,PCOLR2=$02C2,
   PCOLR3=$02C3,strigf,tim2st,
   tictoc,AUDF1=$D200,vol1,
   HITCLR=$D01E,diesw,vol2,
   IRQEN=$D20E,GPRIOR=$026F,
   CONSOL=$D01F,VCOUNT=$D40B,
   WSYNC=$D40A,COLBK=$D01A,
   RANDOM=$D20A,AUDC1=$D201,
   AUDC2=$D203,AUDC4=$D207,
   AUDC3=$D205,poplt,popft,
   P0PF=$D004,POPL=$D00C,
   nsound,freq3,AUDF3=$D204,
   AUDF2=$D202,ATRACT=$004D,
   xtemp,ytemp,STICK0=$0278,
   STRIG0=$0284,HPOSP0=$D000
CARD CDTMV1=$0218,CDTMV2=$021A,
   CDTMA1=$0226,CDTMA2=$0228
CARD ARRAY pk1(11),pk2(11)

DEFINE
   SAVETEMPS="[$A2 7 $B5 $A8 $48 $CA $10 $FA]",
```

```
   GETTEMPS="[$A2 0 $68 $95 $A8 $E8
                     $E0 8 $D0 $F8]",
   XITVBV="[$4C $E462]"

PROC SETVBV=$E45C(BYTE areg,xreg,yreg)

PROC DLinit()
   CARD sdlist=$0230
   BYTE i
   BYTE POINTER k
   pm = (last + $0FFF) & $F000
   misl = pm + $180
   plr0 = misl + $80
   plr1 = plr0 + $80
   plr2 = plr1 + $80
   plr3 = plr2 + $80
   dl = plr3 + $80
   sline = dl + 24
   rnum = sline + 8
   snum = rnum + 8
   disp = snum + 4
   FOR i = 0 TO 3 DO
      dl(i) = $70
   OD
   dl(4) = $47
   dl(5) = disp & $FF
   dl(6) = disp RSH 8
   FOR i = 7 TO 15 DO
      dl(i) = $07
   OD
   dl(16) = $70
   dl(17) = $70
   dl(18) = $46
   dl(19) = sline & $FF
   dl(20) = sline RSH 8
   dl(21) = $41
   dl(22) = dl & $FF
   dl(23) = dl RSH 8
   SDLIST = dl
   k = "RABBITS:3 SCORE:0000"
   FOR i = 0 TO 19 DO
      k ==+ 1
      sline(i) = k^ + $A0
   OD
   Zero(disp,200)
RETURN

PROC pkinit()
   pk1(0) = harrt1
   pk1(1) = harrt1
   pk1(2) = harrt1
   pk1(3) = 0
   pk1(4) = harlf1
```

```
   pk1(5) = harlf1
   pk1(6) = harlf1
   pk1(7) = 0
   pk1(8) = hardn1
   pk1(9) = harup1
   pk1(10)= harfr1
   pk2(3) = 0
   pk2(0) = harrt2
   pk2(1) = harrt2
   pk2(2) = harrt2
   pk2(3) = 0
   pk2(4) = harlf2
   pk2(5) = harlf2
   pk2(6) = harlf2
   pk2(7) = 0
   pk2(8) = hardn2
   pk2(9) = harup2
   pk2(10)= harfr2
RETURN

PROC Putnum(BYTE n)
   BYTE x, y, RANDOM=$D20A
   DO
      x = RANDOM
      IF x < 200 AND disp(x) = 0 THEN
         EXIT
      FI
   OD
   DO
      y = RANDOM & $0F
      IF y < 10 THEN
         EXIT
      FI
   OD
   disp(x) = y % ctbl(n)
   atbl(n) = x
   vtbl(n) = y
RETURN

PROC Eranum(BYTE n)
   BYTE x
   x = atbl(n)
   disp(x) = 0
RETURN

PROC vbgmovr()
   BYTE n
   BYTE POINTER j
   AUDC1 = 0
   AUDC2 = 0
   AUDC3 = 0
   AUDC4 = 0
   CDTMV1 = 0
```

```
   CDTMV2 = 0
   j = gomsg
   FOR n = 0 TO 9 DO
      disp(85+n) = j^
      j ==+ 1
   OD
   j = psmsg
   FOR n = 0 TO 11 DO
      disp(144+n) = j^
      j ==+ 1
   OD
RETURN

PROC vbwalls()
   IF winc(0) <> 0 THEN
      winc(0) ==- 1
      IF byloc(0) > 30 THEN
         byloc(0) ==- 1
      FI
   FI
   IF winc(1) <> 0 THEN
      winc(1) ==- 1
      IF byloc(1)  <= 204 THEN
         byloc(1) ==+ 1
      FI
   FI
   IF winc(2) <> 0 THEN
      winc(2) ==- 1
      HPOSP2 = bxloc(0)
      IF bxloc(0) > 39 THEN
         bxloc(0) ==- 1
      FI
   FI
   IF winc(3) <> 0 THEN
      winc(3) ==- 1
      HPOSP3 = bxloc(1)
      IF bxloc(1) < 208 THEN
         bxloc(1) ==+ 1
      FI
   FI
RETURN

PROC vbplayer()
   BYTE d,x
   CARD pic
   xtemp = 0
   ytemp = 0
   IF STICK0 <> $0F AND
          (RTCLOK(2) & $07) <> 0 THEN
      AUDF2 = $10
      VOL2 = $04
   FI
   d = STICK0 - 5
```

```
   IF (RTCLOK(2) RSH 3 & 1) = 1 THEN
      pic = pk1(d)
   ELSE
      pic = pk2(d)
   FI
   d = STICK0
   FOR x = 0 TO 3 DO
      IF (d & 1) = 0 THEN
         xtemp = stblx(3-x)
         ytemp = stbly(3-x)
      FI
      d = d RSH 1
   OD
   IF POPLT = $0C THEN
      rnum(0) ==- 1
      lives ==- 1
      diesw ==+ 1
   FI
   IF (POPLT & $04) <> 0 THEN
      harx ==+ 1
      xtemp = 0
   FI
   IF (POPLT & $08) <> 0 THEN
      harx ==- 1
      xtemp = 0
   FI
   IF (byloc(0) + 2) RSH 1 = hary THEN
      rnum(0) ==- 1
      lives ==- 1
      diesw ==+ 1
   FI
   IF (hary + 10) * 2 = byloc(1) THEN
      rnum(0) ==- 1
      lives ==- 1
      diesw ==+ 1
   FI
   harx ==+ xtemp
   HPOSP0 = harx
   hary ==+ ytemp
   MoveBlock(plr0+hary,pic,14)
RETURN

PROC vbgun()
   BYTE t,x,n,shots=[0]
   t = strigf
   strigf = STRIG0
   IF strigf = 0 AND
          (xtemp % ytemp) <> 0 THEN
      FREQ3 = $40
      AUDC3 = $04
      shots ==+ 1
      x = shots & 3
      sincx(x) = xtemp * 2
```

```
   sincy(x) = ytemp * 2
   shotx(x) = harx + 3
   shoty(x) = hary + 8
FI
Zero(misl,$80)
FOR x = 0 TO 3 DO
   IF (sincx(x) % sincy(x)) <> 0 THEN
      shoty(x) ==+ sincy(x)
      IF shoty(x)*2+2 >= byloc(1) THEN
         sincx(x) = 0
         sincy(x) = 0
         winc(1) ==+ 8
      FI
      IF shoty(x)*2-10 <= byloc(0) THEN
         sincx(x) = 0
         sincy(x) = 0
         winc(0) ==+ 8
      FI
      t = shoty(x)
      misl(t) ==% mismsk(x)
      misl(t+1) ==% mismsk(x)
      t = M0PF(x)
      n = 0
      DO
        IF (t&1) = 1 THEN
           eranum(n)
           putnum(n)
           EXIT
        FI
        t = t RSH 1
        N ==+ 1
        IF N = 4 THEN
           EXIT
        FI
      OD
      shotx(x) ==+ sincx(x)
      HPOSM0(x) = shotx(x)
      IF shotx(x) >= bxloc(1) THEN
         sincx(x) = 0
         sincy(x) = 0
         winc(3) ==+ 8
      FI
      IF shotx(x)-6 <= bxloc(0) THEN
         sincx(x) = 0
         sincy(x) = 0
         winc(2) ==+ 8
      FI
   FI
OD
t = 0
FOR x = 0 TO 3 DO
   t ==% sincx(x) % sincy(x)
OD
```

```
   IF t = 0 THEN
      AUDC3 = 0
   FI
   FOR t = 0 TO 2 DO
      IF P0PF RSH 1 = 1 THEN
         eranum(t)
         x = vtbl(t)
         putnum(t)
         n = 3
         snum(n) ==+ x
         DO
            IF snum(n) > '9 +$A0 THEN
               snum(n) = '0 +$A0
               IF n = 0 THEN
                  EXIT
               ELSE
                  n ==- 1
               FI
            ELSE
               EXIT
            FI
         OD
      FI
  OD
RETURN

PROC vb()
   BYTE n
   SAVETEMPS
   IF diesw <> 0 AND lives = 0 THEN
      vbgmovr()
      GETTEMPS
      XITVBV
   FI
   poplt = POPL
   popft = P0PF
   IF nsound > 0 THEN
      nsound ==- 1
      AUDC4 =  (nsound RSH 1) % $A0
   FI
   IF vol1 > 0 THEN
      vol1 ==- 1
      AUDC1 = vol1 % $C0
   FI
   IF vol2 > 0 THEN
      vol2 ==- 1
      AUDC2 = vol2 % $80
   FI
   freq3 = freq3 * 4
   AUDF3 = freq3
   IF diesw <> 0 THEN
      diesw ==+ 1
      PCOLR0 ==+ 2
```

```
      AUDF2 = PCOLR0 * 8
      AUDC2 = $88
      GETTEMPS
      XITVBV
   FI
   vbwalls()
   ATRACT = 0
   vbplayer()
   vbgun()
   HITCLR = 0
   GETTEMPS
   XITVBV

PROC t1()
   SAVETEMPS
   IF tim2st <> 2 THEN
      tim2st ==- 1
   FI
   CDTMV1 = 256
   rnum(0) = vtbl(0) + $A0
   GETTEMPS
RETURN

PROC t2()
   SAVETEMPS
   CDTMV2 = tim2st
   byloc(0) ==+ 1
   byloc(1) ==- 1
   bxloc(0) ==+ 1
   HPOSP2 = bxloc(0)
   bxloc(1) ==- 1
   HPOSP3 = bxloc(1)
   tictoc ==! 1
   AUDF1 = metro(tictoc)
   vol1 = $08
   GETTEMPS
RETURN

PROC init()
   BYTE i, GPRIOR = $026F
   rnum(0) = '3+$A0
   lives = 3
   FOR i = 0 TO 3 DO
      snum(i) = '0+$A0
   OD
   FOR i = 0 TO 2 DO
      putnum(i)
   OD
   Zero(disp,200)
RETURN

PROC play()
   BYTE i
```

```
   GPRIOR = $04
   byloc(0) = 40
   byloc(1) = 196
   bxloc(0) = 60
   bxloc(1) = 184
   HPOSP2 = 60
   HPOSP3 = 184
   harx = 122
   hary = 55
   SDMCTL = $2E
   GRACTL = 3
   PMBASE = pm RSH 8
   COLOR2 = $96
   COLOR3 = $48
   PCOLR0 = $18
   PCOLR1 = $98
   PCOLR2 = $34
   PCOLR3 = $C4
   strigf = 1
   SETVBV(7,VB RSH 8, VB & $FF)
   CDTMA1 = t1
   CDTMA2 = t2
   CDTMV1 = 256
   HITCLR = 0
   diesw = 0
   tictoc = 0
   vol1 = 0
   vol2 = 0
   IRQEN = 0
   FOR i = 0 TO 2 DO
      winc(i) = 0
      shotx(i) = 0
      shoty(i) = 0
      sincx(i) = 0
      sincy(i) = 0
   OD
   Zero(plr0,$80)
   Zero(plr1,$80)
   SetBlock(plr2,$0080,$FF)
   SetBlock(plr3,$0080,$FF)
RETURN


PROC MAIN()
   BYTE i=[0],a,b,n
   BYTE ARRAY grp2(4)=$D00F
   pkinit()
   DLINIT()
   init()
   play()
   DO
      i = (i + 1) & 1
      a = byloc(i) RSH 1
```

```
      b = byloc(i) & 1
      WHILE VCOUNT <> a DO OD
      IF b = 1 THEN
         WSYNC = 1
      FI
      COLBK = RANDOM & $F6
      FOR n = 0 TO 9 DO
         grp2(i) = 0
         WSYNC = 1
         COLBK = RANDOM & $F6
      OD
      COLBK = COLOR4
      IF (consol & 1) = 0 THEN
         DLINIT()
         init()
         play()
      ELSEIF lives <> 0 AND diesw <> 0 THEN
         play()
      FI
   OD
RETURN
--
--
Michael Jenkin                        University of Toronto
USENET:  {decvax,ihnp4,allegra}!utcsri!utai!jenkin
CSNET:   jenkin@Toronto
BELL:    416-978-7321


From 2344803772206897466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4e8415b9d112fe76
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 08:55:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site imagen.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!lll-lcc!
vecpyr!amd!amdcad!decwrl!sun!saber!imagen!turner
From: turner@imagen.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: ST developer's kit
Message-ID: <108@imagen.UUCP>
Date: Wed, 27-Nov-85 11:55:52 EST
Article-I.D.: imagen.108
Posted: Wed Nov 27 11:55:52 1985
Date-Received: Fri, 29-Nov-85 21:53:05 EST
References: <12162348170.25.LOOSEMORE@UTAH-20.ARPA>
Organization: The Houses of the Holy
Lines: 19

> there a good reason why one should spend $300 on the developers kit versus
> $65 for Hippo C?  (Better compiler, better text editor, etc?)
>
```

> -Sandra Loosemore (loosemore@utah-20)
> -------

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

everything i have heard about the hippo C compiler is bad, read the
reviews in last months BYTE magazine.
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
        Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!turner

From 9169120241150076830
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1c7a0c8d69ab6513
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 10:14:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site puff.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!lll-crg!seismo!
uwvax!puff!wayne
From: wayne@puff.UUCP
Newsgroups: net.micro.atari
Subject: Re: "personal computer", "PDP", IBM-PC P
Message-ID: <554@puff.UUCP>
Date: Wed, 27-Nov-85 13:14:27 EST
Article-I.D.: puff.554
Posted: Wed Nov 27 13:14:27 1985
Date-Received: Fri, 29-Nov-85 21:37:41 EST
References: <1282@hcrvx1.UUCP> <6100011@inmet.UUCP>
Organization: U of Wisconsin CS Dept
Lines: 8

>
> Lets hope the new generation of 68000 based "personal computers", ie, Atari
  520ST/TT and the Amiga will help push IBM into new hardware approaches...

IBM's coming line of 386 machines should show us a thing or two...so they
say. me, i don't know the chip; what do you hackers say about the reputed
"next revolution" in processors?

From 6652346385683333420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a4630a16e6f78e5a,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-11-27 14:18:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: jh@ATHENA.MIT.EDU
Newsgroups: net.micro.atari
Subject: requirements of list moderator
Message-ID: <8511272218.AA10577@ARTEMIS>
Date: Wed, 27-Nov-85 17:18:02 EST
Article-I.D.: ARTEMIS.8511272218.AA10577
Posted: Wed Nov 27 17:18:02 1985
Date-Received: Fri, 29-Nov-85 00:11:59 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 27

1. keep the database of addresses to which the list is forwarded UP TO
DATE (this is the most important function).
2. provide some way for all addresses listed in the database to receive
each posted message individually, but NOT get bounced mail. (Suggestions for
doing this were posted to the list about a month ago; they are in the
archives.) (this is the second most important function).
3. have a lot of disk space to hold the archives, which includes every
message posted, and a moderate amount of software donated to the list.
4. have the archives in a location where EVERYONE on the Arpanet, and
possibly everyone on the usenet, can list the directories and ftp the
files.
5. respond to requests for archive files to be mailed to users without
ftp access.
6. take submissions from users and put them in the archives, provided
they are offered WITH NO STRINGS ATTACHED (i.e. they must be in the
public domain).
7.
(note:the archives are now located on su-score.arpa in directory
ps:<mrc.atari>*.* . The database is on su-score.arpa in file
ps:<g.tang>atari.dis . New moderators will also want to see the
atari-related lines in <mail>mailing-lists.txt on score.)
--jh--

e-mail:
jh@mit-athena.MIT.EDU (preferred)
jh%oz@mit-mc.MIT.EDU

post:
Joe Harrington
69 Chestnut Street
Cambridge, Massachusetts 02139

From 1995097087604523352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4e8415b9d112fe76
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-27 14:19:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari

From: G.DYER@SU-SCORE.ARPA (Landon Dyer)
Newsgroups: net.micro.atari
Subject: Re: ST developer's kit
Message-ID: <12162676862.23.G.DYER@SU-SCORE.ARPA>
Date: Wed, 27-Nov-85 17:19:27 EST
Article-I.D.: SU-SCORE.12162676862.23.G.DYER
Posted: Wed Nov 27 17:19:27 1985
Date-Received: Fri, 29-Nov-85 00:11:23 EST
References: <12162348170.25.LOOSEMORE@UTAH-20.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 31

The ST software development kit includes:

SOFTWARE
     Digital Research C compiler, 68K assembler, debugger, linker (two
     different ones), Kermit, GEM tools, examples etc....

DOCUMENTATION
     Disclaimer, Non-Disclosure agreement, Introduction to GEM Programming,
     GEM Setup Guide (IBM example only), GEM AES Programmer's Guide Vol. 2,
     GEM VDI Programmer's Guide Vol. 1, GEMDOS Specifications rev. 13,
     Example GEM Program Listing, DRI "C" Programmer's Guide,
     DRI Assembler & linker manuals,
     ST BIOS listing (reference only),
     ST Hardware specifications, Printer specifications,
     Kermit User's Guide, Intelligent Keyboard Specs,
     ST schematic, ST to IBM Keyboard Translation Suggestions,
     Line-A (graphics primitives) documentation,
     Sound chip documentation

The C compiler isn't too hot -- but it works.

One of the better development setups for the ST is two floppies and a 1mb
machine with a 512K ramdisk. A hard disk is, of course, even better.

If you have questions about the development system, call Richard Frick
at (408) 745-4922.

-landon

From -4611096016700720618
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8d9a7b0cfc675a7c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-19 14:18:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU

Path: utzoo!watmath!clyde!burl!ulysses!allegra!oliveb!Glacier!decwrl!ucbvax!info-atari
From: Marks@RADC-MULTICS.ARPA
Newsgroups: net.micro.atari
Subject: Re: --- Posting binaries ---
Message-ID: <851119221823.651280@RADC-MULTICS.ARPA>
Date: Tue, 19-Nov-85 17:18:00 EST
Article-I.D.: RADC-MUL.851119221823.651280
Posted: Tue Nov 19 17:18:00 1985
Date-Received: Sat, 23-Nov-85 01:11:38 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 30

(I must be an old tim'r...) Back in '84 someone had proposed and implemented a means with which to send and receive non-ASCII files through the net. The system consisted of two programs BINHEX and HEXBIN (remember now??). They are Atari BASIC programs that translate an Atari file to ASCII form hexadecimal ("printable hexadecimal") and back to an Atari file. The procedure worked as follows:

sender:
Runs BINHEX program on Atari, converting the Binary file to printable ASCII format.
Transfers ASCII format file to net host via Kermit, XMODEM, or whatever. . .
Sends ASCII file to info-atari via host mailer.

receiver:
Reads mail on net host.
Sends mail to file on host.
Edits out Mail header/trailer garbage to retain only ASCII hex and BINHEX checksum info.
Transfers file from host to Atari computer.
only the ASCII Hex program/file representation.
Runs HEXBIN on that file to form original binary file.

After the initial release of the BINHEX, HEXBIN programs, one or two minor bug fixes were posted. I will transfer my fixed versions (If I can find them) or the original versions of the progs (which I have on my Arpa host, luckily...) to this mail-group shortly.

Now that I think about it...Those progs might still be on the Atari file repository, wherever that is now. Was SIMTEL-20 at one time.?

/Dave Marks

From 6869061478728571546
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e97279241fd3b500,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-19 16:04:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site imsvax.UUCP

Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!elsie!imsvax!bob
From: bob@imsvax.UUCP (Bob Burch)
Newsgroups: net.micro.atari
Subject: 256K 800XL Conversion updates
Message-ID: <467@imsvax.UUCP>
Date: Tue, 19-Nov-85 19:04:09 EST
Article-I.D.: imsvax.467
Posted: Tue Nov 19 19:04:09 1985
Date-Received: Sat, 23-Nov-85 02:56:52 EST
Organization: IMS Inc, Rockville MD
Lines: 155

About a month ago, I requested information concerning the "Quarter-Meg Atari 800XL" article appearing in BYTE 9/85. At the time, I had just ordered the necessary parts and was awaiting delivery. I have since received those parts and have performed the upgrade.

The hardware apparently works well, however, the RAMdisk software from BYTEnet has problems. I have not been able to get it to work. My DOS2.0s has been configured to recognized Drive #3. The ATARIRA2 .ASM file (from BYTEnet) has options Drive 3 single density defined. The source code was assembled to produce an AUTORUN.SYS. Upon booting, I get a momentary screen flash of garbage resembling multiple "=" signs across the entire screen when the AUTORUN boots. This does not seem to be a problem. Once the DOS menu appears, the RAMdisk (D3:) should be formatted. This operation causes the machine to hang.

Upon further investigation it appears that the "format" process operates on banks 5 thru 0, respectively. In the source code, the initialization code to set-up a given bank is accomplished in routine SETBNK, while the format code is in routine FORMAT. FORMAT controls the procedure calling SETBNK via a JSR. It appears that bank 5 formats properly, switches to bank 4, then hangs on the RTS return from SETBNK to FORMAT. In fact, all *odd* banks format properly while *even* banks blow-up. Apparently the return address for the returning RTS has been damaged in the stack when *even* numbered banks are swapped in.

Since I am not an 6502 assembly language wizard, I do not have a FIX. I am depending (hopefully) on one of you guys to correct this situation and release it to the World.

Judging from the responses I've seen on the Net, a number of us are having similiar problems/interests. Since a 256KXL is of particular interest and has exciting possibilities, I suggest that those individuals interested form a Users Group of our own. I will be willing to act as a clearinghouse for information. It is to our mutual interests to share whatever associated information/software that we can obtain. My address is

Bob Burch
6609 Charles Dr.

    Mt. Airy, MD 21771

Now, to repond to other articles:

In article <oyster@uwmacc.UUCP (Vicious Oyster) writes:
>
>The local Atari user's group Hardware SIG has two working 256K 800XLs.
>I saw them demo'd at both the SIG and general meetings. They work;
>however, I think they found that the BYTE article wasn't 100% accurate,
>but since they have the hardware knowledge, have done there own modifications,
>and have also modified DOS 2.5 to work properly. The good news is that we
>(the User's Group) have made both the circuit diagrams and the DOS patches
>Public Domain. I'm not sure how you, as a member of the public,
>would go about getting this information, but since I'm here on the net
>and a member of the AUG, I'll take names of interested people and see what
>I can do. (If you ARE a member of some Atari user's group, it might be easier
>to ask your chairman or secretary or whatever to get ahold of my chairman or
>secretary or whatever, and request the info. Here's the address:
>
>   Madison Area Atari Users Group (MAAUG)
>   Post Office Box 56191
>   Madison, WI 53705
>
>Further news: they haven't yet made a 256K 1200XL, but they've opened one
>up and said it can be done.....(etc.)
>
> - joel "vo" plutchak
>   [allegra,ihnp4,seismo]!uwvax!uwmacc!oyster

Thank you, Joel, we appreciate the help. In fact, about 3 weeks ago my
AUG, Potomac Atari Computer Users (PACU), president Fred Ward wrote to MAAUG
requesting the information. To date, there has been no response. We would
appreciate it if you could query your folks as to the issue. I'm supposed
to demo this thing at the AUG meeting this Saturday!! Further, your
suggestion of sharing info between user groups is good. Our group would
be glad to pass any information you could provide to other groups in
the Washington Metropolitan area (or anywhere).

In article <djk611@uiucuxa.CSO.UIUC.EDU writes:

>yes the mod works... be careful when assembling the code

Please enlighten us!!! Given recent Net articles and what has been
written above, what is it that you did that allows the mod to work?
Are we talking the same "mod"? Did you do anything special? Was the
upgrade completely successful for you?   We would appreciate your
insight.

In article <DYOUNG@USC-ISID.ARPA (C. David Young) writes:

>We have been shipping the 256KXL for a couple of weeks and no problems
>have been noted. It makes the 800XL look exactly like a 130XE except that
>bits 5 and 6 of $D301 have been redefined to address twice as much memory.

Who are "we"? Can you please explain the theory of the bit-usage of
PORTB ($D301) and the significance of its use. Also, how can a given
bank be directed to the upper or lower 32K when swapped in?

In article <scp@akgua.UUCP (S.C. Pierson [Stephen]) writes:

>I've currently upgraded a 1200XL to 256K using the article from the
>september issue of Byte.....When we run Ramsgl or RAMdbl and format a
>drive, the screen turns to blue and white horizontal stripes from top
>to bottom. The rest of the computer works fine, it's just when we try to
>access the extra ram for ramdisk that it seems to fail and lock-up.....
>   Steve Pierson
>   AT&T Network Systems Atlanta Ga.
>   404-447-2142 c 583-2142

Steve,
This is exactly what happens on my 800XL. My stripes come at boot-time
for only a second, while the machine just hangs when trying to format.
Whatever info. I get I'll try to pass along.

In article <DYOUNG@USC-ISID.ARPA (C. David Young) writes:

>...I just finished souping up the ramdisk handlers in OMNIVIEW XL/XE
>to treat the extra RAM in our 256K upgrade for the 800XL....

Also, in a following article C David Young writes:

>That 256K RAM upgrade in BYTE was a real dog. We have got a 256K upgrade
>(256KXL) that will make your 1200 130 compatible. You can buy it without
>RAM for $50 or with for $100.   The reason that the BYTE upgrade is such a
>dog is that it ends up including the stack in the bank switch area.

Hurray for Dave!!!!! Can we purchase just the software you've created for
this upgrade? If so, where can we order? Or, can you pass along the
patches necessary to kick-start the BYTE "dog" that us suckers have
fallen for. It is wonderful to know that we are not without
alternatives in this situation.

In article <dsaker@iuvax.UUCP (Daryel Akerlind)

>I too want a copy of the answers. thanks

and artivle <BillHolland.ES@XEROX.ARPA

>Please copy me in all answers, Thanks

Consider yourselves copied. We would appreciate any experiences you've
had in this matter, thank you.

Anyway, this has been long enough. I'm preparing a letter to
Claus Buchholz author of "The Quarter-Meg Atari 800XL". Any replies
I'll post on the net. I would appreciate any other contacts/replies.

Bob Burch
6609 Charles Dr.
Mt. Airy, MD 21771
(301) 831-7690 evenings

:Oh! He had high hopes....just remember that dam.
:OOPS! There goes another Quarter-Meg RAM!!!!
      -wocka-wocka-wocka-

From 6300756564904011688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-19 16:42:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: BYTE magazine folding?
Message-ID: <927@lsuc.UUCP>
Date: Tue, 19-Nov-85 19:42:53 EST
Article-I.D.: lsuc.927
Posted: Tue Nov 19 19:42:53 1985
Date-Received: Tue, 19-Nov-85 20:19:12 EST
References: <8511081914.AA04418@mitre.ARPA> <7500005@uicsl>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 34
Summary: Magazines worth Buying

In article <7500005@uicsl> hr@uicsl.UUCP writes:
>RE: folding
>
>   ".. Creative Computing is soon to print its last issue.."
>Z.D. has pulled THREE magazines from under me in about as many years.
>(Then FNE went commercial and pulled "DTACK Grounded".)

(The above has been a bit edited)

     While there are a number of Atari Magazines available, may
I suggest that those interested in 68000 technology also look into
(and hopefully buy) 68 Micro Journal. It's main thrust is single
board computers, and *all* Motorola chipsets. It has supported the
Radio Shack Color Computer well in the past and I expect it would
support the Atari as well, if Atari users supported it. There is
a very important roll that this magazine has played for the Color
Computer and can play for the 520ST users. They are *not* biased
and call a spade a spade. They have been openly critical when deserved.
The value of that as opposed to the rose-color glasses approach of
most magazines is refreshing. The extremely high quality writing

is also. How many other magazines have been able to boast a long running series on Ada (5 parts so far)? Few magazines have printed as much on the 'C' language. Flex, Uniflex and OS-9 are supported in 6809 and 68000 family forms. I hope you support the various dedicated Atari magazines as well, but don't overlook the wider picture.

Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From 1156329079929641935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,99a6b2bb7c3573ff,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-19 20:04:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekig4.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!tekig5!tekig4!rosalia
From: rosalia@tekig4.UUCP (Mark Galassi)
Newsgroups: net.micro.atari
Subject: Re: Norton Utilities for the ST
Message-ID: <409@tekig4.UUCP>
Date: Tue, 19-Nov-85 23:04:43 EST
Article-I.D.: tekig4.409
Posted: Tue Nov 19 23:04:43 1985
Date-Received: Thu, 21-Nov-85 05:39:10 EST
Reply-To: rosalia@tekig4.UUCP (Mark Galassi)
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 15

[]

>
>Has anyone out there written some code to fix frazzled disks (like the
>Norton Utilities for the PC)? I'll pay real money. Thanks in advance.
>

Yes, Haba has a disk full of utilities which do exactly that.
    A friend of mine who used the Norton Utilities is VERY satisfied
with the Haba utilities. It costs about 35 dollars.
--

Mark Galassi
...!tektronix!reed!rosalia
...!tektronix!tekig4!rosalia

From 5983180963446282079
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5964d5155e7c6a18
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 06:14:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sx1100.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!stolaf!umn-cs!ncs-med!sx1100!dye
From: dye@sx1100.UUCP (Kenneth Dye)
Newsgroups: net.micro.atari
Subject: Re: --- 80 -col boards ---
Message-ID: <226@sx1100.UUCP>
Date: Wed, 20-Nov-85 09:14:25 EST
Article-I.D.: sx1100.226
Posted: Wed Nov 20 09:14:25 1985
Date-Received: Sat, 23-Nov-85 03:11:03 EST
References: <8511131317.AA24446@ucbvax.berkeley.edu>
Reply-To: dye@sx1100.UUCP (Kenneth Dye(726031)
Organization: SPERRY Information Systems - Roseville, MN
Lines: 10

_-~-_-~-_-~-_-~-_-~-_-~-_-~-_-~-_

I have seen software driven 80-column packages for the ATARI, but they do this by drawing the characters on a graphics 8 screen, which uses up mucho memory. Is this a problem with the commercial hardware products (omniview, bit-3)? How do they work?

Ken R. Dye SX-1100 Development
ihnp4!umn-cs!ncs-med!sx1100!dye Sperry Information Systems

From -5046558929365144131
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e3a8819094113029
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 07:41:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: --- Bouncing Ball Demo ---
Message-ID: <1873@saber.UUCP>
Date: Wed, 20-Nov-85 10:41:32 EST
Article-I.D.: saber.1873
Posted: Wed Nov 20 10:41:32 1985
Date-Received: Sat, 23-Nov-85 00:44:24 EST
References: <8511181715.AA27788@ucbvax.berkeley.edu>
Organization: The Houses of the Holy

Lines: 20

>
> Most people can't take binary code straight from their mail.... want
> to post SOURCE?
>   -Richard Hartman
>   max.hartman@ames-vmsb
> ------

<<<i hate line eaters>>>

ill ask jim (the author of the code) if i can post the sources....

--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From 285060646542315377
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1d412316d0eeb,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,e1d412316d0eeb,start
X-Google-Attributes: gid15517a,public
X-Google-Thread: 129c11,e1d412316d0eeb,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 1622d3,e1d412316d0eeb,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1985-11-20 07:54:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
tekig5!tekigm!aegroup
From: aegroup@tekigm.UUCP (Dennis Ward)
Newsgroups: net.micro,net.micro.atari,net.micro.apple,net.micro.pc
Subject: Repost Teknika Monitors
Message-ID: <620@tekigm.UUCP>
Date: Wed, 20-Nov-85 10:54:55 EST
Article-I.D.: tekigm.620
Posted: Wed Nov 20 10:54:55 1985
Date-Received: Sat, 23-Nov-85 03:23:58 EST
Distribution: na
Organization: Tektronix, Beaverton OR
Lines: 21
Xref: watmath net.micro:12778 net.micro.atari:1715 net.micro.apple:2346
net.micro.pc:5939

Subject: Info Wanted On Teknika Monitors
Message-ID: <132@tekigm2.UUCP>
Date: 29 Aug 85 17:49:02 GMT
Date-Received: 14 Nov 85 06:14:34 GMT
Organization: Tektronix, Beaverton OR
Lines: 13

Does anyone know:

     where Teknika monitors are sold?

     retail stores where they may be viewed?
     (hopefully locally, but anywhere is fine)

     how compatible is the MJ22 with Atari, Apple and IBM?
     (for computer upgrading without new monitor requirement)

     information on servicebility and/or reliability of them?

Thanks in advance, --Bill--

From -871172693492444532
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7ee7c0961592eca8,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12eaa7,7ee7c0961592eca8,start
X-Google-Attributes: gid12eaa7,public
X-Google-Thread: 1622d3,7ee7c0961592eca8,start
X-Google-Attributes: gid1622d3,public
X-Google-Thread: 12745e,7ee7c0961592eca8,start
X-Google-Attributes: gid12745e,public
X-Google-Thread: 129c11,7ee7c0961592eca8,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 15517a,7ee7c0961592eca8,start
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-11-20 07:58:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
tekig5!tekigm!aegroup
From: aegroup@tekigm.UUCP (Dennis Ward)
Newsgroups:
net.railroad,net.micro,net.micro.atari,net.micro.apple,net.micro.trs-80,net.micro.
pc
Subject: Computerized Traffic Generator Program Reposting
Message-ID: <621@tekigm.UUCP>
Date: Wed, 20-Nov-85 10:58:39 EST
Article-I.D.: tekigm.621
Posted: Wed Nov 20 10:58:39 1985
Date-Received: Sat, 23-Nov-85 03:24:58 EST
Distribution: net

Organization: Tektronix, Beaverton OR
Lines: 27
Xref: watmath net.railroad:572 net.micro:12779 net.micro.atari:1716
net.micro.apple:2347 net.micro.trs-80:498 net.micro.pc:5940

Subject: TAG Computer Program
Message-ID: <172@tekigm2.UUCP>
Date: 21 Sep 85 04:05:28 GMT
Date-Received: 14 Nov 85 06:14:47 GMT
Organization: Tektronix, Beaverton OR
Lines: 19

Has anyone out there been able to successfully use the computerized traffic generator program written by Bob Fink in the Februrary 1984 issue of Model Railroader magazine? Either as written in Microsoft BASIC for the TRS80 Model I computer, or translated into Microsoft BASIC for Apple, Microsoft BASIC II for Atari, etc.? I am trying to translate it from the original to Atari Microsoft BASIC, and am not having much success. I question whether the program as written in MR will even run on a Radio Shack TRS80. I have found what appear to me to be several fatal programming flaws. I would appreciate any help from any other model railroaders working on this. Thanks in advance.

Bill Dippert
c/o Tektronix Inc.
P.O. Box 3500
Vancouver, WA 98668-3500

or

tektronix!tekig5!tekigm2!wrd

From 5807027420879597511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8be0f712f7c75cf,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,8be0f712f7c75cf,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 122486,8be0f712f7c75cf,start
X-Google-Attributes: gid122486,public
X-Google-Thread: 1611e0,8be0f712f7c75cf,start
X-Google-Attributes: gid1611e0,public
X-Google-Thread: 12c65a,8be0f712f7c75cf,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-11-20 08:02:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
tekig5!tekigm!aegroup
From: aegroup@tekigm.UUCP (Dennis Ward)
Newsgroups:

net.news.group,net.news.adm,net.micro.atari,net.micro.cbm,net.micro.amiga
Subject: New Group Needed
Message-ID: <622@tekigm.UUCP>
Date: Wed, 20-Nov-85 11:02:05 EST
Article-I.D.: tekigm.622
Posted: Wed Nov 20 11:02:05 1985
Date-Received: Sat, 23-Nov-85 03:14:19 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 15
Xref: watmath net.news.group:4648 net.news.adm:434 net.micro.atari:1708
net.micro.cbm:1830 net.micro.amiga:804

Several new groups are needed and several old groups should be renamed:

net.micro.cbm   should be net.micro.cbm8 for Commodore 8 bit machines
net.micro.amiga should be net.micro.cbm16 for Commodore 16 bit machines
net.micro.atari should be split into
                net.micro.atari8 for Atari 8 bit machines
                net.micro.atari16 for Atari 16 bit machines

Similarly if either Commodore or Atari come out with 32 bit machines, then new
subgroups could be established. ST and Amiga are too specific names, a more
general generic name should be established so that if Atari or Commodore come
out with new 16 bit machines with different names, the catagories would still
be appropriate.

From -6031104446911478166
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fbe8eaf9a387a629,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 08:04:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
tekig5!tekigm!aegroup
From: aegroup@tekigm.UUCP (Dennis Ward)
Newsgroups: net.micro.atari
Subject: Re: old ATARI's !!!!!!!!
Message-ID: <623@tekigm.UUCP>
Date: Wed, 20-Nov-85 11:04:42 EST
Article-I.D.: tekigm.623
Posted: Wed Nov 20 11:04:42 1985
Date-Received: Sat, 23-Nov-85 03:15:21 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 50

> In article <5340001@acf4.UUCP> phinn@acf4.UUCP (Jorge F. Phinn) writes:

> >Hey, old ATARI owners, what happend to you?
> >Did you all get ST's or did you just give in to the pressure?...
> ....etc......
>   All my woes seem to stem from the fact that I have a 1200XL. First,
> I hear that the local user's group is upgrading their XL's to 512K (of
> which 256K should be directly addressable, the rest being ramdisk). But
> no, they don't know how to do it to a 1200XL, and don't even know if it
> *can* be done without ripping the thing apart. So scratch that idea.
> Then, I order a great little printer (tractor & friction feed, 36
> different print modes (through the magic of combinatorics), 8 built-in
> domestic & foreign character sets, bi-directional printing, NLQ mode,
> 256 user-definable down-loadable characters, etc.) and am really impressed
> when it merely does a self-test. But will the 1200XL supply the interface
> with the necessary current? Not a chance. Next, I hear from a faceless
> net person about a nice 80-column thingee, and express interest. Guess
> what? Yup, it will work with every 8-bit Atari *except* the 1200XL.
>   Well, now that I wrote it all down and looked at it, it seems kinda
> clear that I should get myself an 800XL before they're all gone, and
> try to sell my 1200 to the user group's hardware people for spare parts.
> However, if anybody has any other suggestions, at least on what interface
> will drive my printer for me, I'd be willing to listen. Or if you just
> want to reinforce my near-conclusion, that'd be fine too. Ah, well;
> such is life.
>
> - joel "vo" plutchak
> {allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

Owning both an 800XL and a 1200XL, I don't see what your problem is. I have used both with my Legend 1380 printer without any problems. (I prefer the 1200XL to the 800XL any day due to the differences in keyboard feel.) For the printer interface, I use the Axiom AT-(I forget the model number--but there is only one Axiom interface made for an Atari) and it works fine. Maybe the secret is that the Axiom AT(xx) supplies its own power thru a stepdown transformer. (It is designed to also work without the power supply it says, but I have always used the separate power supply.) I have found the Legend 1380 printer to be an excellent Epson clone, at an approx. 25% lesser price. It is totally Epson FX80 compatible -- however, it does not have NLQ as the new Epson FX85 has. Like you, I wish there was a way of upgrading the 1200XL to greater memory. While we're discussing memory upgrades -- is the 256K memory upgrade as shown in BYTE for 800XL, 130XE compatible? It would be nice if all of the memory upgrades were compatible so that commercial software for the 130XE would be useable. I am about to purchase a 130XE and I would like to be able to upgrade the other two machines to equivalent memory with common software. (I once owned a 600XL, the only Atari 8 bit machines that I have not owned were the original 400/800, so I am not in the least prejudiced towards Atari.) Due to all of my periperals, etc. for the XL/XE series, I have no interest in a 520ST, although it would be my machine of preference over the Amiga. (If Commodore goes bankrupt, will Tramiel buy the Amiga back?)

From 3662705471071542016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5a34160aea2662dc,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 08:12:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
tekig5!tekigm!aegroup
From: aegroup@tekigm.UUCP (Dennis Ward)
Newsgroups: net.micro.atari
Subject: Re: 256K 800XL/1200XL
Message-ID: <626@tekigm.UUCP>
Date: Wed, 20-Nov-85 11:12:17 EST
Article-I.D.: tekigm.626
Posted: Wed Nov 20 11:12:17 1985
Date-Received: Sat, 23-Nov-85 03:17:07 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 19

I would like to convert both my 800XL and my 1200XL to at least 128K so that
the programs I use on my 130XE would also work on the other two. Namely:
Atariwriter+ and Syncalc+ (130XE version) -- when these programs are available,
no I do not have them yet.

Question: does the 256K mod allow for this or does it do a different form of
bank switching/addressing? If different, would it be possible to do a 128K
only mod that would be compatible?

Also, is anyone planning to produce a circuit board/kit, etc. to make this
conversion easier? I would definitely be interested in same, assuming cost is
not to much out of line. (After all, I only paid $139 for my 130XE, why pay
more for an upgrade kit!)

==========
   Let's create net.micro.st and leave net.micro.atari for 8 bit'ers!!!!!
==========

From 7383592624833313092
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dceed16b1ded17ab,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 08:14:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
tekig5!tekigm!aegroup
From: aegroup@tekigm.UUCP (Dennis Ward)
Newsgroups: net.micro.atari
Subject: Re: Terminfo for Atari 800
Message-ID: <627@tekigm.UUCP>
Date: Wed, 20-Nov-85 11:14:54 EST

Article-I.D.: tekigm.627
Posted: Wed Nov 20 11:14:54 1985
Date-Received: Sat, 23-Nov-85 03:17:39 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 26

> Is there anyone out there who could help me find a terminfo entry
> for an Atari 800 and/or 800XL?
>
> If so, please reply by mail.
>
> Thanks in advance:
>
> J. Aiuto
> Holmdel, NJ
>
> houxl!jja1

Antic Magazine puts out a terminal emulator program called "Chameleon" which contains in the documentation a termcap to use with Chameleon. This allows your Atari 8 bit machine (XL and XE) to act as a terminal for interfacing with UNIX systems. This is what I use at home to get in and out of the Tek computer systems as well as the net. I am not positive whether it will work with the original 800 computer or not. It works fine with the 800XL, 1200XL and 130XE -- does not work with 600XL as it requires the use of a disk drive. [Unless you have fixed your 600XL up to somehow work with a disk drive (with 16k memory) or have added memory to it.]

==========
We need net.micro.st for ST's, leave net.micro.atari for 800/XL/XE's!!!
==========

From 5080556917141853230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,82aeda838e0749a4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 08:17:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
tekig5!tekigm!aegroup
From: aegroup@tekigm.UUCP (Dennis Ward)
Newsgroups: net.micro.atari
Subject: Atari Prototypes
Message-ID: <628@tekigm.UUCP>
Date: Wed, 20-Nov-85 11:17:04 EST
Article-I.D.: tekigm.628
Posted: Wed Nov 20 11:17:04 1985
Date-Received: Sat, 23-Nov-85 03:18:12 EST
Distribution: net

Organization: Tektronix, Beaverton OR
Lines: 32

~~~~~~
******Line eater, eat your heart out.
~~~~~~

Does anyone own or have seen any of the following announced Atari computers (either prototype, early production or ?) that they might be willing to discuss and/or possibly sell?

The model numbers that I am interested in more information in and possibly obtaining are:

```
         1400XL
      1450XLD
      1600XL
      CP/M Module
      1090XL Expansion Box
```

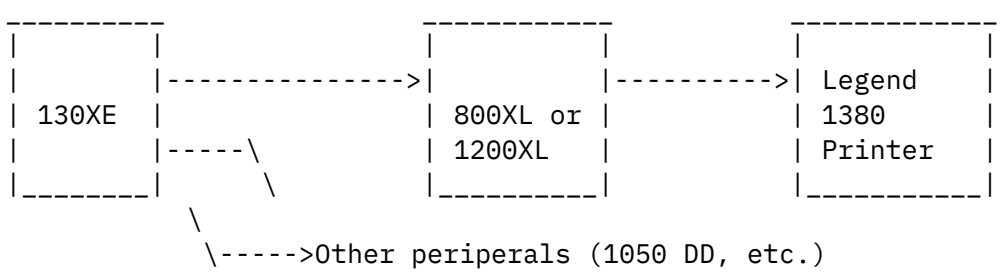
Some information has been published on both the 1400XL and the 1450XLD, catalogs, etc. and there is some evidence that both of these saw limited production. I have not been able to find out to much about the 1600XL, but speculation seems to be that it was the first prototype for the eventual 130XE put out by the current Atari Corp.   I have seen early prototype 1090XL expansion boxes that were not complete (i.e. no circuit board cards and incompete stuffing of components) with no documentation. Sear's apparently did sell some of the CP/M modules but how many? (Sear's did catalog both the 1450XLD and the CP/M module, but admitted to only ever stocking the CP/M module when I tried to order both--they said that they had never received any 1450XLD's and then later said that they were out of CP/M modules.)

==========
  Where, oh where, is net.micro.st; let's keep net.micro.atari for 8 bit'ers!
==========

From 7919425104335896812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,590c6574f60775d5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 08:23:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!tekig5!tekigm!aegroup
From: aegroup@tekigm.UUCP (Dennis Ward)
Newsgroups: net.micro.atari
Subject: Using Computer As Printer Buffer
Message-ID: <630@tekigm.UUCP>
Date: Wed, 20-Nov-85 11:23:15 EST
Article-I.D.: tekigm.630
Posted: Wed Nov 20 11:23:15 1985

Date-Received: Sat, 23-Nov-85 03:19:17 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 26

Does anyone know how to connect a spare Atari (800XL or whatever) between the primary computer and a printer? The idea being that the spare computer would act as a 64K printer/buffer. The setup that I would like is as follows:



Since the other periperals would be using the standard Atari bus, I would assume that the printer/buffer would somehow use a joystick port to joystick port or joystick port to Atari bus (at the 800XL) type cable/interface. Does anyone have any ideas on how to do this and would it require special software (such as an addition to the printer driver that I am already using for the 1380)?

Thanks in advance.

--Bill--

From 233298004603465177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f5c6b608fb1564e6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 08:25:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!tekig5!tekigm!aegroup
From: aegroup@tekigm.UUCP (Dennis Ward)
Newsgroups: net.micro.atari
Subject: 1400XL/1450XLD/1600XL
Message-ID: <631@tekigm.UUCP>
Date: Wed, 20-Nov-85 11:25:31 EST
Article-I.D.: tekigm.631
Posted: Wed Nov 20 11:25:31 1985
Date-Received: Sat, 23-Nov-85 03:19:48 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 32

Does anyone out on the net know whether or not the 1400XL and 1450XL machines ever made it into production? I keep hearing rumors that there are both types in use by various people but my understanding was that they were prototyped only. Of course how many were prototyped is questionable. If more than 100 were built up then I would consider it limited production. If anyone has one of these in their hands please respond. Is it useable and do you wish to sell it?

In a similar note: both Antic and A.N.A.L.O.G. magazines mentioned in the past a "1600XL" machine. Was this a 128k machine and if so, was it the predecessor of the 130XE? In a similar vein, were any of the 1600XL's built and if so, are they available from anyone? If the 1600XL was a 128K machine, was it software compatible with the 130XE or did it get developed far enough to say.

I have seen the 1090XL expansion boxes. Several of the user groups obtained them from Best Electronics who were selling them locally last summer at a computer show. They were barebones, with no p/s or doc's. They did not look like they were operational. Does anyone know, did this project ever get to the stage of being saleable/operational and if so, are they available? Similarly, did the C/PM module ever get built/operational and are they available?

Atari Inc. has come up with many good ideas that some of us would like to have been able to purchase, but the products never made it to marketplace. Atari Corp. under Jack Tramiel is continuing the tradition, what with the 65XE, 130ST, etc. I wish they would do more marketing surveys and less marketing by advertising potential products. At least Atari Inc. seemed to bring most of their ideas to some form of limited production or prototyping even though they never made it to the marketplace.

Thanks in advance for any information or other.

--Bill--

From -3640836001202390543
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5b49efe2f0623696,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 08:27:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
tekig5!tekigm!aegroup
From: aegroup@tekigm.UUCP (Dennis Ward)
Newsgroups: net.micro.atari
Subject: Re: New Atari Mailing List (New changes 10/25/85)
Message-ID: <632@tekigm.UUCP>
Date: Wed, 20-Nov-85 11:27:36 EST
Article-I.D.: tekigm.632
Posted: Wed Nov 20 11:27:36 1985
Date-Received: Sat, 23-Nov-85 03:11:29 EST
Distribution: net

Organization: Tektronix, Beaverton OR
Lines: 32

> >
> >   If the volume of mail suggests this, I may have to send this list
> >   out as a digests. If that happens, I will try to lump all questions
> >   about such and such into one giant letter.
> >
How are you going to send out the digests? By US Mail, eMail, uucp or what?

> > If you get your mail returned from one of the addresses, please send it the
> > other.(i.e. If your mail is bounced back from the ucbugs acct., send it to
> > the requests address(ucbseymour). Ucbugs is a flaky machine and it goes
> > down every once in awhile for no reason, hence the name ucbugs.)
> >
I still do not understand what is the correct address for this. Is it:
      net.mail.atari?
      mail.atari?
      or what. (I have tried sending to !ucbvax!ucbugs!mail-atari -- we
      will see what happens to it.)
> > I hope this answers any questions concerning the list and I await a load
> > of mail from Atari users and enthusisasts!
> >
> >
> >   Will Hom
> >   moderator mail.Atari
>
Why don't you start with some of the questions that have been asked in just the
last week on net.micro.atari? I do not see why we need to start sending
questions to two groups, when one should do. Partly, this is probably due to
my not understanding how your example works. Could you make it a little more
clear for us neophytes?

                    Thanks,
                    --Bill--

From 438282722942214069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9de35c4d699f95c7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 08:29:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
tekig5!tekigm!aegroup
From: aegroup@tekigm.UUCP (Dennis Ward)
Newsgroups: net.micro.atari
Subject: Re: Action! Programming
Message-ID: <633@tekigm.UUCP>
Date: Wed, 20-Nov-85 11:29:41 EST
Article-I.D.: tekigm.633
Posted: Wed Nov 20 11:29:41 1985

Date-Received: Sat, 23-Nov-85 03:11:56 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 33

> In the November 1985 issue of A.N.A.L.O.G. magazine, on pp 33-37/60-62, there
> is a program for a game called "Sneak Attack" which apparently is programmed
> in "Action!" language. I have heard of Action! before, but do not know too
> much about it. My questions are: does this require an "Action! cartridge
> in the Atari or does it utilize BASIC? If you use BASIC, how do you enter it
> in the computer without line numbers? If it requires an "Action!" language
> cartridge, who makes same? Is the funny spacing required, and if so do you
> have to follow exactly the indentations or merely indent the proper lines
> appropriately? Maybe this is rather basic, but basically, I only have used
> BASIC. Thanks in advance,
>   --Bill--

By judicious reading of the advertisements in Antic and A.N.A.L.O.G. magazines,
I was able to partially answer my own questions. Action! is a cartridge
available from O.S.S. and presumeably is another distinct computer language.
However, I am still griped that the original article did not make this clear
and I am still uncertain as to why the odd spacing of the lines. The
indentation number of spaces does not seem to follow a logical pattern. (I
thought that each succeeding indentation was another 2 spaces, but then I found
some at 4 spaces, etc.)

(Flame on)
What is the advantage of Action! over BASIC, Pascal or C? Does it fit in one
of these "families" of languages or is it a new one? Why we have such a
proliferation of languages anyway? I'm still trying to learn AB,MBII and
BXE/BXL, familiarizing myself with C, let along trying to learn Pascal and
Action!
(Flame off)

Thanks,
--Bill--

Just an "over-the-hill apprentice hacker" (in the legal sense)

From -4949294671304634l6
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cfe29abbf0ed25f8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 08:33:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
tekig5!tekigm!aegroup
From: aegroup@tekigm.UUCP (Dennis Ward)
Newsgroups: net.micro.atari
Subject: Re: mail-atari list
Message-ID: <635@tekigm.UUCP>

Date: Wed, 20-Nov-85 11:33:39 EST
Article-I.D.: tekigm.635
Posted: Wed Nov 20 11:33:39 1985
Date-Received: Sat, 23-Nov-85 03:12:34 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 19

> Did anyone else have this problem when trying to join the new mail-atari
> list?... CSNET told me that the requested address was unknown, so I could
> not send in my request to join. I tried both of:
>
> mail-atari-request@ucbugs.Berkeley.EDU
> mail-atari@ucbugs.Berkeley.EDU
>
> How can I join?
>
> -Kurt Godden
> godden%gmr@csnet-relay

I also tried to join this mail list. The first address bounced back as unknown. So far (24 hours +-) the message sent to the second address has not bounced. (But they often don't bounce for 2 or 3 days -- I often wonder why it takes so long to get messages posted.)

--Bill--
tektronix!tekigm2!wrd

From 3412179461918840956
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,827b8fd3140783a3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 10:05:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 2/6/85; site rocksvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!rocksvax!billj
From: billj@rocksvax.UUCP (Bill Jeffers)
Newsgroups: net.micro.atari
Subject: generic hard disk to st info wanted
Message-ID: <1611@rocksvax.UUCP>
Date: Wed, 20-Nov-85 13:05:06 EST
Article-I.D.: rocksvax.1611
Posted: Wed Nov 20 13:05:06 1985
Date-Received: Thu, 21-Nov-85 05:32:46 EST
Reply-To: billj@rocksvax.UUCP (Bill Jeffers)
Followup-To: net.micro.atari
Distribution: net.micro.atari
Organization: Xerox: Henrietta, NY
Lines: 18
Keywords: Shugart 1002,fasi,scsi,sasi
Summary: anybody done it?

(munch)

Well I bought a pair of Shugart 1002's (5 mb) and a controller card from the local surplus outlet to hook up to my cpm computer. Then I was wondering, if I got another controller card I could hook 1 up to the cpm (xerox 820-II) and 1 to the ST. Well I dug through all the old news and there doesn't seem to be enough information there to do it. Has anyone figured out how to make the (fasi?) port on the ST compatable with a normal hard disk controller? (sasi? scsi?) Has anyone succeded in attaching a hard disk to the ST?

All information will be appreciated. I have the two prior messages from this newsgroup concerning hard disk hookup.

Thanks in advance

Billj

From 3765906406485383690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8d9a7b0cfc675a7c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 11:56:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!ucdavis!ucbvax!info-atari
From: Fleysher.wbst@XEROX.ARPA (Dan Fleysher)
Newsgroups: net.micro.atari
Subject: Re: --- Posting binaries ---BINHEX/HEXBIN
Message-ID: <851120-115714-2947@Xerox>
Date: Wed, 20-Nov-85 14:56:56 EST
Article-I.D.: Xerox.851120-115714-2947
Posted: Wed Nov 20 14:56:56 1985
Date-Received: Sun, 24-Nov-85 07:34:05 EST
References: <851119221823.651280@RADC-MULTICS.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 117

I wrote BINHEX and HEXBIN. They are BASIC programs written for the 400/800 and XL machines, so they are excruciatingly slow. You really have to want to send a binary file to someone if you are going to use them! I never took the time to speed things up with machine language assist - anyone who wants to do so is welcome to it. (Please share your improvements with the rest of us, however).

The attachments below contain background on how BINHEX and HEXBIN work. The two messages which follow this one contain the Atari-BASIC source code for the two utilities respectively.

The most successful use of BINHEX and HEXBIN was for distributing the VT100 80 column terminal emulator last year. Little more has been done since then.

My apologies to everyone who has seen this stuff before - just toss it out as you see fit.

     Dan

GVInfo: Fleysher.WBST, from 125#2, at 1-Oct-84 14:30:25 EDT
Date: 1 Oct 84 14:30:24 EDT (Monday)
Subject: HELP for the Tired Typer
In-reply-to: <KPETERSEN.12051730238.BABYL@SIMTEL20>
To: AtariUsers^.wbst
cc: info-micro@BRL.ARPA
From: Dan Fleysher <Fleysher.wbst>
Reply-to: Fleysher.wbst

Exchanging home-brew BASIC programs within messages over the net requires a modem and a good upload terminal emulator program (such as ATERM, distributed on the net in Oct. '82). Even with this set up, plenty of information can get lost in the transmission - e.g., inverse-video and graphics characters. Sometimes these are crucial when the BASIC program contains machine language assist in the form of text strings (rather than data statements).

I have written a pair of companion BASIC programs which enable the exchange of arbitrary files over the net with no loss of data. This is accomplished by converting the file to be sent into a text file containing hexadecimal characters, two for each byte of the original file. One of the programs does the conversion to hexadecimal format, and the other converts the received hex file back into its Atari-useable form.

Before I publish these two programs, I would like to invite agreement/disagreement on a standard format for exchange. The format I propose is:

```
--------------------
message header, explanatory
text, and general comments
.START.
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
xxxxxxxxxxxxx
.STOP.nnnnn
optional extra text
--------------------
```

The translator for the received program ignores all text until it

encounters the record ".START." Subsequent records contain hexadecimal characters (x's, above) in convenient (although unspecified) record lengths. The receiving program translates the hex characters into bytes until it encounters the .STOP. record. The number that follows ".STOP." is a decimal checksum, computed by adding up all the preceding bytes encoded as hex characters. (The checksum limit of 10 digits corresponds to a file length of more than 78 megabytes of average data)

My programs use record lengths of 36 hex characters so that they fit easily on the 40 character screen. Although the programs are written in Atari BASIC, there is no reason they could not be re-implemented as machine language programs (for speed). These could also be distributed to the net using this facility.

Needless to say, this facility is proposed for exchanging PERSONAL or public-domain software only.

Opinions anyone?

Dan

Date: 13 Nov 84 09:21:48 EST (Tuesday)
Subject: Exchanging Binary Files over the net
To: AtariUsers^.wbst
cc: Fleysher.wbst
From: Dan Fleysher <Fleysher.wbst>
Reply-to: Fleysher.wbst

Last month I proposed a standard for exchanging binary files over the net in text messages by first converting them to hexadecimal. That message is attached.

I received an excellent suggestion from ken@ROCHESTER to add checksums to the end of each line, rather than just the end of the document, in order to enable easier recovery. Unfortunately I haven't had the time to incorporate this change, but my experience has been that if I receive a message at all, I get it without errors 99.999% of the time. I also received suggestions to look at KERMIT protocol, but I already have an reliable underlying transmission protocol - the message system.

Consequently, I am distributing two BASIC programs - BINHEX & HEXBIN - that can be downloaded and used to encode and decode binary files to/from hex (text) format. Someday, I'll convert them to machine language and redistribute them (I apologize for the performance of the BASIC versions).

In the meanwhile, if anybody uses them and finds bugs or has suggestions, I would appreciate hearing about your experiences.

Dan

From -1806238002977320343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1d245af85a68cf6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 11:57:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!ucdavis!ucbvax!info-atari
From: Fleysher.WBST@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: BINHEX 1.0
Message-ID: <851120-115731-2948@Xerox>
Date: Wed, 20-Nov-85 14:57:01 EST
Article-I.D.: Xerox.851120-115731-2948
Posted: Wed Nov 20 14:57:01 1985
Date-Received: Sun, 24-Nov-85 07:33:50 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 50

```
1 REM BINHEX 1.0, OCTOBER 1984
2 REM -- BY DAN FLEYSHER --
3 REM (FLEYSHER.WBST@XEROX)
4 REM THIS BASIC PROGRAM CONVERTS A
5 REM BINARY DISK FILE TO THE EQUIV-
6 REM VALENT TEXT FILE CONTAINING
7 REM HEXIDECIMAL CHARACTERS.  THIS
8 REM FILE IS SUITABLE FOR LONG
9 REM DISTANCE (MODEM) TRANSMISSION,
10 REM AND CONTAINS A FULL CHECKSUM.
11 REM A COMPANION PROGRAM, HEXBIN,
12 REM CONVERTS THE HEX FILE BACK TO
13 REM THE ORIGINAL BINARY FORMAT.
14 REM
20 DIM FILEIN$(15),FILEOUT$(15),BYTE$(2)
30 BUFSIZ=37:DIM BUF$(BUFSIZ),HEX$(16)
40 HEX$="0123456789ABCDEF"
50 ? "}             BINHEX 1.0":? :?
60 TRAP 60:? "INPUT FILENAME";:INPUT FILEOUT$
70 GOSUB 1000:FILEIN$=FILEOUT$:?
80 TRAP 80:? "OUTPUT FILENAME";:INPUT FILEOUT$
90 IF FILEOUT$<>"" THEN 110
100 FILEOUT$="D:HEXFILE.TXT":? "                ";FILEOUT$:GOTO 120
110 GOSUB 1000:?
120 TRAP 40000:SUM=0
130 OPEN #4,4,0,FILEIN$:OPEN #5,8,0,FILEOUT$
140 PRINT #5:PRINT #5;".START."
150 BUF$=""
```

```
160 TRAP 300:FOR I=1 TO INT(BUFSIZ/2)
170 GET #4,BYTE:SUM=SUM+BYTE
180 NIBBLE=INT(BYTE/16)
190 INDEX=1+NIBBLE
200 BYTE$(1)=HEX$(INDEX,INDEX)
210 INDEX=1+BYTE-(16*NIBBLE)
220 BYTE$(2)=HEX$(INDEX,INDEX)
230 BUF$(LEN(BUF$)+1)=BYTE$
240 NEXT I:TRAP 40000
250 ? BUF$:PRINT #5;BUF$:GOTO 150
300 ? BUF$:PRINT #5;BUF$:POP
310 ? "CHECK SUM = ";SUM
320 PRINT #5;".STOP.";SUM
330 CLOSE #4:CLOSE #5
340 END
1000 IF LEN(FILEOUT$)<3 THEN GOTO 1040
1010 IF FILEOUT$(1,2)="D:" THEN RETURN
1020 IF LEN(FILEOUT$)<4 THEN GOTO 1040
1030 IF FILEOUT$(1,1)="D" AND FILEOUT$(3,3)":" THEN RETURN
1040 BUF$=FILEOUT$:FILEOUT$="D:":FILEOUT$(3)=BUF$:RETURN
```


```
From 1908520571697236622
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3a9b152fd44e75b6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 11:57:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Fleysher.WBST@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: HEXBIN 1.1
Message-ID: <851120-115737-2949@Xerox>
Date: Wed, 20-Nov-85 14:57:06 EST
Article-I.D.: Xerox.851120-115737-2949
Posted: Wed Nov 20 14:57:06 1985
Date-Received: Sat, 23-Nov-85 00:41:39 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 55
```

```
1 REM HEXBIN 1.1, DECEMBER 1984
2 REM -- BY DAN FLEYSHER --
3 REM (FLEYSHER.WBST@XEROX)
4 REM THIS BASIC PROGRAM CONVERTS A
5 REM HEXADECIMAL TEXT FILE CREATED
6 REM BY COMPANION PROGRAM BINHEX
7 REM BACK INTO ITS ORIGINAL BINARY
8 REM FILE FORMAT.  THE CHECKSUM AT
9 REM THE END OF THE INPUT HEX FILE
```

```
10 REM IS VERIFIED.
11 REM
20 DIM FILEIN$(15),FILEOUT$(15)
30 BUFSIZ=37:DIM BUF$(BUFSIZ)
40 ASCA=ASC("A"):ASCF=ASC("F"):ASC0=ASC("0"):ASC9=ASC("9")
50 ? "}             HEXBIN 1.0":? :?
60 TRAP 60:? "INPUT FILENAME";:INPUT FILEOUT$
70 IF FILEOUT$<>"" THEN 90
80 FILEOUT$="D:HEXFILE.TXT":? "                ";FILEOUT$:GOTO 100
90 GOSUB 1000
100 FILEIN$=FILEOUT$:?
110 TRAP 110:? "OUTPUT FILENAME";:INPUT FILEOUT$:GOSUB 1000:?
120 TRAP 40000:SUM=0
130 OPEN #4,4,0,FILEIN$:OPEN #5,8,0,FILEOUT$
140 TRAP 310:INPUT #4,BUF$:? BUF$:LBUF=LEN(BUF$):IF LBUF<7 THEN 140
142 FOR I=1 TO LBUF-6:IF BUF$(I,I+6)=".START." THEN 146
144 NEXT I:GOTO 140
146 POP :? "       STARTING FILE CONVERSION"
150 TRAP 310:INPUT #4,BUF$:? BUF$:LBUF=LEN(BUF$):EVENODD=0:REM EVEN=0
155 IF LBUF = 0 THEN 150
160 FOR I=1 TO LBUF
170 HEX1=ASC(BUF$(I,I))
180 IF HEX1>=ASC0 AND HEX1<=ASC9 THEN HEX1=HEX1-ASC0:GOTO 200
190 IF HEX1>=ASCA AND HEX1<=ASCF THEN HEX1=HEX1-ASCA+10:GOTO 200
192 IF LBUF<I+5 THEN GOTO 240
194 IF BUF$(I,I+5)=".STOP." THEN 260
196 GOTO 240
200 EVENODD= NOT EVENODD
210 IF EVENODD THEN BYTE=HEX1:GOTO 240
220 BYTE=(16*BYTE)+HEX1
230 SUM=SUM+BYTE:PUT #5,BYTE
240 NEXT I:IF EVENODD THEN ? "ERROR - MISSING 1 OR MORE NIBBLES"
250 GOTO 150
260 POP :TRAP 40000:IF SUM=VAL(BUF$(I+6)) THEN ? "CHECK SUM VERIFIED.":? :GOTO 330
270 ? "CHECK SUM ERROR:":GOTO 320
310 ? "PREMATURE END OF FILE - NO CHECK SUM:"
320 ? "  COMPUTED CHECK SUM = ";SUM
330 CLOSE #4:CLOSE #5
340 END
1000 IF LEN(FILEOUT$)<3 THEN GOTO 1040
1010 IF FILEOUT$(1,2)="D:" THEN RETURN
1020 IF LEN(FILEOUT$)<4 THEN GOTO 1040
1030 IF FILEOUT$(1,1)="D" AND FILEOUT$(3,3)=":" THEN RETURN
1040 BUF$=FILEOUT$:FILEOUT$="D:":FILEOUT$(3)=BUF$:RETURN
```


```
From 224998524012400808
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5cf8d98ecbb1ea99,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 12:04:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
```

Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: rhott@NSWC-OAS.ARPA
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8511202023.AA01219@ucbvax.berkeley.edu>
Date: Wed, 20-Nov-85 15:04:38 EST
Article-I.D.: ucbvax.8511202023.AA01219
Posted: Wed Nov 20 15:04:38 1985
Date-Received: Sat, 23-Nov-85 00:43:03 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

Help!!!!!!!
the past 3 weeks, two persons from nswc have tried to become members
of info-atari. requests have been made to info-atari-request@su-score
and messages have been sent to tang@mit-mc to be added to the list.
so far, no luck. the ids to be added to the list are:
     ecooper@nswc-g
and trichar@nswc-g

please help out. please respond to the above to addresses or
myself, bob hott at rhott@nswc-g   (arpa address)

thanks.

From 4891361799931889500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9e29126efbed2180
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 14:50:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 2/6/85; site rocksvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!rocksvax!billj
From: billj@rocksvax.UUCP (Bill Jeffers)
Newsgroups: net.micro.atari
Subject: Re: has anyone seen version 7 of happy drive
Message-ID: <1612@rocksvax.UUCP>
Date: Wed, 20-Nov-85 17:50:48 EST
Article-I.D.: rocksvax.1612
Posted: Wed Nov 20 17:50:48 1985
Date-Received: Sat, 23-Nov-85 00:16:07 EST
References: <609@drutx.UUCP>
Reply-To: billj@rocksvax.UUCP (Bill Jeffers)
Organization: Xerox: Henrietta, NY
Lines: 8
Summary:

A friend here at work ordered ~8 months ago ! still no rev 7.

They did send a letter explaining problems with production or some such.

Billj

From -5185646167787843964
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d6c70913695aa1ef,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-20 21:38:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site spuxll.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!spuxll!gms
From: gms@spuxll.UUCP (George M. Sokolowsky)
Newsgroups: net.micro.atari
Subject: INFO WANTED ON 1030 MODEM
Message-ID: <755@spuxll.UUCP>
Date: Thu, 21-Nov-85 00:38:43 EST
Article-I.D.: spuxll.755
Posted: Thu Nov 21 00:38:43 1985
Date-Received: Sat, 23-Nov-85 00:37:21 EST
Organization: AT&T Information Systems, South Plainfield NJ
Lines: 19

\\\\\\\\\\\\\\\\\\\\////////////////
I NEED SOME INFO AND MAYBE A LEAD
ON TONE DIALING FROM THE 1030 + A
GOOD ** PUBLIC DOMAIN ** TERMINAL
PACKAGE. I JUST GOT INTO BBS AND
DATA TRANSFERS AND REALLY NEED A
FEW POINTERS. ANY REPLIES I WILL
THANK IN ADVANCE. PLEASE RESPOND
TO MY BROTHER'S SYSTEM BELOW :
               thanx ,
               jim sokolowsky ...

================================
logical : spuxll!gms
physical: AT&T IS
          50 Cragwood Rd.
          S. Plainfield N.J.
audible : 201 5617100 x2124
================================

From 5104347350804657171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 159df4,c587f273a69003ef,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 1517c1,c587f273a69003ef,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,c587f273a69003ef,start

X-Google-Attributes: gid129c11,public
X-Google-Thread: 15e263,c587f273a69003ef,start
X-Google-Attributes: gid15e263,public
X-Google-Thread: 15517a,c587f273a69003ef,start
X-Google-Attributes: gid15517a,public
X-Google-Thread: 11d346,c587f273a69003ef,start
X-Google-Attributes: gid11d346,public
X-Google-ArrivalTime: 1985-11-21 01:24:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mips.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!oliveb!Glacier!mips!kim
From: kim@mips.UUCP (Kim DeVaughn)
Newsgroups:
net.micro,net.micro.pc,net.micro.cpm,net.micro.att,net.micro.atari,net.micro.68k
Subject: Micro/Systems Journal address
Message-ID: <232@mips.UUCP>
Date: Thu, 21-Nov-85 04:24:31 EST
Article-I.D.: mips.232
Posted: Thu Nov 21 04:24:31 1985
Date-Received: Sat, 23-Nov-85 01:31:50 EST
Distribution: net
Organization: mips ... where RISC is a way of life
Lines: 55
Xref: watmath net.micro:12788 net.micro.pc:5947 net.micro.cpm:4914
net.micro.att:693 net.micro.atari:1717 net.micro.68k:1354

[... go ahead, eat my bits ...]

I've had several people ask me for the address of "Micro/Systems Journal"
that I mentioned in a previous posting, so thought I'd post it to the net.
M/SJ is put out by Sol and Lennie Libes (more or less out of their "garage")
as a replacement for the now defunct "Microsystems" magazine.

"Microsystems" was started by the Libes' back in the "early days" of micro-
computing as a *technical* magazine; "Micro/Systems Journal" editorial
content continues in that tradition. They're aimed at the CP/M and MS-DOS
technical community, but also have regular columns for UNIX, Turbo Pascal, C,
Data Bases, and the Scientific User. Two other regular features are columns
that cover current releases of public domain s/w: "PC/Blue Report" for the
MS/PC-DOS people, and "SIG/M Public Domain" for CP/M'ers.

Since their 1st issue, they seem to have picked up a fair amount of adver-
tising support (editorial/advertising ratio seems to be about the same as
Dr. Dobb's Journal has), and the technical content continues to improve.
If you're technically oriented, I think you'll enjoy the magazine. Best of
luck to Sol, Lennie, et al in this venture.

Here's the address:

          Micro/Systems Journal
          PO Box 1192
          Mountainside, NJ 07092

A sample issue is $4 ... $6 foreign.

	US	Canada/ Mexico	other foreign
Subscription rates are: 1-yr	$20	$28	$35
2-yr	$35	$52	$64

(US funds on US bank only, please)

Currently, they are publishing bi-monthly, and all their back-issues are available for $4.50 each, including shipping ($6 foreign). Back-issues can be ordered from the address given above.

Here it comes ... disclaimer: I only read the magazine, I haven't written for it, I don't own stock in it or advertise in it, nor am I affiliated with it in any other way. If anybody out there in net.land feels I am "commercializing" here, you are invited to send flames to the Tooth-Fairy :-).

All opinions expressed are my own, not those of my employer, roommate, or pet camel.

/kim
--

UUCP: {decvax,ucbvax,ihnp4}!decwrl!mips!kim
DDD: 415-960-1200
USPS: MIPS Computer Systems Inc, 1330 Charleston Rd, Mt View, CA 94043

From -4036386785639731168
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,9b1a01cc8c40b6bd
X-Google-Attributes: gid15517a,public
X-Google-Thread: 129c11,9b1a01cc8c40b6bd
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-11-21 04:55:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari,net.micro,net.micro.pc
Subject: Re: BYTE magazine folding?
Message-ID: <364@pedsgd.UUCP>
Date: Thu, 21-Nov-85 07:55:33 EST
Article-I.D.: pedsgd.364
Posted: Thu Nov 21 07:55:33 1985
Date-Received: Sat, 23-Nov-85 05:08:26 EST
References: <8511120854.AA03029@mitre.ARPA> <354@pedsgd.UUCP> <228@mips.UUCP>
Organization: CONCURRENT Computer Corp, Tinton Falls, NJ
Lines: 22

Xref: watmath net.micro.atari:1720 net.micro:12791 net.micro.pc:5954
Summary:

In article <228@mips.UUCP> kim@mips.UUCP (Kim DeVaughn) writes:
>BTW, Sol & Lennie Libes have resurrected Microsystems (which I believe they
>started, before Ziff-Davis got ahold of it), and renamed it Micro/Systems
>Journal. They've just published their 5th issue, and are running it out of
>their garage. It has a very high percentage of TECHNICAL/editorial content,
>and deserves to be successful. If you haven't yet tried it, pick up an
>issue ... if you're technically oriented, I think you'll like it.

Yes, the Libes' DID start S-100 Microsystems; I remember getting my first
issue at the old Computer Mart of NJ. If the revived journal is as good
as the original S-100 Microsystems, then I sincerely wish them every
possible bit of good luck.

Bob Halloran
Sr MTS, CONCURRENT Computer Corp
(a Perkin-Elmer company)

==========

UUCP: {decvax, ucbvax, most Action Central}!vax135\
{pesnta, topaz, princeton}!petsd!pedsgd!bobh
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724 DDD: (201) 758-7000

Disclaimer: I doubt that my employer wants anything to do with my opinions.
Quote: "When the going gets weird, the weird turn pro..." -- Hunter Thompson

From -874083732187370615
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e97279241fd3b500
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-21 07:35:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: 256K 800XL updates (LONG)
Message-ID: <1723@uwmacc.UUCP>
Date: Thu, 21-Nov-85 10:35:10 EST
Article-I.D.: uwmacc.1723
Posted: Thu Nov 21 10:35:10 1985
Date-Received: Sat, 23-Nov-85 09:57:22 EST
References: <467@imsvax.UUCP>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Organization: UWisconsin-Madison Academic Comp Center
Lines: 143
Keywords: 8-bit

Regarding queries about and problems with the BYTE DOS for 256K, here's
what's in the MAAUG October newsletter:

[Start newsletter excerpt]

...the new Atari 130XE comes with DOS 2.5 which already supports a RAM-disk as D8:. DOS 2.5 will work with our memory upgrade without modification; however, since the 130XE only comes with 128K, DOS 2.5 has no way of knowing about the extra memory that our modification provides.

The following is a description of how to modify DOS 2.5 in order to provide D8: with a full 720 sectors (instead of the 512 sectors provided); and to add D7: with 720 sectors. This procedure is included for the benefit of other users groups... MAAUG members need not read this section since they can get the patched DOS at the MAUUG meeting. You will need an ASSEMBLER cartridge to install this patch:

1) Insert your assembler cartridge.
   Put DOS 2.5 in drive 1.
   Cold start your machine.

2) When the "EDIT" prompt appears, get into debug mode by typing: "BUG".

3) When the "DEBUG" prompt appears, get into the mini-assembler by typing "A".

4) Type the following lines ending each by pressing the RETURN key. The mini-assembler will respond to each line with one or more lines of assembled object code. Notice that you MUST type a space after each '<' sign (which denotes the end of the address and the start of the instruction).

```
B86< LDX #0
105C< LDA #$64
12DE< LDY $21
< CPY #8
< BCC *+4
< ADC #5
< TAY
< LDA $185B,Y
< JMP $1846
148D< CMP #6
14C4< LDA #$70
< JSR $1846
183A< .BYTE "MEM.SAV ERR",$9B
1846< STA $44
< LDA $D301
< AND #$83
< ORA $44
< STA $D301
< RTS
185B< .BYTE $20,$24,$28,$2C
< .BYTE $40,$44,$48,$4C
< .BYTE $60,$64,$68,$6C
77F< CPX #7
< BCC $78A
B88< CMP #7
< BCS $BD3
```

```
105E< CPY #$7
< BCS $1076
70A< .BYTE $C3
```

5) Press the RETURN key to exit the mini-assembler mode.

6) Type "X" followed by RETURN to return to the EDIT mode.

7) Type "DOS" to access the DOS menu.

8) Write the DOS files out to drive 1.

9) Turn off the machine and cold start DOS... when you do a directory of D8: you should now have 620 sectors free (instead of 499). Use the "I" command to format D7:. When you do a directory of D7: you should have 707 sectors free. (D8: is automatically formatted by the "RAMDISK.COM" program if present on the disk when DOS is loaded.)

10) Pat yourself on the back... you now have two full-sized RAM-disks.

Note: this patch will only drive 256K. A single patch to drive either the 256K or 512K will be forthcoming as soon as we have a working 512K memory upgrade installed.

QUIRKS

Don't erase DOS.DUP or MEM.SAV from D8:

Don't write DOS files to D5: thru D7:

Don't try to copy MEM.SAV

Don't count on the Duplicate disk function always working between RAM-disks

Don't turn off your machine and expect data written only to a RAM-disk to still be there when you turn it back on.

Don't run any 130XE programs that use extra memory without first saving any data that you need to keep from your RAM-disks to a real disk. (For example a sector copier.)

Don't expect all the 130XE software to work since there is one function of that machine which is not duplicated by this memory upgrade...namely, the extra memory video chip enable line (PB5) is being used by us as an address line.

Two DOS error messages were shortened/disfigured in order to make room for these patches. They are "Type Y to still run DOS" and "ERROR-saving user memory on disk". The latter now reads: "MEM.SAV ERR" and the former now is illegible (Asi es la vida).

If the 512K version of the upgrade is installed, then the self-test feature of the 800XL must be sacrificed.

Disclaimer: The information contained in the articles in the MAUUG Newsletter are intended for general distribution as the property of the Madison Area ATARI User's Group. The information is free and may be used in any way which is generally assumed to be appropriate by any individual or group of individuals as long as no financial compensation is incurred. Neither the articles nor the information contained in them is to be sold or distributed in exchange for money.
  ATARI is a copyrighted name and all of its products are protected by copyright.

[End newsletter excerpt]

Further caveats:
  Don't change your original copy of DOS!! Change a copy.
  There's a small chance that I confused a "B" with an "8" in the above instructions, due to the fact that the newsletter is done using a dot-matrix printer with less than perfect resolution.

Further news:
  The MAAUG now has a couple of 512K 800XL's.
  They are still having a few problems with the 1200XL upgrade, but they just started working on it last week, so I'm keeping my fingers crossed.
  I'm still trying to keep names of anybody who wants further info.

Personal disclaimer: I'm neither a hardware hacker, an OS wizard, nor an official representative of the MAAUG. Also, my employer has no connection with the MAAUG, and doesn't know what I do during my coffee breaks.

 - Joel Plutchak
   {allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

From 1288130998810234884
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bc6615e9661f746,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-21 09:10:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site csd2.UUCP
Path: utzoo!linus!philabs!cmcl2!csd2!dimitrov
From: dimitrov@csd2.UUCP (Isaac Dimitrovsky)
Newsgroups: net.micro.atari
Subject: ST hard disk?
Message-ID: <3280001@csd2.UUCP>
Date: Thu, 21-Nov-85 12:10:00 EST
Article-I.D.: csd2.3280001
Posted: Thu Nov 21 12:10:00 1985
Date-Received: Sat, 23-Nov-85 09:46:45 EST
Organization: New York University
Lines: 15

[]

I seem to recall reading something about ST hard disk availability
in this group. Does anyone know what the story is (are they available
yet, what's the price like, etc)? Also, I'd be interested in the
quality of the C programming environment. Is the C compiler good?
Are there any Unix-like tools available (grep, make, lint (sigh))?
Thanks,

Isaac Dimitrovsky
allegra!cmcl2!csd2!dimitrov   (l in cmcl2 is letter l not number 1)
251 Mercer Street, New York NY 10012   (212) 674-8652

... Hernandez steps in to face ... Orl ... HERchiiiser ... and it's a liiine
driive, deeeeep to the gap in left center ... - Bob Murphy, Voice of the Mets

From 7319055568061071108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e4fd7632f10cd6dc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-21 11:28:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!ucdavis!ucbvax!info-
atari
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Wave form control from ST BASIC
Message-ID: <851121-112834-1259@Xerox>
Date: Thu, 21-Nov-85 14:28:33 EST
Article-I.D.: Xerox.851121-112834-1259
Posted: Thu Nov 21 14:28:33 1985
Date-Received: Sun, 24-Nov-85 07:34:20 EST
References: <1838@islenet.UUCP>
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

Jonathan,

     Nope, There are no floating point libraries for the Hippo-C compiler.
The cascade program in ANTIC can not be used with Hippo-C.

     John

From -8461157883177862594
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,cab00ceea8c4b8ec,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-21 11:31:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: TOS Bugs
Message-ID: <674@mtuxn.UUCP>
Date: Thu, 21-Nov-85 14:31:05 EST
Article-I.D.: mtuxn.674
Posted: Thu Nov 21 14:31:05 1985
Date-Received: Sat, 23-Nov-85 01:33:44 EST
Organization: AT&T Information Systems, Holmdel NJ
Lines: 14

[]
Another esoteric bug!
If you drag a disk icon into a wall (easiest is straight up after positioning
on the bottom) very quickly it "lodges" there and the system hangs!

----Hey Rocky, watch me jam this here A disk into the ceiling ;-)

After it sticks, the system is locked forever...Spooky when you do it the
first time, but the you learn!

     Rob Botwin, N2FC
    .....{utah-cs|seismo|decvax}!harpo!eagle!hogpc!mtuxn!rb
     ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
     FJ 1B-130

From 2928636809154340285
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-21 11:43:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uicsl
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!inuxc!pur-ee!
uiucdcs!uicsl!hr
From: hr@uicsl.UUCP
Newsgroups: net.micro.atari
Subject: Re: BYTE magazine folding?
Message-ID: <7500006@uicsl>
Date: Thu, 21-Nov-85 14:43:00 EST
Article-I.D.: uicsl.7500006
Posted: Thu Nov 21 14:43:00 1985
Date-Received: Sat, 23-Nov-85 05:39:27 EST
References: <8511081914.AA04418@mitre.ARPA>
Lines: 18
Nf-ID: #R:<8511081914.AA04418@mitre.ARPA>:-31:uicsl:7500006:000:753

Nf-From: uicsl.UUCP!hr   Nov 21 13:43:00 1985

RE:
    " While there are a number of Atari Magazines available, may
I suggest that those interested in 68000 technology also look into
(and hopefully buy) 68 Micro Journal."

Here is a partially dissenting opinion. I recently subscribed to
68 Micro and was disappointed. Most of it seemed directed towards
the 6809 with relatively little on the 68K. If I had a 6809 system,
I'd probably like it more. As it stands, I'd rather read Antic and
Analog. Since I have a year's subscription, I should have plenty of
time to change my mind. (It does NOT seem to be a game of the month
rag, but more 'serious'.) I was interested in the 68020 single board
system ads that are beginning to appear there.

harold ravlin
{ihnp4,pur-ee}!uiucdcs!uicsl!hr

From 3376334689090728015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,82aeda838e0749a4
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-21 13:27:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: Atari Prototypes
Message-ID: <21833@mgweed.UUCP>
Date: Thu, 21-Nov-85 16:27:11 EST
Article-I.D.: mgweed.21833
Posted: Thu Nov 21 16:27:11 1985
Date-Received: Sat, 23-Nov-85 05:20:14 EST
References: <628@tekigm.UUCP>
Distribution: net
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 29

>Does anyone own or have seen any of the following announced Atari computers
>(either prototype, early production or ?) that they might be willing to
>discuss and/or possibly sell?

>The model numbers that I am interested in more information in and possibly
>obtaining are:
>   1400XL
>   1450XLD
>   1600XL

> CP/M Module
> 1090XL Expansion Box

I saw working models (prototypes?) of both a 1400XL and a 1400XLD at the 1984 Summer Consumer Electronic Show. That was the megabuck display just before WB sold Atari. The Expansion Box was also there as I recall but I wasn't really interested. The 1600XL was just a dream and never made prototype stage as far as I know. At least one of the 1400XLD and an expansion box was put to good use. It is the basis for the official Atari bulletin board according to an article I read (maybe in the Atari Explorer). Obviously, I don't have any of these for sale but I enjoy learning more about the history of Atari and thought you might also.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek
"Power Without The Price"

From -5145240403858161917
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,30b06caa98395e60,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-21 14:15:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site entropy.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
uw-june!entropy!fetrow
From: fetrow@entropy.UUCP (David Fetrow)
Newsgroups: net.micro.atari
Subject: UUDECODE
Message-ID: <233@entropy.UUCP>
Date: Thu, 21-Nov-85 17:15:10 EST
Article-I.D.: entropy.233
Posted: Thu Nov 21 17:15:10 1985
Date-Received: Sat, 23-Nov-85 06:09:37 EST
Organization: UW MathStat, Seattle
Lines: 14
Keywords: In BASIC

Recently some implementations of UUDECODE have showed up in net.sources. One is for the IBM-PC BASIC, the other for UNIX C (We ported the last to the C86 compiler). If someone on the net is interested in porting these to something the Ataris' can use I will mail you the code.

--

-"Daphnia Dave" Fetrow

{ ihnp4, fluke, tektronix, uw-june }!uw-beaver!entropy!fetrow :UUCP
  entropy!fetrow@uw-june.arpa :ARPA

From -2211250858327059176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ebe651353feca75,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 00:38:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: crs8@KOREA-EMH.ARPA
Newsgroups: net.micro.atari
Subject: Happy software
Message-ID: <8511220901.AA13971@ucbvax.berkeley.edu>
Date: Fri, 22-Nov-85 03:38:00 EST
Article-I.D.: ucbvax.8511220901.AA13971
Posted: Fri Nov 22 03:38:00 1985
Date-Received: Sun, 24-Nov-85 05:09:28 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 20

I have read the requests of information about the Happy
software which is out. I have purchased a Happy upgrade for
both the 810 and 1050 drives. The 810 comes with the version 5.3
software and the 1050 came with version 6.6. The 810 and 1050,
using these versions respec{tively, will not communicate with each
other. Also, 6.6 does not come with Multi-drive. I was quite frustrated.
I wrote a letter to both Happy and the people I bought The kits from, both
of which responded to me quite rapidly. Both did state that Happy is
trying desparately to get the version seven updates out by the Xmas
holiday time frame. (This will please me to no end)
The version 7 will make the 810 and 1050 talk the same language. I
use the 1050 as drive 1, as the 1050 comes up and reads/writes at a
faster rate than the 810, and is also double density. The 810
runs as drive 2.

I must say, however, that I am quite "happy" with the drives, and
consider them far advanced over a "stock" drive for their basic
read/write speed improvements alone.

Mark

From -429741269694083647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,827b8fd3140783a3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 05:05:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 SMI; site husky.uucp

Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!rochester!kodak!husky!jdg
From: jdg@husky.uucp (Jeff Gortatowsky)
Newsgroups: net.micro.atari
Subject: Re: generic hard disk to st info wanted
Message-ID: <279@husky.uucp>
Date: Fri, 22-Nov-85 08:05:48 EST
Article-I.D.: husky.279
Posted: Fri Nov 22 08:05:48 1985
Date-Received: Mon, 25-Nov-85 08:01:36 EST
Organization: Eastman Kodak Company, Rochester, NY
Lines: 51

> From: billj@rocksvax.UUCP (Bill Jeffers)
> Newsgroups: net.micro.atari
> Date: Wed, 20-Nov-85 13:05:06 EST
> Reply-To: billj@rocksvax.UUCP (Bill Jeffers)
> Distribution: net.micro.atari
> Keywords: Shugart 1002,fasi,scsi,sasi
> Summary: anybody done it?
>
> (munch)

> Well I bought a pair of Shugart 1002's (5 mb) and a controller card from the
> local surplus outlet to hook up to my cpm computer. Then I was wondering, if
> I got another controller card I could hook 1 up to the cpm (xerox 820-II) and
> 1 to the ST. Well I dug through all the old news and there doesn't seem to be
>> enough information there to do it. Has anyone figured out how to make the
>> (fasi?) port on the ST compatable with a normal hard disk controller?
>> (sasi? scsi?) Has anyone succeded in attaching a hard disk to the ST?
>>
>> All information will be appreciated. I have the two prior messages from this
>> newsgroup concerning hard disk hookup.

>> Thanks in advance
>>
>> Billj

Although I know how much everyone hates those 'I want to know too'
massages, I ALSO WANT TO KNOW IF ANYONE HAS HOOKED UP THEIR HARD
DISK TO AN ST. (sorry) I really do want to know. If you had a 42meg
ST-506 type drive lying around you also would want to know. So thats
the reason I'm posting this. If you can shed any light on the st's DMA
port and the need circuitry to get a 506 type drive working on it
WE (I) would be gratful. Send mail. I summarize to the net. Thanks.

Jeff Gortatowsky   {allegra,seismo}!rochester!ritcv!husky!jdg
Eastman Kodak Company {eagle,astrovax,network!}sun!sunrise!husky!jdg

These comments are mine alone and not Eastman Kodak's or anyone else's
at/in this relative space and time.

--
Jeff Gortatowsky   {allegra,seismo}!rochester!ritcv!husky!jdg
Eastman Kodak Company {eagle,astrovax,netword!}sun!sunrise!husky!jdg

These comments are mine alone and not Eastman Kodak's or anyone else's
at/in this relative space and time.

From -2561458123719702170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,884bef601b8d2d72,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 06:54:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!brl-tgr!nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Anybody trashing diskettes in ST Basic?
Message-ID: <1179@nlm-vax.ARPA>
Date: Fri, 22-Nov-85 09:54:12 EST
Article-I.D.: nlm-vax.1179
Posted: Fri Nov 22 09:54:12 1985
Date-Received: Sun, 24-Nov-85 07:30:35 EST
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 16

I have been working on a binary file ENCODE/DECODE package in ST Basic. The
language seems quite adequate, but I've been having a problem with my A: disk
drive. The disk seems to startup real slow and sometimes produces errors
(which Basic seems to ignore). Since it seems to occur only when I've been
running Basic (but I've done that a lot recently since I just got it), I don't
know whether I have a problem with the drive itself (a DS/DD drive which I'm
booting the system from) or whether Basic is trashing something which affects
access to the drive. Has anyone else had a similar problem?

By the way, the ENCODE.BAS program is completed and I have tested the internal
routines for DECODE. The program is similar to Unix's uuencode/uudecode but
provides for a line by line checksum. Multiple files can be encoded into a
single text file. I should probably finish a working first version this
weekend. I'll post it when I get decode finished.

                        Randy

From -6579958512036256929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f20734465e23adf0

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 07:40:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!harvard!talcott!panda!genrad!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!ucla-cs!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: Old ATARI 80 column upgrades.
Message-ID: <8511221628.AA25436@ucbvax.berkeley.edu>
Date: Fri, 22-Nov-85 10:40:01 EST
Article-I.D.: ucbvax.8511221628.AA25436
Posted: Fri Nov 22 10:40:01 1985
Date-Received: Mon, 25-Nov-85 07:35:07 EST
References: <220@sx1100.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

Ken,
The 800XL has a weak luminance signal compared to the old 800. The 130XE
is better than either.
David Young

From -736168527059901196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5a34160aea2662dc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 07:52:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: 256K 800XL/1200XL
Message-ID: <8511230816.AA00272@ucbvax.berkeley.edu>
Date: Fri, 22-Nov-85 10:52:38 EST
Article-I.D.: ucbvax.8511230816.AA00272
Posted: Fri Nov 22 10:52:38 1985
Date-Received: Tue, 26-Nov-85 08:25:08 EST
References: <626@tekigm.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 6

Dennis,
We sell a 256K upgrade for the 800XL for $99.95 that makes it look like
a 130XE plus 128K.
David Young
CDY Consulting

From -7102539686491035505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,59479a3f591f0917,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 08:25:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!ssc-bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: Aztec C compiler for ST
Message-ID: <434@ssc-bee.UUCP>
Date: Fri, 22-Nov-85 11:25:32 EST
Article-I.D.: ssc-bee.434
Posted: Fri Nov 22 11:25:32 1985
Date-Received: Sun, 24-Nov-85 04:44:42 EST
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 5

----------for the lioneater----------

Aztec C for the Atari ST will be coming out in the first quarter of '86-
according to the Aztec people manning the phone lines.

From 3870222075855783972
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b0bd8cf3f361cd84,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 09:45:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!ucdavis!ucbvax!info-
atari
From: brown jonathan%e.mfenet@LLL-MFE.ARPA
Newsgroups: net.micro.atari
Subject: cancel
Message-ID: <8511230046.AA05951@ucbvax.berkeley.edu>
Date: Fri, 22-Nov-85 12:45:00 EST
Article-I.D.: ucbvax.8511230046.AA05951
Posted: Fri Nov 22 12:45:00 1985
Date-Received: Mon, 25-Nov-85 06:46:26 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 2

Please remove me from the INFO-ATARI list. Thanks.

From -3624030353109061981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dc578d537a82af6c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 11:26:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site pur-ee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!mckay
From: mckay@pur-ee.UUCP (Dwight D McKay)
Newsgroups: net.micro.atari
Subject: SUMacC and the ST?
Message-ID: <3532@pur-ee.UUCP>
Date: Fri, 22-Nov-85 14:26:34 EST
Article-I.D.: pur-ee.3532
Posted: Fri Nov 22 14:26:34 1985
Date-Received: Sun, 24-Nov-85 05:14:18 EST
Reply-To: mckay@pur-ee.UUCP (Dwight D McKay)
Organization: Electrical Engineering Department , Purdue University
Lines: 9
Keywords: C 520st atari compiler SUMacC Mac

Has anyone considered setting up a set of librarys so that one could use the
SUMacC C compiler with the 520ST? I've been looking at and I believe it
wouldn't be too hard to do provided enough information was available on TOS
and GEM.

Is there a book out (or about to come out) which contains this information?
Is it available seperately from the developers package?

--Dwight Mckay, ECN Software Support [mckay@purdue-ecn]

From 2971498925183668224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,34289fa52047c5fc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 12:37:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watdcsu.UUCP
Path: utzoo!watmath!watnot!watdcsu!broehl
From: broehl@watdcsu.UUCP (Bernie Roehl)
Newsgroups: net.micro.atari
Subject: Re: i blew it
Message-ID: <1909@watdcsu.UUCP>
Date: Fri, 22-Nov-85 15:37:41 EST
Article-I.D.: watdcsu.1909
Posted: Fri Nov 22 15:37:41 1985
Date-Received: Sat, 23-Nov-85 00:15:12 EST
References: <1867@saber.UUCP> <1144@nlm-vax.ARPA>
Reply-To: broehl@watdcsu.UUCP (Bernie Roehl)
Distribution: net

Organization: U of Waterloo, Ontario
Lines: 11

In article <1144@nlm-vax.ARPA> randy@nlm-vax.UUCP (Rand Huntzinger) writes:
>... Unfortunately, those who don't have Unix probably don't have access
>to uuencode/uudecode.
>

I posted public-domain versions of uuencode and uudecode to net.sources
several weeks ago; suggest you look there. You should be able to download
those sources, compile them on the Atari, and download uuencoded sources
(uudecoding them on the ST).

I strongly suggest this procedure over Kermit, Xmodem, or suchlike.

From -8965335877030378731
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25deb701b9455722
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 14:50:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site islenet.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!dual!islenet!jons
From: jons@islenet.UUCP (Jonathan Spangler)
Newsgroups: net.micro.atari
Subject: Re: split group to 800/ST groups?
Message-ID: <1865@islenet.UUCP>
Date: Fri, 22-Nov-85 17:50:10 EST
Article-I.D.: islenet.1865
Posted: Fri Nov 22 17:50:10 1985
Date-Received: Mon, 25-Nov-85 07:53:33 EST
References: <851111082123.011@CITHex> <7674@watrose.UUCP>
Reply-To: jons@islenet.UUCP (Jonathan Spangler)
Organization: Islenet Inc., Honolulu
Lines: 12

Here is another 300 bauder (heaven forbid!) I would like to see the group
split as well.

Can Gene Spafford help us -- Oh Mighty One of USENET?

Aloha,
Jonathan Spangler
{ihnp4,dual,vortex}!islenet!jons

--
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons

From -561520796657813744
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,a7e60704d5155b74,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 15:29:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site voder.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari
Subject: Any info on new Supra MPP-1200AT modem?
Message-ID: <923@voder.UUCP>
Date: Fri, 22-Nov-85 18:29:14 EST
Article-I.D.: voder.923
Posted: Fri Nov 22 18:29:14 1985
Date-Received: Sun, 24-Nov-85 07:14:23 EST
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 14

     Has anyone tried out the new MPP-1200AT modem from Supra (the old Micro Peripheral Products)? This is their new 300/1200 Baud, Hayes compatible modem that uses the SIO port on the 8-Bit computers. It lists for $249 but Computer Games + has an add in the 12/85 Analog magazine and lists it for $199.95. The Omega Terminal software for it is supposed to be extreamly versitle as well.
     I'd be interested in any information on this.

Kevin Thompson   {ucbvax,ihnp4!nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From -2472998941590583427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e32a2d496285788
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 15:30:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!ut-sally!ut-ngp!shell!
graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.micro.atari
Subject: Re: --- And another thing .... ---
Message-ID: <460@graffiti.UUCP>
Date: Fri, 22-Nov-85 18:30:57 EST
Article-I.D.: graffiti.460
Posted: Fri Nov 22 18:30:57 1985
Date-Received: Mon, 25-Nov-85 06:46:14 EST
References: <8511191641.AA25198@ucbvax.berkeley.edu>

Organization: The Power Elite, Houston, TX
Lines: 10

> Why not hope that the new 68000 machines will push IBM out of the market?

NObody is going to push IBM out of the market. The best you can expect is
that it'll light a fire under them. It's almost enough to make you want
to nuke Armonk.
--
Name: Peter da Silva
Graphic: `-_-'
UUCP: ...!shell!{graffiti,baylor}!peter
IAEF: ...!kitty!baylor!peter

From -2433709517439833563
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a681eed5fd53890c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 15:41:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site voder.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari
Subject: Re: Has anyone seen version 7 of Happy drive?
Message-ID: <924@voder.UUCP>
Date: Fri, 22-Nov-85 18:41:47 EST
Article-I.D.: voder.924
Posted: Fri Nov 22 18:41:47 1985
Date-Received: Sun, 24-Nov-85 07:14:57 EST
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 17

> I sent Happy Computers the money for the latest upgrade
> (version 7 I think)
> still no response after a few months..
> Anybody seen one yet?
> thanks in advance   Gary Skinner at ATT, Denver

     Try calling Happy's information number at 408/779-3830. The revision
7 software and the 1050 controllers are not quite ready but all orders re-
cieved by December 15 should be shipped by the end of December. The add in
the 12/85 issue of Compute! was a little premature.

Kevin Thompson   {ucbvax,ihnp4!nsc}!voder!kevin

"It's a sort of threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From 6939295835334540073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,34289fa52047c5fc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-22 23:01:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: i blew it
Message-ID: <935@lsuc.UUCP>
Date: Sat, 23-Nov-85 02:01:58 EST
Article-I.D.: lsuc.935
Posted: Sat Nov 23 02:01:58 1985
Date-Received: Sat, 23-Nov-85 05:23:59 EST
References: <1867@saber.UUCP> <1144@nlm-vax.ARPA>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Distribution: net
Organization: Barrister & Solicitor, Toronto
Lines: 10
Summary: Transfer formats.

     There are many hexcode formats around. I'd like to suggest Motorola 'S' file format. It might be possible to standardize on this for 68000 machines.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From 7833868489340249822
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1f8a4dbe340af276,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,1f8a4dbe340af276,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,1f8a4dbe340af276,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-11-23 06:40:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!ut-sally!ut-ngp!shell!
graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.micro.mac,net.micro.amiga,net.micro.atari
Subject: Re: Ban the binaries!

Message-ID: <465@graffiti.UUCP>
Date: Sat, 23-Nov-85 09:40:27 EST
Article-I.D.: graffiti.465
Posted: Sat Nov 23 09:40:27 1985
Date-Received: Mon, 25-Nov-85 07:52:54 EST
References: <1600@cbosgd.UUCP> <646@k.cs.cmu.edu>
Organization: The Power Elite, Houston, TX
Lines: 34
Xref: watmath net.micro.mac:3580 net.micro.amiga:843 net.micro.atari:1750

I originally posted the following to net.news.group only, but it does address
a point that needs to be made... to wit, that while UNIX implies portability,
portability does not imply UNIX.

> The Mac is not UNIX. There is not one relatively standard compiler that
> everyone uses. #ifdef's just don't cut it, because the compilers are very
> different from each other. The idea of distributing source only is,
> frankly, stupid, and people who have programmed so little on the Mac that
> they would make such a suggestion should not be going around pretending to
> be experts.

Well how about getting together & doing something about making these radically
different languages pull together a bit more? Over in net.amiga there has been
a little discussion on trying to write programs that can be ported easily
between the AMIGA, the ST, and the MAC. If the MAC can't even port to the Mac
not only does this cut Mac users out of this game but it hardly makes the Mac
look like a real computer... for the rest of us or not. If what you say is
true and unavaoidable I've just lost most of my considerable respect for the
Macintosh and its user community.

After all... ifdefs do cut it everywhere else. It's possible with a little
work to write a program that can compile and run on the IBM-PC with a variety
of compilers, VMS, *and* various semi-compatible flavors of UNIX. The same
program, mind you...

[On further consideration... this would definitely make a useful net.software.
project. Someone might even get a paper on "porting programs between radically
different environments" or something. Hey, Ken, ever considered porting curses
to the Macintosh? :->]
--
Name: Peter da Silva
Graphic: `-_-'
UUCP: ...!shell!{graffiti,baylor}!peter
IAEF: ...!kitty!baylor!peter

From -8728168340778716313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8be0f712f7c75cf
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 122486,8be0f712f7c75cf
X-Google-Attributes: gid122486,public
X-Google-Thread: 142096,8be0f712f7c75cf

X-Google-Attributes: gid142096,public
X-Google-Thread: 12c65a,8be0f712f7c75cf
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 1611e0,8be0f712f7c75cf
X-Google-Attributes: gid1611e0,public
X-Google-ArrivalTime: 1985-11-23 09:39:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site gould9.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!nsc!pyramid!gould9!joel
From: joel@gould9.UUCP (Joel West)
Newsgroups:
net.news.group,net.news.adm,net.micro.atari,net.micro.cbm,net.micro.amiga
Subject: Re: New Group Needed
Message-ID: <189@gould9.UUCP>
Date: Sat, 23-Nov-85 12:39:40 EST
Article-I.D.: gould9.189
Posted: Sat Nov 23 12:39:40 1985
Date-Received: Sun, 24-Nov-85 11:09:29 EST
References: <622@tekigm.UUCP>
Followup-To: net.news.group
Distribution: net
Organization: CACI, Inc. -- La Jolla, Calif.
Lines: 29
Xref: watmath net.news.group:4684 net.news.adm:438 net.micro.atari:1745
net.micro.cbm:1836 net.micro.amiga:834
Summary: ok the way it is

"What's in a name? A rose by any other name would still smell as sweet."
         Romeo and Juliet, by William Shakespeare

In article <622@tekigm.UUCP>, aegroup@tekigm.UUCP (Dennis Ward) writes:
> Several new groups are needed and several old groups should be renamed:
>
> net.micro.cbm   should be net.micro.cbm8 for Commodore 8 bit machines
> net.micro.amiga should be net.micro.cbm16 for Commodore 16 bit machines
> net.micro.atari should be split into
>   net.micro.atari8 for Atari 8 bit machines
>   net.micro.atari16 for Atari 16 bit machines
>
> Similarly if either Commodore or Atari come out with 32 bit machines, then new
> subgroups could be established.

As I understand it, the 32-bit Atari will also be an "ST", and that it
will have a similar architecture to the 16-bit Atari. (For example,
you can bet damn well that a 32-bit 386-based IBM pc will be MS-DOS
based.) If the new commodore is not an Amiga, no harm is done.

The current system works just fine. (People used net.micro.mac to talk
about the Lisa, and nobody complained.) Because enough other things
are broken, there should be a bias for status quo barring some great
overriding requirement.
--
     Joel West   (619) 457-9681

CACI, Inc. Federal, 3344 N. Torrey Pines Ct., La Jolla, CA 92037
{cbosgd,ihnp4,pyramid,sdcsvax,ucla-cs}!gould9!joel
gould9!joel@nosc.ARPA

From 3891714129142912149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,94f365602e154439,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-13 14:25:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!ucbvax!info-atari
From: CON.REILLY@SU-GSB-HOW.ARPA (Brian Reilly in Land without UNIX)
Newsgroups: net.micro.atari
Subject: ANTIC catalog software
Message-ID: <8511132234.AA05164@ucbvax.berkeley.edu>
Date: Wed, 13-Nov-85 17:25:03 EST
Article-I.D.: ucbvax.8511132234.AA05164
Posted: Wed Nov 13 17:25:03 1985
Date-Received: Fri, 15-Nov-85 04:55:41 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 24

Has anyone else purchased the Word Magic/Graphic Magic programs
listed in the ANTIC catalog? I am not on this mailing list, so I am not
sure if they have been mentioned before. I got these 2 programs
a week or so ago. While the advertisement which states "functionally
equivalent to Macwrite/Macpaint" may be true in the sense that you
can print text and graphics on the same page, I am a little disappointed
with the way it happens. You have the option of printing a 1/2 or 1/4
page reduction of a graphics screen created with Microillustrator,
MicroPainter, etc., and you have to save the screen with the Graphic
Magic program. The 1/4 size option is not too bad - it is reasonably
fast and takes up around 97 sectors on the disk. 1/2 screen size
is another story - it uses over 430 sectors and takes about 4 minutes.
Neither of these sizes allow text to be placed on top of the graphic,
although this is advertised as an option and is in the manual which
comes with the program. You can place text on top, but it is printed as
garbage. There are several other things I don't like about the program,
but I guess for 19.95 you can't expect much.

If anyone else has these 2 items and knows that I am doing something wrong,
please let me know.

- Brian Reilly
con.reilly@su-gsb-how.arpa

From 425956920564422461
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,8b297c2b8e70d17c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-13 17:04:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site aero.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mtuxo!mtunh!vax135!cornell!uw-beaver!
tektronix!hplabs!sdcrdcf!trwrb!trwrba!aero!dlc
From: dlc@aero.ARPA (David L. Chenette)
Newsgroups: net.micro.atari
Subject: STwriter, Hard disks, and Will Hom
Message-ID: <538@aero.ARPA>
Date: Wed, 13-Nov-85 20:04:21 EST
Article-I.D.: aero.538
Posted: Wed Nov 13 20:04:21 1985
Date-Received: Mon, 18-Nov-85 05:16:49 EST
Reply-To: dlc@aero.UUCP (David L. Chenette)
Organization: The Aerospace Corp., El Segundo, CA
Lines: 17

---------- bug eater here ------------

Has anyone out there been able to get
STwriter to print single-spaced copy?
I have tried all sorts of variants of
ctrl-S, etc. without success. I use
an Epson FX-80 on the serial port,
screen dumps and system prints are fine.

Secondly, Atari has shipped the first of their
hard disks for the ST. No reviews yet, but
stay tuned.....

Finally, Will Hom, I've tried them all...
No joy. Please add dlc@aerospace to your
Atari mailing list.

From 2864801895705888279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d160acfc4d5b7c8b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-14 04:32:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: 800XL Sockets
Message-ID: <8511141246.AA21114@ucbvax.berkeley.edu>
Date: Thu, 14-Nov-85 07:32:33 EST
Article-I.D.: ucbvax.8511141246.AA21114
Posted: Thu Nov 14 07:32:33 1985

Date-Received: Fri, 15-Nov-85 20:39:49 EST
References: <851113-095518-1248@Xerox>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

Tom,
I don't know which serial numbers have sockets. We have never seen an 800XL
that didn't have the RAM socketed, and that is the most important thing
for the 256K upgrade. Did the 800XL you returned not have the RAM socketed?

We have been shipping the 256KXL for a couple of weeks now and no problems
have been noted. It makes the 800XL look exactly like a 130XE except that
bits 5 and 6 of $D301 have been redefined to address twice as much memory.
I have also souped up a version of OMNIVIEW XL to treat this extra memory
as a double sided single density ramdisk.

David Young

From -4688513632053956875
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ee516a9eb4899347
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-14 04:51:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: --- OMNIVIEW 80-col ---
Message-ID: <8511141258.AA21206@ucbvax.berkeley.edu>
Date: Thu, 14-Nov-85 07:51:15 EST
Article-I.D.: ucbvax.8511141258.AA21206
Posted: Thu Nov 14 07:51:15 1985
Date-Received: Fri, 15-Nov-85 20:40:06 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 14

You are right Richard, OMNIVIEW does use GR. 8 to generate the characters.
However, it looks better than the others I have seen because I did a lot
of work on my character set. Most people report that they are quite pleased
with the readability. This technique also has the great advantage that it
is cheap! That is why my sales are better than ever and the others are out
of business.

One other advantage to this technique is that you could theoretically mix
text and graphics on the screen. I have not yet had time to try this out
but maybe eventually ...

I enjoy reading your well thought out comments,

David Young

From -4933409901852172201
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-14 08:45:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site uicsl
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!qantel!ihnp4!inuxc!pur-ee!uiucdcs!
uicsl!hr
From: hr@uicsl.UUCP
Newsgroups: net.micro.atari
Subject: Re: BYTE magazine folding?
Message-ID: <7500005@uicsl>
Date: Thu, 14-Nov-85 11:45:00 EST
Article-I.D.: uicsl.7500005
Posted: Thu Nov 14 11:45:00 1985
Date-Received: Sun, 17-Nov-85 07:11:14 EST
References: <8511081914.AA04418@mitre.ARPA>
Lines: 14
Nf-ID: #R:<8511081914.AA04418@mitre.ARPA>:-31:uicsl:7500005:000:348
Nf-From: uicsl.UUCP!hr   Nov 14 10:45:00 1985

RE: folding

     ".. Creative Computing is soon to print its last issue.."

Guess which magazine Ziff Davis stuck me with when "Computers & Electronics"
was killed.

Z.D. has pulled THREE magazines from under me in about as many years.

(Then FNE went commercial and pulled "DTACK Grounded".)

                              harold ravlin
                          {ihnp4,pur-ee}!uiucdcs!uicsl!hr

From -3660359718701177098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,67c27bf2fb8e467b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-14 09:09:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site
tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)

Newsgroups: net.micro.atari
Subject: Atariwriter +
Message-ID: <265@tekigm2.UUCP>
Date: Thu, 14-Nov-85 12:09:35 EST
Article-I.D.: tekigm2.265
Posted: Thu Nov 14 12:09:35 1985
Date-Received: Sun, 24-Nov-85 05:49:08 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 5

Has anyone seen Atariwriter + in any comuter (or other) stores yet?

Am anxiously awaiting it, no one locally seems to have any idea when it will show up, suposedly Atari has been shipping it to distributers and is filling up the pipeline.

From -8756192074762328 00
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1c7a0c8d69ab6513
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-14 09:12:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: $Revision: 1.6.2.16 $; site inmet.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!lll-crg!lll-lcc!vecpyr!amd!pesnta!pyramid!decwrl!decvax!yale!inmet!ted
From: ted@inmet.UUCP
Newsgroups: net.micro.atari
Subject: Re: "personal computer", "PDP", IBM-PC P
Message-ID: <6100011@inmet.UUCP>
Date: Thu, 14-Nov-85 12:12:00 EST
Article-I.D.: inmet.6100011
Posted: Thu Nov 14 12:12:00 1985
Date-Received: Wed, 20-Nov-85 07:58:39 EST
References: <1282@hcrvx1.UUCP>
Lines: 9
Nf-ID: #R:hcrvx1:-128200:inmet:6100011:000:544
Nf-From: inmet!ted   Nov 14 12:12:00 1985

I just had to say that I agree with everything you said. The IBM-PC was good for its day, but now it is stiffling real innovation, along with the other 8088 based products. The only thing we can do is hope that as people become more computer literate, they'll realize that segmentation is a limitation, along with other things. Lets hope the new generation of 68000 based "personal computers", ie, Atari 520ST/TT and the Amiga will help push IBM into new hardware approaches that won't cost the consumer his/her shirt in order to buy it.

From -2324575348795425699
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,1c7a0c8d69ab6513
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,aff756ecafa5b560
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-11-14 09:58:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site 3comvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!oliveb!3comvax!mikes
From: mikes@3comvax.UUCP (Mike Shannon)
Newsgroups: net.micro.atari,net.micro
Subject: Re: "personal computer", "PDP", IBM-PC Phobia
Message-ID: <282@3comvax.UUCP>
Date: Thu, 14-Nov-85 12:58:25 EST
Article-I.D.: 3comvax.282
Posted: Thu Nov 14 12:58:25 1985
Date-Received: Sat, 16-Nov-85 08:30:35 EST
References: <8511052150.AA19797@ucb-vax.berkeley.edu> <1282@hcrvx1.UUCP>
Organization: 3Com Corp; Mountain View, CA
Lines: 18
Xref: watmath net.micro.atari:1654 net.micro:12704

Hugh Redelmeyer writes in the cited article:
>......
>   And
> remember that the IBM PC was technically advanced compared with what was
> available when it entered the market. Evidently a lot of people find
> the machine (along with third party hardware and software) sufficiently
> useful to buy it. Moreso than any other personal computer.

While in general I agree with most of the things he said, I do take issue
with the relatively 'technically advanced' comment. Olivetti produced
a z8000-based micro which was 'technically superior' in my opinion. (Of
course, I worked at Olivetti (in Cupertino, CA) so what do you expect? :-)

The IBM PC was a hit in the marketplace because IBM made it a hit. Not
because of any technical superiority.

--
              Michael Shannon {ihnp4,hplabs}!oliveb!3comvax!mikes

From -976394111860881132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,27f2f371c67d058f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-14 10:45:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: double sided boot
Message-ID: <669@mtuxn.UUCP>

Date: Thu, 14-Nov-85 13:45:46 EST
Article-I.D.: mtuxn.669
Posted: Thu Nov 14 13:45:46 1985
Date-Received: Sat, 16-Nov-85 01:04:02 EST
Organization: AT&T Information Systems, Holmdel NJ
Lines: 13

[]
Has ANYONE been able to create a double sided boot disk yet????
If so, how....And don't give me the way you think it MIGHT work!!!
I'm interested in finding someone who HAS ALREADY DONE IT.

I tried copying the boot sector from a single side to a double sided disk,
but that crashes the directory and capacity info....After patching those
tidbits back, it still won't do it.....What else am i missing?

     Rob Botwin, N2FC
.....{utah-cs|seismo|decvax}!harpo!eagle!hogpc!mtuxn!rb
ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
FJ 1B-130

From -8671236810358873344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25deb701b9455722
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-14 11:03:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watrose.UUCP
Path: utzoo!watmath!watnot!watrose!dlyall
From: dlyall@watrose.UUCP (dlyall)
Newsgroups: net.micro.atari
Subject: Re: split group to 800/ST groups?
Message-ID: <7674@watrose.UUCP>
Date: Thu, 14-Nov-85 14:03:18 EST
Article-I.D.: watrose.7674
Posted: Thu Nov 14 14:03:18 1985
Date-Received: Fri, 15-Nov-85 04:11:17 EST
References: <851111082123.011@CITHex>
Organization: U of Waterloo, Ontario
Lines: 5

It would be a good idea to split the newgroup into to because some
of us are using 300 baud (I know it is a sin). It get very bothersome
reading things that we really dont need.

Split the group! : i

From 8745065180255312270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5964d5155e7c6a18
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-11-14 11:16:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Re: --- 80 -col boards ---
Message-ID: <266@tekigm2.UUCP>
Date: Thu, 14-Nov-85 14:16:15 EST
Article-I.D.: tekigm2.266
Posted: Thu Nov 14 14:16:15 1985
Date-Received: Sun, 24-Nov-85 05:49:19 EST
References: <8511131317.AA24446@ucbvax.berkeley.edu>
Organization: Tektronix, Beaverton OR
Lines: 37

> This message is to clarify Richard Hartman's message and to fill in a
> couple of holes. First of all, it was Kevin Meis who did a review of
> OMNIVIEW a few days ago. Thank you, Kevin. Just let me point out that
> there is an OMNIVIEW made for every ATARI 8 bitter except the 1200. In
> addition to 80 column output, they all have other features including
> resident ramdisk handlers.
>.....etc....
> David Young

How come my local computer store seems to think that they can install OMNIVIEW on my 1200XL (as well as my 800XL and 130XE)? Since you developed it, you should know. Do you personally produce it or does some company produce and market it? If so, have they developed it for the 1200XL independent of what you did?

Also, besides giving 80 column capability, what are the other features? What else does it do for you? How legible is Omniview using composite video? Separated video? I have seen an Atari 130XE using separated video on a C*******e 1702 monitor and it looked great, but it was not using 80 columns.

Finally, is there anyway of using an RGB monitor with an 130XE? And if so, would this work with Omniview?

Obviously, at this point in time, I am shopping around for: a) a good monitor and b) 80 column capability. I had the impression that you could use a RGB monitor with the 130XE (but not with the 800XL or 1200XL) but I am getting the impression from some of the magazine articles that you can indeed use RGB with the 130XE. However, I am not about to put out the bucks for RGB if the 130XE cannot use it or is just as good with separated video.

Thanks in advance,

Bill Dippert

tektronix!tekigm2!wrd

From 7606088846004947768
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,69e7b1ea756c91,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-15 00:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!qantel!lll-crg!
ucdavis!ucbvax!info-atari
From: L12@DHDURZ2.BITNET (Wolf-Dieter Batz)
Newsgroups: net.micro.atari
Subject: please remove my address from the list...
Message-ID: <8511221324.AA20654@ucbvax.berkeley.edu>
Date: Fri, 15-Nov-85 03:00:00 EST
Article-I.D.: ucbvax.8511221324.AA20654
Posted: Fri Nov 15 03:00:00 1985
Date-Received: Sun, 24-Nov-85 06:14:14 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

... is there anybody listenin' to a poor European tryin'
to escape this *obsolete* atarimailinglist???
        thanxalott!
              *** wodi

From -7932492418377439210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8f8b66b472f47b9d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-15 04:20:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site mcvax.UUCP
Path: utzoo!linus!gatech!seismo!mcvax!simon
From: simon@mcvax.UUCP (Simon Kenyon)
Newsgroups: net.micro.atari
Subject: the other mailing list
Message-ID: <883@mcvax.UUCP>
Date: Fri, 15-Nov-85 07:20:39 EST
Article-I.D.: mcvax.883
Posted: Fri Nov 15 07:20:39 1985
Date-Received: Sat, 16-Nov-85 03:53:45 EST
Reply-To: simon@mcvax.UUCP (Simon Kenyon)
Organization: CWI, Amsterdam
Lines: 16

i am not so sure that i want to post this article.
the junk mail what i will get back from the mailer daemons is a bit tedious
anyway, there has been a lot of articles recently from people having trouble
hooking into this new mailing list. we have also had a lot of people crying
out for a modorator for this newsgroup. why doesn't he just take over
this newsgroup and save everybody all this trouble?
--
simon kenyon
The National Software Centre
Pearse Street
Dublin 2
Ireland
ph: +353-1-716255x214
simon@mcvax.UUCP
"just trying to keep my customers satisfied, satisfied" Simon and Sparkle Farkle

From -2358875211900134401
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f5998f8641c1298a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-15 04:21:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site akgua.UUCP
Path: utzoo!linus!gatech!akgua!scp
From: scp@akgua.UUCP (S.C. Pierson [Stephen])
Newsgroups: net.micro.atari
Subject: 256K 1200XL
Message-ID: <1935@akgua.UUCP>
Date: Fri, 15-Nov-85 07:21:44 EST
Article-I.D.: akgua.1935
Posted: Fri Nov 15 07:21:44 1985
Date-Received: Sun, 17-Nov-85 05:05:30 EST
Organization: AT&T Technologies/Bell Labs, Atlanta
Lines: 13

I've currently upgraded a 1200XL to 256K using the article from the
september issue of Byte. Their upgrade covered the 800XL. Now, here's
the problem. When we run Ramsgl or Ramdbl and format a drive, the
screen turns to blue and white horizontal stripes from top to bottom.
The rest of the computer works fine, it's just when we try to access
the extra ram for ramdisk that it seems to fail and lock-up. We're
using the source code mentioned in the Byte article, and I feel that
may be the problem. Has anyone else made this upgrade to the 1200XL?
Any assistance will be greatly appreciated. Once we get a working
machine, I'll summarize and post. Thanks again.
            Steve Pierson
            AT&T Network Systems Atlanta Ga.
            404-447-2142 c 583-2142

From 5435674520411086918
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,1b6314e2b1169ada,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-15 05:09:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: 80 columns - read this before you buy
Message-ID: <1701@druxu.UUCP>
Date: Fri, 15-Nov-85 08:09:28 EST
Article-I.D.: druxu.1701
Posted: Fri Nov 15 08:09:28 1985
Date-Received: Sat, 16-Nov-85 08:28:45 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 36

Oops! I deleted the original posters name. Sorry.

>I have a problem calling OMNIVIEW an 80-col board. (Please correct me
>if I am wrong, DY...)   From what I understand, OMNIVIEW is not a full
>character 80-col generating board, but rather an 80-col SIMULATION in
>GR.8. Meaning 4-bit wide characters....acceptable but NOT genuinely
>(in my view) an 80 column board.

You've hit upon an important topic that all prospective 80 column board
purchasers should be made aware of. I've seen some of the GR8 based
"simulations" and they are pretty awful, even on my 900 line resolution
monitor. Actually, the resolution of the monitor is not important anyway
since these "simulations" really only produce 3 pixel wide characters (you
have to have 1 pixel of space between characters).
After squinting at pseudocharacters for about 3 hours, you'll see what I mean.
The only real solution is an adjunct to Atari's graphics/video using a
real character generator ROM or a higher resolution bit-mapped display.
Is this what the rumored RGB/80 column board used before its demise?

druxu!tlz
Terry L. Zrust
AT&T Information Systems
11900 North Pecos Street
Denver, Colorado 80234
Mail Stop 30L49
(303) 538-4547
Cornet 374-4547

--

druxu!tlz
Terry L. Zrust
AT&T Information Systems
11900 North Pecos Street
Denver, Colorado 80234
Mail Stop 30L49
(303) 538-4547
Cornet 374-4547

From -7308937823617123862
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d4588b253cfafb11,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-15 06:04:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!talcott!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: ultra-high resolution graphics
Message-ID: <500@enmasse.UUCP>
Date: Fri, 15-Nov-85 09:04:57 EST
Article-I.D.: enmasse.500
Posted: Fri Nov 15 09:04:57 1985
Date-Received: Sun, 17-Nov-85 06:16:34 EST
References: <1007@vax2.fluke.UUCP>
Distribution: net
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 24

> <...>
>
> I am looking for information leading to the answer to the question:
>
> "Can the ST be reconfigured in software to have > 640 bit resolution in the
> horizontal axis?"
>
> One thing I appreciate about my computer is the 132 column terminal that I use
> when I need to see a bunch of stuff at once. I have been putting off picking
> up an ST because the graphics display appears to be limited to 80 columns,
> which is not sufficient for my needs. The fact that I can open a window and
> scroll it sideways is NOT the same thing.
>
The resolution is limited to 640 pixel horizontal, but the character set can
be reconfigured, and it is possible to cram 132 characters on a row, but it
looks funny. Also the screen has too many verticle lines. Hard to read as well.

--

Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!comm!mark)

From -5711673015316369123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,82895b49c8719fa5,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-11-15 07:25:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Test of Tektronix Tekigm2
Message-ID: <268@tekigm2.UUCP>
Date: Fri, 15-Nov-85 10:25:01 EST
Article-I.D.: tekigm2.268
Posted: Fri Nov 15 10:25:01 1985
Date-Received: Sun, 24-Nov-85 05:49:31 EST
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 15

This is a test to see if the messages that I have been posting to
net.micro.atari have actually made it to:
     a) other computers within Tektronix
     b) the outside world
     1) ARPANET
     2) USENET
     3) other

I would appreciate some response with an indication as to which catagory.
If there are at least one response to each catagory then the test is
terminated and no further responses are necessary.

Thanks in advance.

--Bill--

From -9011887845090130549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b48ea8c44d98b7f3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-15 08:44:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!info-atari
From: Hess@MIT-MULTICS.ARPA
Newsgroups: net.micro.atari
Subject: PF keys on ST using PC/InterComm
Message-ID: <851115164417.560613@MIT-MULTICS.ARPA>
Date: Fri, 15-Nov-85 11:44:00 EST
Article-I.D.: MIT-MULT.851115164417.560613
Posted: Fri Nov 15 11:44:00 1985
Date-Received: Sat, 16-Nov-85 20:51:03 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet

Lines: 3

As described on page 61 of the manual, type a control-Q in order to
insert keys which would otherwise affect PC/InterComm's string entry,
e.g. ESC, Backspace, Return, and, of course, Control-Q itself.

From -8631341349953305198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,68923b0845be2bdc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-15 13:00:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 2/6/85; site rocksvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!rocksvax!billj
From: billj@rocksvax.UUCP (Bill Jeffers)
Newsgroups: net.micro.atari
Subject: 1200 keyboard wanted
Message-ID: <1599@rocksvax.UUCP>
Date: Fri, 15-Nov-85 16:00:12 EST
Article-I.D.: rocksvax.1599
Posted: Fri Nov 15 16:00:12 1985
Date-Received: Sat, 16-Nov-85 09:12:00 EST
Reply-To: billj@rocksvax.UUCP (Bill Jeffers)
Distribution: net.micro.atari
Organization: Xerox: Henrietta, NY
Lines: 17
Summary:

(munch)

 I would still like to obtain one of those 1200 keyboards. Can anyone supply me
with the address of a source. Maybe the phone number of that Radio Shack where
some of you got yours.

What kind of inducement can I make to get a reply?

If there is interest I could post a method of adding cursor control keys that
don't need to have control pressed. My current external keyboard had cursor keys
so I added a little hardware to make them work normally. The method can be
extended to add a whole pad of custom keys. (insert,delete characters....)

                  Billj

From -4008303570279164510
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-15 17:46:06 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: BYTE magazine folding?
Message-ID: <919@lsuc.UUCP>
Date: Fri, 15-Nov-85 20:46:06 EST
Article-I.D.: lsuc.919
Posted: Fri Nov 15 20:46:06 1985
Date-Received: Fri, 15-Nov-85 21:22:44 EST
References: <8511120854.AA03029@mitre.ARPA> <354@pedsgd.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 17
Summary: And Some are Reborn?

>Another of the oldies goes belly-up; drat...
>
>   Bob Halloran
>   Sr MTS, Perkin-Elmer DSG

     I heard the other day that "Microsystems" has been re-incarnated.
Sol Libes restarted it. There may be hope for Ahl yet.

                                        Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From 6701749271618256857
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f20734465e23adf0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-15 17:58:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: Old ATARI 80 column upgrades.
Message-ID: <920@lsuc.UUCP>
Date: Fri, 15-Nov-85 20:58:54 EST
Article-I.D.: lsuc.920
Posted: Fri Nov 15 20:58:54 1985
Date-Received: Fri, 15-Nov-85 21:45:58 EST
References: <907@lsuc.UUCP> <8511131244.AA23965@ucbvax.berkeley.edu>

Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 35
Summary: I 'sit' corrected.

In article <8511131244.AA23965@ucbvax.berkeley.edu> DYOUNG@USC-ISID.ARPA (C. David Young) writes:
>Jim O.,
>   You sure make some outlandish statements. Why should anyone want
>to kludge around a Radio Shack 80 column board when there have been 80
>column outputs for the ATARI for years? One which I developed, OMNIVIEW,
>was described just a few messages back by Kim Kimes (sp?).
>
>David Young
>-------

     Well, I though I might have overlooked it via 'c'atchup, but I've since noted that the message you refer to didn't arrive at 'lsuc' until after I had posted my response. Usenet is interesting in that way. You can't expect everbody to read everything when you do.

     Up here in Canuckland Atari's never really sold well. You must remember that Toronto is where Commodore was Born. This accounts for the fact that TPUG (Toronto Pet Users' Group) is the world's largest Commodore Users' Group (as I understand it, then now run the Commodore SIGs on Compuserve -- which as I understand it hasn't worked out that great for some reason). Until just before Tramiel bought u
out Atari, I rarely saw 800's of any kind, except in magazines and
ers' Distributing).

     Your card is new to me. Good news though.

                                        Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From -1222287990168884094
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e4fd7632f10cd6dc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-16 01:10:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site islenet.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!lll-crg!well!ptsfa!dual!
islenet!jons
From: jons@islenet.UUCP (Jonathan Spangler)

Newsgroups: net.micro.atari
Subject: Re: Wave form control from ST BASIC
Message-ID: <1838@islenet.UUCP>
Date: Sat, 16-Nov-85 04:10:45 EST
Article-I.D.: islenet.1838
Posted: Sat Nov 16 04:10:45 1985
Date-Received: Thu, 21-Nov-85 07:02:24 EST
References: <3503@pur-ee.UUCP>
Reply-To: jons@islenet.UUCP (Jonathan Spangler)
Organization: Islenet Inc., Honolulu
Lines: 21
Keywords: sound 520st wave ST-BASIC envelope

In article <3503@pur-ee.UUCP> mckay@pur-ee.UUCP (Dwight D McKay) writes:
>"wave" command is missing the table of various envelopes available for the
>sound chip. Does anyone have such a table handy?
>
>--Dwight Mckay, ECN Software Support [...ihnp4!pur-ee!mckay]

There is a wonderful article on the ST sound chip in the November issue of
Antic. Patrick Bass (ST editor) wrote a small sound program for testing
the chip, and he includes a beautiful table for the chip itself.
I don't know if that will help you because the program is written in "C".

My problem is that I have Hippo-C and I believe all the ST programs in Antic
are written in DRI-C. One question: Is there a math library (sin,cos,random)
for Hippo-C?

Aloha,
Jonathan Spangler
{ihnp4,dual,vortex}!islenet!jons
--
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons

From -6537247236973834399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9f83b04f4672006f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-16 08:46:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: following the bouncing ball
Message-ID: <1865@saber.UUCP>
Date: Sat, 16-Nov-85 11:46:29 EST
Article-I.D.: saber.1865
Posted: Sat Nov 16 11:46:29 1985
Date-Received: Mon, 18-Nov-85 05:36:15 EST
Distribution: net

Organization: The Houses of the Holy
Lines: 26

The following is an enhanced version of the bouncing ball demo for the
ST, it was written by Jim Eisenstien of Atari. It is well worth looking
at to see the full power of graphics on the ST.

==========
`F1C1B1C1B~09GyN 93FN3?c```G?3p||ypxaC`?`?qppG?c8~~~>0cp<?|<cxxxG?
18ppx8~pppp6cm`c`q|ac``p   9G@@IG?FA@ig
&s~

S_XMINANKDO@!*ayhadow_lS_XMINANKak"ball_blo <

8*
,
@hJd>(
(r
  "--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From -950652063504890108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8c71d49e93243189,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-16 13:45:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!lll-
crg!ucdavis!ucbvax!info-atari
From: JOHN@SRI-CSL.ARPA (John McLean)
Newsgroups: net.micro.atari
Subject: Re: 80-column boards for 800 series
Message-ID: <8511162150.AA25285@ucbvax.berkeley.edu>
Date: Sat, 16-Nov-85 16:45:19 EST
Article-I.D.: ucbvax.8511162150.AA25285
Posted: Sat Nov 16 16:45:19 1985

Date-Received: Mon, 18-Nov-85 06:50:38 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 29

I was one of the purchasers of the Austin Franklin 80-column boards (about 2 years ago, as I recall. I had ordered and received one board but was sucessfull at getting it working only for about 1 hour. (The board "died" shortly after.) As I recall, the images were very clear and readable on my monitor. I don't have the documentation at hand, but I think that the characters were somehing like 6 or 7 pixels wide.

Austin Franklin Associates went belly-up shortly after I received my card and therefore, I was unable to secure repair or refund of my purchase price (approx $300) from the company. And AF Associates wasn't willing to provide schematics so that I could troubleshoot my board. So I sent the board back and went through the legal procedures for getting my credit card company to refund my purchase price and go after AF Associates. (I did eventually receive a refund thru my credit card company.)

The board had a direct video output (to the monitor) and (I assume) used some kind of FET switch to change from standard Atari video to 80 column video.

I have been a user of the Omniview for about 1 year now and find it to be a very good product. Yes, the characters are a bit difficult to read and I'd rather use a terminal if its available. But the Omniview is a very clever modification to a machine that was never intended (by its designers) to be an 80 column text machine.

John McLean
Convergent Technologies 408-945-6776

From 7655770640354193145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,41881811d0599dd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-16 19:15:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gitpyr.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: ST trashes disk, help sought
Message-ID: <1034@gitpyr.UUCP>
Date: Sat, 16-Nov-85 22:15:25 EST
Article-I.D.: gitpyr.1034
Posted: Sat Nov 16 22:15:25 1985
Date-Received: Mon, 18-Nov-85 06:46:53 EST

Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Organization: Georgia Institute of Technology
Lines: 17

References:

After a long edit session, I attempted to copy my file to another disk, and SURPRISE! TOS trashed my disk! I've lost every thing on that disk and it's been a very long time since I backed it up.

Has anyone out there written some code to fix frazzled disks (like the Norton Utilities for the PC)? I'll pay real money. Thanks in advance.

=-=-=-

just redefining the same string ratz!!!! My question, does anyone have a way to convert long names to short other than by hand ????
--
god bless Lily St. Cyr
-Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From 2590054822550921062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,34289fa52047c5fc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-17 08:44:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: i blew it
Message-ID: <1867@saber.UUCP>
Date: Sun, 17-Nov-85 11:44:40 EST
Article-I.D.: saber.1867
Posted: Sun Nov 17 11:44:40 1985
Date-Received: Mon, 18-Nov-85 07:36:59 EST
Distribution: net
Organization: The Houses of the Holy
Lines: 14

I blew it when i posted jim's code to do the bouncing ball, can someone help me ? how do you post binaries ????

NO flames please

--
god bless Lily St. Cyr
-Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From -1696348022295332171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,44d858997c50fa2b,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-11-17 08:48:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: ST file formats
Message-ID: <1868@saber.UUCP>
Date: Sun, 17-Nov-85 11:48:51 EST
Article-I.D.: saber.1868
Posted: Sun Nov 17 11:48:51 1985
Date-Received: Mon, 18-Nov-85 07:37:11 EST
Distribution: net
Organization: The Houses of the Holy
Lines: 16

compiling and linking with only one disk is near impossible, if someone can
supply me with the formats of the ST link libs and object files ill write
and post code to convert from UNIX format to ST so that people can use cross
compilers (namely me)

thanks (as they say) in advance

--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From 5701581778282306733
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b48ea8c44d98b7f3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-17 12:44:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!lll-
crg!ucdavis!ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: PF keys on ST using PC/InterComm
Message-ID: <8511172044.AA14062@auvax.UUCP>
Date: Sun, 17-Nov-85 15:44:29 EST
Article-I.D.: auvax.8511172044.AA14062
Posted: Sun Nov 17 15:44:29 1985
Date-Received: Wed, 20-Nov-85 07:45:31 EST
References: <851115164417.560613@MIT-MULTICS.ARPA>
Sender: daemon@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 7

I've been trying to get an address of "Mark of the Unicorn", but can't
find it. Would you take time to send it to me. I'm conviced I should
have PC/InterComm for my ST.

Thanks.

Or the address of a dealer (or phone number) who could sell me a copy.

From -3611143247351278650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-18 05:17:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari
Subject: Re: BYTE magazine folding?
Message-ID: <359@pedsgd.UUCP>
Date: Mon, 18-Nov-85 08:17:39 EST
Article-I.D.: pedsgd.359
Posted: Mon Nov 18 08:17:39 1985
Date-Received: Tue, 19-Nov-85 04:17:57 EST
References: <8511081914.AA04418@mitre.ARPA> <7500005@uicsl>
Organization: CONCURRENT Computer Corp, Tinton Falls, NJ
Lines: 22

In article <7500005@uicsl> hr@uicsl.UUCP writes:
>RE: folding
>   ".. Creative Computing is soon to print its last issue.."
>Guess which magazine Ziff Davis stuck me with when "Computers & Electronics"
>was killed.
>Z.D. has pulled THREE magazines from under me in about as many years.
>(Then FNE went commercial and pulled "DTACK Grounded".)

Recent news story says that McGraw Hill is buying Ziff's computer 'zine
line from them. Creative et al may have just been given a new lease on
life, although the probable re-casting into BYTE's mold may destroy what
VERY! little of them Ziff-Davis left.

                        Bob Halloran
                        Sr MTS, CONCURRENT Computer Corp
                        (Formerly Perkin-Elmer DSG)
==
UUCP: {decvax, ucbvax, most Action Central}!vax135\
                    {pesnta, topaz, princeton}!petsd!pedsgd!bobh
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724 DDD: (201) 758-7000
Disclaimer: I doubt that my employer wants anything to do with my opinions.

Quote: "When the going gets weird, the weird turn pro..." -- Hunter Thompson

From -4688985445449340491
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1b6314e2b1169ada
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-18 05:41:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!lll-crg!ucdavis!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: 80 columns - read this before you buy
Message-ID: <8511181344.AA24793@ucbvax.berkeley.edu>
Date: Mon, 18-Nov-85 08:41:18 EST
Article-I.D.: ucbvax.8511181344.AA24793
Posted: Mon Nov 18 08:41:18 1985
Date-Received: Wed, 20-Nov-85 07:44:40 EST
References: <1701@druxu.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 23

Terry,
You say that you have seen some of the 80 column simulations and that they look pretty awful. I agree. But it is not so much due to the lack of resolution available in graphics 8 as to the poor character sets these authors have created. I have studied calligraphy and I think that as a result the character set of OMNIVIEW is quite nice. And I know thousands of customers that would agree. Of course there are certain letters like 'm' and 'w' which you can do nothing about. But then again, with a good monitor there is no doubt what these characters are when you see them on the screen. And I strongly disagree that a good monitor does not make any difference. It makes all the difference in the world, especially when the difference between 'm' and 'w' is only one pixel!

Besides all of this, I doubt very seriously that you will ever again see any other 80 column hardware for the 8 bitters. Given the price of the machines it is just not cost effective. And OMNIVIEW gives you so much more than 80 columns! I just finished souping up the ramdisk handlers in OMNIVIEW XL/XE to treat the extra RAM in our 256K upgrade for the 800XL as a double sided single density drive. What a joy to have such a big ramdisk!

David Young

From 677577405350579455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f5998f8641c1298a

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-18 05:49:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!lll-crg!ucdavis!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: 256K 1200XL
Message-ID: <8511181356.AA24850@ucbvax.berkeley.edu>
Date: Mon, 18-Nov-85 08:49:24 EST
Article-I.D.: ucbvax.8511181356.AA24850
Posted: Mon Nov 18 08:49:24 1985
Date-Received: Wed, 20-Nov-85 07:44:53 EST
References: <1935@akgua.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

Steve,
That 256K RAM upgrade in BYTE was a real dog. We have got a 256K upgrade (256KXL) that will make your 1200 130 compatible. You can buy it without RAM for $50 or with for $100. The reason that the BYTE upgrade is such a dog is that it ends up including the stack in the bank switch area. Worthless!
David Young

From 8250372334559673701
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6d8e3723e3342023,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-18 07:14:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!linus!decvax!tektronix!hplabs!sdcrdcf!trwrb!trwrba!mdf
From: mdf@trwrba.UUCP (Mark D. Falleroni)
Newsgroups: net.micro.atari
Subject: 520ST COMM
Message-ID: <1683@trwrba.UUCP>
Date: Mon, 18-Nov-85 10:14:11 EST
Article-I.D.: trwrba.1683
Posted: Mon Nov 18 10:14:11 1985
Date-Received: Sat, 7-Dec-85 17:25:18 EST
Organization: TRW EDS, Redondo Beach, CA
Lines: 8

I've posted the source for a communications program for the 520ST on net.sources
The article title is 520ST COMM. This program allows unlimited save
of ascii text to either printer or disk. It will also transmit text
files. The user can and should specify a transmit delay time before

file transmission. This insures that the receiving host can keep up.
Minimal error checking is performed in the program. This program is
not a final version, but it does work fine at 1200 baud.

From -263343735430363932
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8b297c2b8e70d17c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-18 07:18:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 2/6/85; site rocksvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!rocksvax!billj
From: billj@rocksvax.UUCP (Bill Jeffers)
Newsgroups: net.micro.atari
Subject: Re: STwriter, Hard disks, and Will Hom
Message-ID: <1604@rocksvax.UUCP>
Date: Mon, 18-Nov-85 10:18:04 EST
Article-I.D.: rocksvax.1604
Posted: Mon Nov 18 10:18:04 1985
Date-Received: Tue, 19-Nov-85 03:46:30 EST
References: <538@aero.ARPA>
Reply-To: billj@rocksvax.UUCP (Bill Jeffers)
Organization: Xerox: Henrietta, NY
Lines: 17
Summary:

In article <538@aero.ARPA> dlc@aero.UUCP (David L. Chenette) writes:
>----------------- bug eater here ------------
>
>Has anyone out there been able to get
>STwriter to print single-spaced copy?
>I have tried all sorts of variants of
>ctrl-S, etc. without success. I use
>an Epson FX-80 on the serial port,
>screen dumps and system prints are fine.
>

 Try the dip switch settings on your printer there should be one that does an
automatic line feed on occurance of a carrige return.

                        Billj

From 8567737939535800808
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2f3ad361e1ec8a74,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-18 07:43:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP

Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: 520ST TOS Bugs
Message-ID: <670@mtuxn.UUCP>
Date: Mon, 18-Nov-85 10:43:21 EST
Article-I.D.: mtuxn.670
Posted: Mon Nov 18 10:43:21 1985
Date-Received: Tue, 19-Nov-85 04:20:35 EST
Organization: AT&T Information Systems, Holmdel NJ
Lines: 33

[]
After playing with the machine this weekend, I found out some interesting
facts, and minor TOS bugs which I thought I would pass on here.
[]
1) Ever get TOS error 2? It means you're trying to delete a read-only
file...Do a show info and change the status.

2) Don't make a folder with EXACTLY 8 characters...TOS flakes and may make
the disk unusable.

3) Don't create more than 99 items on a disk (not too hard to do on a
double sided drive)...The system mushrooms.

4) Don't have two directries open at the same time that are close to full.
Mushrooms again.

5) Don't let the DESKTOP.INF file get too full. It appears that after about
600 or so bytes, it mucks up the world (result of installing too many
applications). In that case, delete it and start all over.

6) Problem with double sided boot disks? I found you can't just copy
from a single side and patch the sector count and side count.
There is also a checksum at the end that must be calculated for it to
be valid!!!!!   Oh, for decent flow of information!

[]
I'd appreciate hearing any similar tidbits from others, hopefully BEFORE
I crash into them!

     Rob Botwin, N2FC
    .....{utah-cs|seismo|decvax}!harpo!eagle!hogpc!mtuxn!rb
     ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
     FJ 1B-130

From 4868388351149291098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e3a8819094113029,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-18 08:45:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!lll-crg!ucdavis!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Bouncing Ball Demo ---
Message-ID: <8511181715.AA27788@ucbvax.berkeley.edu>
Date: Mon, 18-Nov-85 11:45:00 EST
Article-I.D.: ucbvax.8511181715.AA27788
Posted: Mon Nov 18 11:45:00 1985
Date-Received: Wed, 20-Nov-85 01:06:45 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 6

Most people can't take binary code straight from their mail.... want
to post SOURCE?
              -Richard Hartman
              max.hartman@ames-vmsb

From -631702622560693527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f5998f8641c1298a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-18 10:18:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site
tekigm2.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!tekigm2!wrd
From: wrd@tekigm2.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: Re: 256K 1200XL
Message-ID: <275@tekigm2.UUCP>
Date: Mon, 18-Nov-85 13:18:17 EST
Article-I.D.: tekigm2.275
Posted: Mon Nov 18 13:18:17 1985
Date-Received: Sun, 24-Nov-85 05:51:31 EST
References: <1935@akgua.UUCP>
Organization: Tektronix, Beaverton OR
Lines: 32

> I've currently upgraded a 1200XL to 256K using the article from the
> september issue of Byte. Their upgrade covered the 800XL. Now, here's
> the problem. When we run Ramsgl or Ramdbl and format a drive, the
> screen turns to blue and white horizontal stripes from top to bottom.
> The rest of the computer works fine, it's just when we try to access
> the extra ram for ramdisk that it seems to fail and lock-up. We're
> using the source code mentioned in the Byte article, and I feel that

> may be the problem. Has anyone else made this upgrade to the 1200XL?
> Any assistance will be greatly appreciated. Once we get a working
> machine, I'll summarize and post. Thanks again.
>   Steve Pierson
>   AT&T Network Systems Atlanta Ga.
>   404-447-2142 c 583-2142

I am also interested in how readily converted the 1200XL is. My understanding from some of the previous posting is that the group in southern California is converting 800XL's commercially and that they are compatible with the 130XE. This is what I really want -- 256K 1200XL and 800XL that are totally compatible with the 130XE. I do not think that the source code mentioned in the Byte article does this -- am I correct in my thinking or am I wrong? Also, does not the 1200XL use a somewhat unique OS? I never saw any differences in what programs that I ran, the 800XL and the 1200XL seemed to run the same programs equally well, but the AMODEM4.2 program that would run on both the 1200XL and the 800XL will not run on my new 130XE so there is something different about the XE's. (Probably having to do with their use of joystick port B (the non-existant joystick ports 3 and 4 are used somehow for the access to the additional RAM locations.)

Is there anyone doing the 256K modifications in the Portland (OR) area? If so, publicize how to get ahold of you. Thanks in advance!

--Bill--

From 6174914154061368763
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9e29126efbed2180,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-18 11:01:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site drutx.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!gfs
From: gfs@drutx.UUCP (SkinnerGF)
Newsgroups: net.micro.atari
Subject: has anyone seen version 7 of happy drive
Message-ID: <609@drutx.UUCP>
Date: Mon, 18-Nov-85 14:01:58 EST
Article-I.D.: drutx.609
Posted: Mon Nov 18 14:01:58 1985
Date-Received: Tue, 19-Nov-85 04:24:10 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 6

.....
I sent Happy Computers the money for the latest upgrade
(version 7 I think)
still no response after a few months..
Anybody seen one yet?
thanks in advance   Gary Skinner at ATT, Denver

From 664275022373301125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,9b1a01cc8c40b6bd,start
X-Google-Attributes: gid15517a,public
X-Google-Thread: 129c11,9b1a01cc8c40b6bd,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-11-18 12:53:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mips.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!oliveb!Glacier!mips!kim
From: kim@mips.UUCP (Kim DeVaughn)
Newsgroups: net.micro.atari,net.micro,net.micro.pc
Subject: Re: BYTE magazine folding?
Message-ID: <228@mips.UUCP>
Date: Mon, 18-Nov-85 15:53:32 EST
Article-I.D.: mips.228
Posted: Mon Nov 18 15:53:32 1985
Date-Received: Thu, 21-Nov-85 03:39:21 EST
References: <8511120854.AA03029@mitre.ARPA> <354@pedsgd.UUCP>
Organization: mips ... where RISC is a way of life
Lines: 46
Xref: watmath net.micro.atari:1684 net.micro:12762 net.micro.pc:5913

>>I don't know about BYTE folding, however, Creative Computing is soon to print
>>its last issue.
>
>It just did {CC, that is}; the December issue is the last, although Ahl et al
>are looking for a 'white knight' to buy the rights from Ziff-Davis &
>start them up again.

Yep, ol' Ziff-Davis ought to be pretty proud of their hit-ratio ... lessee:

    Microsystems
    Computers & Electronics (formerly Popular Electronics, and one of the
                oldest hobbiest/tech magazines in the field)
    Creative-Computing

Anybody know who published "PC Age" ... one of the few technical magazines
for MS/PC-DOS'ish machines a year or two ago?

Granted, the Marketplace has changed over the years, but I suspect that there
are at least as many people interested in technical info now as there were in
(say) 1978 or so ... actually, I'd bet that there are quite a few more.

It couldn't possibly be that these magazines just weren't turning *enough*
profit to satisfy "Corporate", could it?

BTW, Sol & Lennie Libes have resurrected Microsystems (which I believe they
started, before Ziff-Davis got ahold of it), and renamed it Micro/Systems
Journal. They've just published their 5th issue, and are running it out of

their garage. It has a very high percentage of TECHNICAL/editorial content,
and deserves to be successful. If you haven't yet tried it, pick up an
issue ... if you're technically oriented, I think you'll like it.

As an example, their 5th issue included the 1st half of an extensive article
on the NEC V20/V30 chip (pin-compatible, but higher performance replacement
for the 8088/8086 chip), including alot of assembler macros to use the new
opcodes, etc.

Note: I'm not associated with Ziff-Davis (obviously) or Micro/Systems Journal
      in any way, and my opinions are my own ... though the Tooth-Fairy often
      agrees with me.

/kim
--

UUCP: {decvax,ucbvax,ihnp4}!decwrl!mips!kim
DDD: 415-960-1200
USPS: MIPS Computer Systems Inc, 1330 Charleston Rd, Mt View, CA 94043

From 2462585607283194863
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,afad1c60b9befd75,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-18 15:14:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!gatech!seismo!lll-
crg!gymble!umcp-cs!eneevax!andre
From: andre@eneevax.UUCP (Andre Tits)
Newsgroups: net.micro.atari
Subject: Using an ST on 220V/50Hz
Message-ID: <417@eneevax.UUCP>
Date: Mon, 18-Nov-85 18:14:48 EST
Article-I.D.: eneevax.417
Posted: Mon Nov 18 18:14:48 1985
Date-Received: Wed, 20-Nov-85 08:02:42 EST
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 11

I am planning to take a monochrome ST to Europe, but am concerned with
possible compatibility problems. While the voltage problem can be
easily solved, it is unclear to me what the implications of 50Hz
line frequency maybe, for the power supplies or the monitor.
Can anybody give me advice on this ? Thanks in advance.

ARPA: andre@eneevax.umd.edu
UUCP: [seismo,allegra]!umcp-cs!eneevax!andre
--
ARPA: andre@eneevax.umd.edu
UUCP: [seismo,allegra]!umcp-cs!eneevax!andre

From 4101158554397153180
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ef4824976369b239,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-18 17:13:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!allegra!oliveb!Glacier!decwrl!ucbvax!info-atari
From: cel@CIT-HEX.ARPA
Newsgroups: net.micro.atari
Subject: Whither mail-atari?
Message-ID: <851118170802.007@CITHex>
Date: Mon, 18-Nov-85 20:13:56 EST
Article-I.D.: CITHex.851118170802.007
Posted: Mon Nov 18 20:13:56 1985
Date-Received: Thu, 21-Nov-85 03:42:31 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

Maybe I'm just a bit more stubborn, but I've been trying all
kinds of network routes and just can't seem to get through
to mail-atari on the alleged nodes "ucbugs" and "ucbseymour".

Have any of the people who posted "put me on the list" messages
here gotten anything from mail-atari? Does it really exist yet?

          --Chuck Lane   cel@cit-hex.arpa

From -2079346870893884764
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9e29126efbed2180
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-19 07:13:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!allegra!oliveb!Glacier!decwrl!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: has anyone seen version 7 of happy drive
Message-ID: <8511191541.AA24016@ucbvax.berkeley.edu>
Date: Tue, 19-Nov-85 10:13:51 EST
Article-I.D.: ucbvax.8511191541.AA24016
Posted: Tue Nov 19 10:13:51 1985
Date-Received: Sat, 23-Nov-85 01:08:15 EST
References: <609@drutx.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet

Lines: 5

I have reliable information that Richard Adams is trying to get 7.0 out
by the Christmas holidays.

David Young

From 2985979076303390624
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e32a2d496285788,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-19 08:20:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!allegra!oliveb!Glacier!decwrl!ucbvax!info-
atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- And another thing .... ---
Message-ID: <8511191641.AA25198@ucbvax.berkeley.edu>
Date: Tue, 19-Nov-85 11:20:00 EST
Article-I.D.: ucbvax.8511191641.AA25198
Posted: Tue Nov 19 11:20:00 1985
Date-Received: Sat, 23-Nov-85 01:08:46 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 15

As long as I am in a militant mood, a reply to:

> a limitation, along with other things. Lets hope the new generation of
> 68000 based "personal computers", ie, Atari 520ST/TT and the Amiga will
> help push IBM into new hardware approaches that won't cost the consumer
> his/her shirt in order to buy it.

Why not hope that the new 68000 machines will push IBM out of the market?
I don't really CARE if they improve their products or not...I want good
machines, but they don't need those 3 magic letters.....

              -Richard Hartman
              max.hartman@ames-vmsb

From 1083406915567327478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ee516a9eb4899347
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-19 08:40:00 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!cmcl2!acf4!phinn
From: phinn@acf4.UUCP (Jorge F. Phinn)
Newsgroups: net.micro.atari
Subject: Re: --- OMNIVIEW 80-col ---
Message-ID: <5340002@acf4.UUCP>
Date: Tue, 19-Nov-85 11:40:00 EST
Article-I.D.: acf4.5340002
Posted: Tue Nov 19 11:40:00 1985
Date-Received: Thu, 21-Nov-85 07:07:52 EST
References: <8511132253.AB05660@ucbvax.berkeley.edu>
Organization: New York University
Lines: 3

Since vt10sq is PD, how do I go about getting a copy? If you have a copy
please send EMail to me or please post the source to either notes.sources
or here.

From 8926713671135682257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e577427e7151539,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-19 08:41:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!allegra!oliveb!Glacier!decwrl!ucbvax!info-
atari
From: mar.rmehta@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Hardware request ---
Message-ID: <8511191708.AA25707@ucbvax.berkeley.edu>
Date: Tue, 19-Nov-85 11:41:00 EST
Article-I.D.: ucbvax.8511191708.AA25707
Posted: Tue Nov 19 11:41:00 1985
Date-Received: Sat, 23-Nov-85 01:09:58 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: mar.rmehta@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 16

OK folks. I have heard a bit about the 1/4meg upgrades for the
800xl (from the BYTE article, followed by some mentions on this
list), a modification of it for the 1200xl, versions of each that
are compatible w/ the bank select scheme of the 130xe. What about
the old 800 (no letters)?. I am currently working w/ a friends
Axlon RamDisk. This scheme is NOT compatible w/ the new XE scheme.
The RamDisk is NOT mine & I would like to have something of my own.
Has anyone come up w/ a do-it-yourself memory upgrade for the original
Ataris? One that matches the newer XE bank select scheme? (One that
matches the XL scheme for 64k RAM?)

Anxiously awaiting replies (will summarize to net if enough),
-Richard Hartman
max.hartman@ames-vmsb

From -1085141305359210953
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ef4824976369b239
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-19 09:02:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!vecpyr!amd!amdcad!decwrl!
ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Whither mail-atari?
Message-ID: <8511191702.AA20238@cae780.UUCP>
Date: Tue, 19-Nov-85 12:02:21 EST
Article-I.D.: cae780.8511191702.AA20238
Posted: Tue Nov 19 12:02:21 1985
Date-Received: Sat, 23-Nov-85 10:05:24 EST
References: <851118170802.007@CITHex>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Tektronix, Inc. (CAE Systems Division), Sunnyvale, CA
Lines: 15

In article <851118170802.007@CITHex> you write:
>Have any of the people who posted "put me on the list" messages
>here gotten anything from mail-atari? Does it really exist yet?

I sent to the "preferred address", got a reject notice, and sent to the
alternate address. That was long enough ago that I would have received
a reject notice if one were coming. However, I have not had any kind of
positive response, either ...

FROM: Brian G. Gordon, CAE Systems Division of Tektronix, Inc.
UUCP: tektronix!teklds!cae780!gordon
{ihnp4, decvax!decwrl}!amdcad!cae780!gordon
{nsc, hplabs, resonex, qubix, leadsv}!cae780!gordon
USNAIL: 5302 Betsy Ross Drive, Santa Clara, CA 95054
AT&T: (408)727-1234

From 251085041552763110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4c9d45459ac5cfae,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-19 10:43:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU

Path: utzoo!watmath!clyde!burl!ulysses!allegra!oliveb!Glacier!decwrl!ucbvax!info-atari
From: cpmlist@AMSAA.ARPA (Dave Towson, info-cpm-request)
Newsgroups: net.micro.atari
Subject: "For sale" and "product announcement" postings:
Message-ID: <8511192122.AA02684@mitre.ARPA>
Date: Tue, 19-Nov-85 13:43:49 EST
Article-I.D.: mitre.8511192122.AA02684
Posted: Tue Nov 19 13:43:49 1985
Date-Received: Sat, 23-Nov-85 01:15:14 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 130

Fellow CP/Mers - Occasional postings of messages offering or announcing items for sale have caused some flurries of (sometimes) heated debate concerning "proper use" of the Defense Data Network, through which INFO-CPM is distributed. I believe that most subscribers to this list honestly wish to adhere to the "network rules" and not jeopardize INFO-CPM's use of the DDN. But although the policy regarding personal "for sale" messages has been clearly stated many times (they're not allowed), it has become quite obvious that the lack of a clearly stated policy concerning new product announcements is causing much frustration to those who wish to post such information while still "playing by the rules". Therefore, this message states my interpretation of the regulations, and presents a resulting policy to which I, as INFO-CPM list maintainer, ask all DDN subscribers to adhere. I also ask that contributors to "NET.MICRO.CPM" on USENET voluntarily cooperate so that the mutually beneficial news gateway between INFO-CPM and NET.MICRO.CPM is not threatened.

The June 1984 issue of the "DDN Directory" gives on page 12 the following statement concerning use of the network:

> "The DDN is an operational DoD network and is not intended to compete with comparable commercial service. It is intended to be used solely for the conduct of or in support of official U.S. Government business."

It is the vagueness of the term "official U.S. Government business" that forces a local interpretation to be made, and that is the reason for this message.

Briefly stated, my policy is this:

1. I offer to act as a clearinghouse for all new product announcements posted by persons having remunerative interests in the products. Persons wishing to post such announcements are asked to send them to INFO-CPM-REQUEST@AMSAA.ARPA for forwarding to the list. Please note that this applies ONLY to "remunerative interest postings". Readers having no such interests are always welcome to send comments about products, new or old, directly to INFO-CPM.

2. Messages offering personal items for sale must not be posted.

This policy is explained in more detail below.

PRODUCT ANNOUNCEMENTS: I feel that the information value of a product announcement must be weighed against possible personal rewards when making a decision about use of the network. There are many government-owned computers running CP/M, and on which serious government work is being done. Several years ago, the DARCOM Microcomputer Software Support System (DMSSS) project was instituted, with one of its aspects to provide a repository of public domain software on the net. INFO-CPM was sponsored as the official vehicle for announcements of the status of the collections, and to promote the interchange of user information on the use of CP/M and the programs which run under it. This is why INFO-CPM is "in support of official U.S. Government business". New products that provide improvements to the CP/M operating system, to associated utility programs or to the machines on which these programs run offer productivity increases to government users. Therefore, it is in the government interest to distribute factual information concerning such products. Still, when an individual having a personal monetary interest in a product posts an announcement concerning that product, it raises questions about "commercial use of the network".

Therefore, as I have no involvement with any provider of CP/M-related products or services, I offer to act as a "clearinghouse" for all new product announcements being submitted by persons having remunerative interests in these products. I ask that all individuals wishing to post such announcements via INFO-CPM send them to INFO-CPM-REQUEST@AMSAA.ARPA. My requirements for relaying such messages to the list are:

1. They must be of general interest to the "CP/M community". Products that address specific subsets of this community, such as those which operate with or on an "XYZ machine running CP/M 2.2" meet this requirement.

2. They must be brief and factual, listing the salient features of the products, and giving brief explanations of the techniques used to achieve improved performance (if applicable). In short, they must be INFORMATIVE.

3. They must be free of advertising hype - no superlatives. Comparative words such as "better" and "improved" are OK provided brief explanations are given as stated above.

4. They should include the name and netmail address of a person to whom requests for additional informaton can be directed, or a statement that no additional information is available if that is the case.

I will not attempt to present here an all-inclusive, "iron-clad" set of rules, as I do not believe it can be done; and if it can, I don't know how. Please send any questions regarding this matter to INFO-CPM-REQUEST@AMSAA.ARPA, and NOT to the entire list. If further clarifications seem necessary, I will update and resend this message.

PERSONAL "FOR SALE" MESSAGES: I think there is a very significant difference between product announcements and personal "for sale" messages.

Products that are offered to the public which provide new capabilities, or which improve the performance of existing systems offer these same benefits to government users. But personal deals are "one-on-one", and unless the buyer is a government user (which I consider an extremely remote possibility considering the "red-tape" associated with procurement), no benefit can accrue to the government. Therefore, personal small-volume offerings violate the intent of the rules and should not be posted.

REPLIES TO POSTINGS: Please make intelligent decisions regarding replies to product announcements. If such a reply is of general interest, then feel free to send it to INFO-CPM@AMSAA.ARPA (i.e., to the entire list). I will include with each posting the address of a person to contact for additional information (or a statement that no further information is available, if that is the case). Please send non-general-interest replies PRIVATELY to the person listed, and NOT to the entire list.

If a personal "for sale" message does appear in INFO-CPM and you wish to respond to it, please do so PRIVATELY and not to the entire list. If your mailer can't send private replies, then DO NOT REPLY at all.

I would like to thank Jeff Edelheit, Frank Wancho, Bridger Mitchell and Jim Guyton, as well as several local BRL people who do not read INFO-CPM for their participation in a "behind-the-scenes" discussion of this subject. We had a spirited but fruitful argument that helped greatly in clarifying the issues and in arriving at the above policy, which I believe is responsible and responsive to the rules for network use.

The above policy has been coordinated with the Army Ballistic Research Laboratory personnel responsible for monitoring BRL's network access, through which INFO-CPM is delivered to the DDN. This message will be repeated periodically for the information of new readers, and to refresh the memories of others. Your cooperation will help to insure the continued existence of the INFO-CPM newsgroup.

Dave Towson <info-cpm-request@amsaa.arpa>
INFO-CPM list maintainer

From 3054616902439396384
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8d9a7b0cfc675a7c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-19 12:54:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!allegra!oliveb!Glacier!decwrl!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Posting binaries ---
Message-ID: <8511192106.AA02274@ucbvax.berkeley.edu>

Date: Tue, 19-Nov-85 15:54:00 EST
Article-I.D.: ucbvax.8511192106.AA02274
Posted: Tue Nov 19 15:54:00 1985
Date-Received: Sat, 23-Nov-85 01:11:04 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 14

I don't think there IS a way to POST binary files. The best I can
suggest is an upload to the archives at simtel-20 and/or su-score
(if either of them are being maintained currently, I know the simtel-20
archives are active w/ cp/m software, but whether anyone accepts atari
software for the micro:<cpm.atari> directory is another question.)

The other suggestion is to post the source, or a basic program w/
a read/poke loop & data statements. You can write a short program
to create a basic loader from a binary file fairly easily....

-Richard Hartman
max.hartman@ames-vmsb

From 2368615882206764604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b48ea8c44d98b7f3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-19 13:33:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!lll-lcc!vecpyr!amd!amdcad!decwrl!
ucbvax!info-atari
From: info-atari@ucbvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: PF keys on ST using PC/InterComm
Message-ID: <8511192226.AA05294@decwrl.DEC.COM>
Date: Tue, 19-Nov-85 16:33:30 EST
Article-I.D.: decwrl.8511192226.AA05294
Posted: Tue Nov 19 16:33:30 1985
Date-Received: Sat, 23-Nov-85 10:05:36 EST
References: <8511172044.AA14062@auvax.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: Stanford University
Lines: 1

Mark of the Unicorn: 617/ 576-2760

From -4118622906385459638
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,34289fa52047c5fc

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-19 13:54:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!brl-tgr!nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Re: i blew it
Message-ID: <1144@nlm-vax.ARPA>
Date: Tue, 19-Nov-85 16:54:46 EST
Article-I.D.: nlm-vax.1144
Posted: Tue Nov 19 16:54:46 1985
Date-Received: Thu, 21-Nov-85 07:03:32 EST
References: <1867@saber.UUCP>
Reply-To: randy@nlm-vax.UUCP (Rand Huntzinger)
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 18

In article <1867@saber.UUCP> turner@saber.UUCP (D'arc Angel) writes:
>I blew it when i posted jim's code to do the bouncing ball, can someone help
>me ? how do you post binaries ????

There is no established method for doing this for all the possible readers of
this article. For folk using Unix, you could post using uuencode to convert
the binary into a text form. This can be converted using uudecode under Unix
and downloaded using the binary mode of Kermit, PC Intercom, Modem, or what
have you. Unfortunately, those who don't have Unix probably don't have access
to uuencode/uudecode.

If nobody comes up with something soon, maybe I'll brew something up which
will run on the ST and post the sources in C and/or ST Basic.

I am looking forward to seeing the ST version of the bouncing ball demo, just
to see how close it is to the Amiga demo.

                        Randy

From 5236869394081363388
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cd9c7b6f5bdb6f23
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-07 07:17:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2.fluke 9/24/84; site vax1.fluke.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
fluke!jeepcj2a
From: jeepcj2a@fluke.UUCP (Dale Chaudiere)
Newsgroups: net.micro.atari
Subject: Re: split group to 800/ST groups?
Message-ID: <1254@vax1.fluke.UUCP>
Date: Thu, 7-Nov-85 10:17:08 EST

Article-I.D.: vax1.1254
Posted: Thu Nov 7 10:17:08 1985
Date-Received: Sun, 10-Nov-85 07:08:49 EST
References: <170@pluto.UUCP>
Organization: John Fluke Mfg. Co., Inc., Everett, WA
Lines: 6

> I own an Atari 800. I don't own an ST. I see one message in dozens in
> this group which I want to read. Why don't we have net.micro.ST
> and net.micro.atari800? (or anything else that says it, owners of 400s,
> 600s and 1200s shouldn't feel excluded.)

As an 800 owner/user I also vote to split micro.atari

From -578018750174901778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1c7a0c8d69ab6513
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-07 07:28:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: origin of "personal computer"
Message-ID: <1664@uwmacc.UUCP>
Date: Thu, 7-Nov-85 10:28:11 EST
Article-I.D.: uwmacc.1664
Posted: Thu Nov 7 10:28:11 1985
Date-Received: Sun, 10-Nov-85 08:32:21 EST
References: <12156932787.14.MRC@SIMTEL20.ARPA>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Organization: UWisconsin-Madison Academic Comp Center
Lines: 25

In article <12156932787.14.MRC@SIMTEL20.ARPA> MRC@SIMTEL20.ARPA (Mark Crispin)
writes:
>1) The term "personal computer" has been around since at least the early
>70's.
>2) A PDP-n from DEC is a "Programmed Data Processor", not a "Personal Data
>Processor." The name came about because DEC was selling to organizations
>which had managerial problems in buying "computers" (which were multi-million
>dollar machines even though DEC's machines weren't) but could easily purchase a
>"programmed data processor."
>-------

Just a few more tidbits (from DEC's _Guide to Personal Computing_):

   DIGITAL made quite a sensation in 1960 by announcing the first "personal"
   computer, the PDP-1.

> The PDP-1 was different in another more important way. Users could change its programming midstream and "talk" to it through a simple keyboard. It answered by displaying messages or data on a small video screen or by typing on a printer. [Ed. note: What a concept!] The PDP-1 was the first commercial computer to offer this capability.

It also has a picture, which looks sorta like a heathkit product from ten years ago. Interesting.

- joel ({allegra,ihnp4,seismo}!uwvax!uwmacc!oyster)

From 3874641022948596485
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f20734465e23adf0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-07 08:18:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site drupa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!drupa!kmeis
From: kmeis@drupa.UUCP (MeisK)
Newsgroups: net.micro.atari
Subject: Old ATARI 80 column upgrades.
Message-ID: <1041@drupa.UUCP>
Date: Thu, 7-Nov-85 11:18:34 EST
Article-I.D.: drupa.1041
Posted: Thu Nov 7 11:18:34 1985
Date-Received: Fri, 8-Nov-85 07:42:26 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 24

Recently there was some discussion of possible 80 column display upgrades for the old ATARI computers. I recently purchased a RAMROD os board and along with it an OMNIVIEW 8k chip. This chip resides on the RAMROD os board and creates an 80 column display via software. The program resides in the 4k of memory that was previously not accessable. It is compatable with BASIC and can be activated either with a usr call or by hitting a sequence of the START, SELECT, and OPTION keys. I have been using it with AMODEM4.2 communications software and it has been working well. A switch was provided that allows going from 80 column mode to a resident monitor that has features such as program interupt, dissasemble memory etc.. It even came with an 80 column text editing package. One note however, since the 80 column emulation is done with the high res graphics mode, 8k of ram is consumed by the program, also a monitor is needed for quality characters.

Kevin J. Meis
AT&T ISL
11900 N. Pecos
Denver, Co. 80234
303/538-4364

From 1709235589112595138
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5b7e40f9b9e17d76
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-07 08:23:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!GODZILLA.SCH.Symbolics.COM!Shiffman
From: Shiffman@GODZILLA.SCH.SYMBOLICS.COM (Hank Shiffman)
Newsgroups: net.micro.atari
Subject: Atari 1027 printer info wanted
Message-ID: <851107082345.8.SHIFFMAN@RAMOTH.SCH.Symbolics.COM>
Date: Thu, 7-Nov-85 11:23:00 EST
Article-I.D.: RAMOTH.851107082345.8.SHIFFMAN
Posted: Thu Nov 7 11:23:00 1985
Date-Received: Sun, 10-Nov-85 05:46:58 EST
References: <174@pluto.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: Shiffman@SCRC-STONY-BROOK.ARPA
Organization: The ARPA Internet
Lines: 12

    Date: 6 Nov 85 05:43:56 GMT
    From: ucdavis!lll-crg!seismo!harvard!cmcl2!phri!pluto!
warren@ucbvax.berkeley.edu (Warren Burstein)

    I recently got one of these clunkers because it was a real cheap
    letter-quality printer that I could connect w/o an interface box.
    It comes with NO information about features except for how to
    print an international character set. Does anyone know if it
    has any other features?

The only other feature it supports is underlining. The paltry
information it contains tells everything there is to tell.

From 7922303234339797293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5b7e40f9b9e17d76
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-07 08:56:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!hplabs!sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.atari
Subject: 520ST xbios() calls
Message-ID: <1665@trwrba.UUCP>
Date: Thu, 7-Nov-85 11:56:28 EST
Article-I.D.: trwrba.1665

Posted: Thu Nov 7 11:56:28 1985
Date-Received: Mon, 11-Nov-85 05:26:42 EST
References: <174@pluto.UUCP>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Organization: TRW EDS, Redondo Beach, CA
Lines: 99

As promised, here is a list of some of the xbios() calls which
owners of the Hippo-C compiler may wish to use. Since I don't know
much about the Hippo I can't promise that they will work as listed
here (I've heard that the Hippo int size is 32 bits?). Oh well,
good luck!

```
/*
 * If Hippo-C has no xbios() call available, you may be able to
 * get away with the following:
 *
 *       .text
 *   _xbios:  move.l   (sp)+,.temp   ; get return address
 *       trap #14      ; trap 14 is xbios
 *       move.l   .temp,-(sp)   ; push return address
 *       rts           ; return to calling program
 *
 *       .bss
 *   .temp:   ds.l          ; temporary storage
 *
 *
 * In this document, the following definitions are assumed:
 *
 *   char = 8-bits
 *   int  = 16-bits
 *      long = 32-bits
 *
 */


/* long Physbase()
 *            Returns the address of the screen's physical
 *            base at the beginning of the next vertical
 *            blank.
 */

#define Physbase()  xbios(2)

/* long Logbase()
 *            Returns the address of the screen's logical
 *            base immediately.
 */

#define Logbase()   xbios(3)
```

```
/* int Getrez()
 *            Returns the screen's resolution (0, 1, or 2).
 */

#define Getrez()    xbios(4)

/* VOID Setscreen(log_addr, phys_addr, rez)
 * long log_addr,  Set the screen's logical location (log_addr),
 *   phys_addr;    physical location (phys_addr), and resolution
 * int  rez;       (rez).  Negative parameters are ignored,
 *            making it possible to set one parameter
 *            without affecting the others.
 */

#define Setscreen(logaddr,physaddr,rez) xbios(5,logaddr,physaddr,rez)

/* VOID Setpalette(palette_ptr)
 * long palette_ptr;   Set the palette register (all 16 colors)
 *            from the 16 ints pointed to by palette_ptr.
 */

#define Setpalette(palette_ptr) xbios(6,palette_ptr)

/* int  Setcolor(color_num,color)
 * int  color_num, Set the palette number "color_num" to
 *      color;          the given "color".  Returns the old color (if
 *            old color is negative, no change occured).
 */

#define Setcolor(color_num,color) xbios(7,color_num,color)

/* long Random()
 *            Returns a 24-bit psuedo-random number.
 */

#define Random() xbios(17)

/* char Giaccess(data,reg_num)
 * char data;      Read or write a register on the sound chip.
 * int  reg_num;   "reg_num" is the affected register, ORed with
 *                 $00 to read
 *                 $80 to write
 *            "data" is the byte to write to the register.
 */

#define Giaccess(data,reg_num) xbios(28,data,reg_num)
```

I hope these will help some of you out there. Remember to make sure that all of your ints are 16-bits (let me know if I'm wrong about Hippo's int size).

R. E. Sansom

From 3794115234636292401
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,db70e438892d71bb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-07 09:14:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ucl-cs.arpa!jrm%computer-science.strathclyde.ac.uk
From: jrm%computer-science.strathclyde.ac.uk@UCL-CS.ARPA
Newsgroups: net.micro.atari
Subject: gripes
Message-ID: <8511071714.AA21492@stracs>
Date: Thu, 7-Nov-85 12:14:01 EST
Article-I.D.: stracs.8511071714.AA21492
Posted: Thu Nov 7 12:14:01 1985
Date-Received: Sun, 10-Nov-85 05:48:38 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 23

As a poor (read that any way U like) British subject I have to interface
with Dig. Res. about ST problems.

Their British support arm stinks. They really need a good shot of deoderant.
There was a joke in a Unix mag about unix support staff who could not destinguish
an I-node from a tree-toad. That is these guys through and through.

To the point. Have any of U over there with a developers kit got any better
support than I have? If so who is Ur contact and what does it cost?

I have found the C compiler to have numerous code-generation bugs (try
```
     struct {char x,y} z;
     ...
     if ((--z.x)<'9') {
```
and U get real crappy code (BCD operations actually). Does any stateside
good-guy have a bug list for this compiler ? Should we start one ? Am I the
only person using DR C ? [I have a list of about 10 different code generation
funnies if anyone wants them]

All comments welcome

Jon Malone

From -5038938578195596779
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2a63ea62a2863edf,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-07 11:25:00 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!lll-mfe.arpa!"brown
From: "brown jonathan%e.mfenet"@LLL-MFE.ARPA
Newsgroups: net.micro.atari
Subject: Yet another origin of "personal computer"
Message-ID: <8511071933.AA08696@ucbvax.berkeley.edu>
Date: Thu, 7-Nov-85 14:25:00 EST
Article-I.D.: ucbvax.8511071933.AA08696
Posted: Thu Nov 7 14:25:00 1985
Date-Received: Sun, 10-Nov-85 05:48:26 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 24

There has been a number of claims as to who originated the term
"personal computer." The following is an excerpt from an interview
with Alan Kay by Kevin Strehlo, which appeared in Computer Currents,
The Bay Area's Own Computer Newsmagazine, Third Year, Number 11,
page 37:

     Strehlo: What's the impact of IBM being so important in
              personal computing?

     Kay: I think there are two things to think about. One
              is that they haven't made a personal computer yet.
-->   I was the one who made up the phrase personal computer,   <--
              and they haven't made one. One of our tests for
              whether a machine is a personal computer is whether
              people would be willing to do anything so mundane as
              to put their grocery list on it.

Also in this interview, Alan talks about Project Bivarium. He envisions
building animal-like creatures that you send on missions, such as finding
information out of a network. Perhaps one of his creatures will stumble
upon this message someday.

                              Jonathan Brown
                    "brown jonathan%cma.mfenet"@lll-mfe.arpa

From 739838358665240019
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cd9c7b6f5bdb6f23
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-07 15:26:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!athena.mit.edu!jh
From: jh@ATHENA.MIT.EDU
Newsgroups: net.micro.atari
Subject: Re: split group to 800/ST groups?
Message-ID: <8511072326.AA01914@MIT-ARTEMIS>

Date: Thu, 7-Nov-85 18:26:14 EST
Article-I.D.: MIT-ARTE.8511072326.AA01914
Posted: Thu Nov 7 18:26:14 1985
Date-Received: Sat, 9-Nov-85 06:26:45 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

Because of many reasons, including money and J. Tramiel, I will not
buy an st. I don't want to see st messages. Splitting the group would
hurt no one, as those (like Bob Halloran) who want to see both sets of
messages can get on both lists, while those of us who see 10 messages
a day on a computer they'll never buy won't be bothered anymore.
Seriously, folks, fully half my mail is about a machine I'll never
get. Splitting will have the advantage of getting us a moderator
again.

--jh--

From -370393168815376421
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3143e12038b54862,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,3143e12038b54862,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-11-08 04:04:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site cernvax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!cernvax!jmg
From: jmg@cernvax.UUCP (jmg)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Open letter to Atari and Commodore
Message-ID: <246@cernvax.UUCP>
Date: Fri, 8-Nov-85 07:04:12 EST
Article-I.D.: cernvax.246
Posted: Fri Nov 8 07:04:12 1985
Date-Received: Sun, 10-Nov-85 15:13:42 EST
Reply-To: jmg@cernvax.UUCP (Mike Gerard, DD Division, CERN.)
Organization: CERN, Geneva/Switzerland
Lines: 47
Xref: linus net.micro.amiga:4530 net.micro.atari:1533

This open letter is NOT concerned with whether the 520ST is better or
worse than the amiga: I feel that both are very interesting machines
which might either flop or sell a lot. It IS concerned with that nasty
subject of END-USER PRICE, in particular for those of us who live in
Europe.

As an indicator of the problem, consider the following prices for the
Atari 520ST (floppy, mouse, monochrome) :-

In the USA $600-700

In England	$1000	(+15% VAT)
In Switzerland	$1400	

Obviously I do not yet have figures for the Amiga in Europe. I do know that in the past the Commodore European prices have not been outrageous compared to US prices.

Now, I know that there are all sorts of arguments why prices in Europe are higher than the US prices, and why Swiss prices are still higher. However, I buy sufficient amounts of computer hardware to have heard all these arguments many times, and my empiric observation is that a markup of above 10% (England) or 20% (Switzerland) is excessive. Please don't waste my time trying to argue otherwise.

Therefore, the message to Atari and Commodore is as follows:-

If the Commodore markup is anything like the Atari markup, then the Amiga will be priced around a Mac. As such, it will lose out simply because of the volume of software already available for the Mac. Also, of course, it is then more expensive than the IBM PC: same arguments. However, if the markup is very small then the price might be around the current 520ST price. So, Mr Commodore, please minimise this markup as soon as you start to sell in Europe.

If the Atari markup stays so ridiculously high then it will not be much below that of cheap PC clones (or even perhaps the Amiga). It will certainly not be in the right range for the Home Computing market: note that this market is only now starting in Switzerland (lots of C64s on sale, educational programs on the box etc.). People will start getting 520s in funny places, modifying them locally, and there will not be a tidy organised selling operation. Therefore, Mr Atari, please tell your European distributors to be less short-term greedy and more long-term intelligent.

I hope that these words might help people like me, who envisage upgrading their current home computer next year, but don't know yet with what!

From -581787073870055665
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1c7a0c8d69ab6513
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,aff756ecafa5b560,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-11-08 08:45:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site hcrvx1.UUCP
Path: utzoo!hcrvax!hcrvx1!hugh
From: hugh@hcrvx1.UUCP (Hugh Redelmeier)
Newsgroups: net.micro.atari,net.micro
Subject: "personal computer", "PDP", IBM-PC Phobia
Message-ID: <1282@hcrvx1.UUCP>

Date: Fri, 8-Nov-85 11:45:12 EST
Article-I.D.: hcrvx1.1282
Posted: Fri Nov 8 11:45:12 1985
Date-Received: Sat, 9-Nov-85 03:12:35 EST
References: <8511052150.AA19797@ucb-vax.berkeley.edu>
Reply-To: hugh@hcrvx1.UUCP (Hugh Redelmeier)
Organization: Human Computing Resources, Toronto
Lines: 50
Summary: Programmed Data Processor

In article <8511052150.AA19797@ucb-vax.berkeley.edu>
D-ROGERS@EDWARDS-2060.ARPA writes:
>> IBM coined the term personal computer.

> I hope to shout! How about the PDP-1, PDP-8, & PDP-11 by Digital
> Equipment Corp. The PDP stood for "Personal Data Processor" and was
> probably the first standalone interactive computer that didn't require
> massive resources needed to support a mainframe.

From an artifact on my wall, printed by DEC circa 1969:

> Programmed Data Processors 8/S, 8, 9, 10 and the LINC-8
> are general purpose, stored program, digital computers
> capable of a wide variety of data processing and control
> functions. The PDP line spans the complete spectrum of
> on-line, real-time applications ranging from simple data
> acquisition on the "8/S" to a full-scale time sharing
> facility on the "10".

Note "programmed", not "personal".

There have been personal computers since the early days. Consider the
Bendix G15 or the LGP-30. In fact, becoming "impersonal" was a definite
sign of progress: it made bigger machines economical by allowing them to
be used efficiently. The new personal computers are a sign of further
progress: hardware is cheap enough that a useful configuration can be
dedicated to serving one person.

If I remember correctly, the term "personal computer" was used before
IBM entered the market. But it was not the dominant term. People often
called them "micros", "home computers", or "hobbyist machines". I think
that the term "personal computer" is more apt now.

By the way: there seems to be a lot of animosity towards (read:
"unreasoning emotion against") IBM and it's PC. As a UNIX user, I
regret that the marketplace has made the IBM PC such a success, almost
smothering innovation. The effect is premature standardization. It
will be very hard to wean the market from a very low level standard:
8086 machine language, BIOS calls, memory mapped video of specific
capabilities at specific addresses, etc. Contrast this with my UNIX
experience: over 10 years, I have often changed hardware (PDP-11,
VAX, 8086, 68000, 32000, proprietary) and UNIX version (5th, 6th, 7th
edition, 4.1, 4.2 BSD, System V, XENIX 2, 3) without leaving my programs

behind; some transitions were painful, but none were fatal.

But IBM did not make its PC the standard, the marketplace did. And
remember that the IBM PC was technically advanced compared with what was
available when it entered the market. Evidently a lot of people find
the machine (along with third party hardware and software) sufficiently
useful to buy it. Moreso than any other personal computer.

From -1355869620224168302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cd9c7b6f5bdb6f23
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-08 09:00:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Eidolon by EPYX (via Lucasfilms)
Message-ID: <21486@mgweed.UUCP>
Date: Fri, 8-Nov-85 12:00:42 EST
Article-I.D.: mgweed.21486
Posted: Fri Nov 8 12:00:42 1985
Date-Received: Sun, 10-Nov-85 08:44:15 EST
References: <170@pluto.UUCP> <1543@cae780.UUCP> <1649@uwmacc.UUCP>
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 44
Keywords: 8-bits

  >P.S. Have any of you necrophiliac 8-bit Atari users seen the latest
  >Lucasfilms software (Eidolon?) yet? Is it worth owning?

I have not played this game personally but I saw the preliminary version
running at the Consumer Electronic Show in June and all the reviews I
have read have be good. They use fractals to generate the walls of
tunnels (you are underground most of the time) and the animation is very
good. If you like graphics adventure games with an arcade touch, you
will like it.

In regards to the 8-bit machines, I don't think they are dead. Atari is
continuing to build them (at least the 130XE) and they are selling. Best
of all software manufacturers are continuing to write products (both games
and productive type) for them. Many of the hardware types are still
actively involved (CDY Products, to name one good one) and many of the
stores that carry them are run by Atari enthusiasts interested in more
than just selling straight available products. One example is CAL COM INC.,
in Silver Springs, MD. I don't know them personally but a look at things
they sell shows they are enthusiasts, not just a store. Where else can
you buy a 130XE with an extra 128K installed (they call it the 327XE) or
a 130XE with OMNIVIEW already installed? And there prices are very
reasonable (520ST monochrome package = 699.95, color = 849.95 and the

130XE = 135.00). They even list the 1 MEG upgrade kit for the ST for
$200. As long as places like this exist and User Groups keep spreading
the word, the 8-bit machines will continue to be a viable product. We
have at least 13 people here with Atari 8-bit machines, probably half
of which bought them because of the first users talking them up.
We can make a difference. If someone that doesn't have a computer
starts asking questions, are you quick to point out the advantages of
the 8-bit machines or do you say 'wait a while, the ST's are out and
I'm sure the price will drop'? Face it, most home users don't need
the capabilities of the ST. Sell them what they can use now, they may
eventually want to move up.

I didn't mean to carry on so long or preach but I hate to see comments
like 'the 8-bit machines are dead or out-dated'. It simply isn't true.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

"Power without the Price"

From 2489100190793211028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74f4df6387e96b11
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-08 11:10:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ncsc.arpa!moore
From: moore@NCSC.ARPA (Jim Moore)
Newsgroups: net.micro.atari
Subject: 520ST
Message-ID: <8511082030.AA06750@ucbvax.berkeley.edu>
Date: Fri, 8-Nov-85 14:10:00 EST
Article-I.D.: ucbvax.8511082030.AA06750
Posted: Fri Nov 8 14:10:00 1985
Date-Received: Sun, 10-Nov-85 09:40:08 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

Help! I need info on the 520 FAST. If you can send me a brief overview of it,
please do. Thanks.

Jim Moore

From 5389647976382754919
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-08 11:13:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!mitre.arpa!abrams
From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: BYTE magazine folding?
Message-ID: <8511081914.AA04418@mitre.ARPA>
Date: Fri, 8-Nov-85 14:13:36 EST
Article-I.D.: mitre.8511081914.AA04418
Posted: Fri Nov 8 14:13:36 1985
Date-Received: Sun, 10-Nov-85 04:05:11 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

I am told that BYTE is going to stop publication. I didn't see any
announcement myself. Can anyone confirm this?

Sincerely,

- Marshall D. Abrams, phone: (703) 883-6938
  The MITRE Corporation, 1820 Dolley Madison Blvd.
  Mail Stop W458, Mc Lean, VA   22102

From -5510796536694782173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2a63ea62a2863edf
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-08 12:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!xerox.arpa!JMRatcliff.es
From: JMRatcliff.es@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Yet another origin of "personal computer"
Message-ID: <851108-120114-1500@Xerox>
Date: Fri, 8-Nov-85 15:00:00 EST
Article-I.D.: Xerox.851108-120114-1500
Posted: Fri Nov 8 15:00:00 1985
Date-Received: Sun, 10-Nov-85 09:39:50 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

Alan Kay seems to get credit for a lot of ideas. It has been my
experience that ideas are often created and developed by a team while a
few individuals get away with claiming all of the credit for them. Alan
Kay seems to be living off his reputation - has anything he has done at
Atari or Apple made those companies any money?

Jeff Ratcliff

From -8991362134846344116
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,772112bd0bbf5243
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-08 12:35:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mips.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!hplabs!pesnta!greipa!decwrl!Glacier!
mips!kim
From: kim@mips.UUCP (Kim DeVaughn)
Newsgroups: net.micro.atari
Subject: Re: atari-mail-request (No such host)
Message-ID: <221@mips.UUCP>
Date: Fri, 8-Nov-85 15:35:52 EST
Article-I.D.: mips.221
Posted: Fri Nov 8 15:35:52 1985
Date-Received: Mon, 11-Nov-85 06:34:40 EST
References: <255@husky.uucp>
Distribution: net
Organization: mips ... where RISC is a way of life
Lines: 21

> -=-=-=-=-=-=-=-=-=-=-=-=- Low cal line -=-=-=-=-=-=-=-=-=-=-=-=-=-
>
> To Will Hom (moderator New atari mail list?)
>
> I've tried all 4 suggested mailing addresses to get my name on the
> mailing list and all have had ucbvax bounce them back with
> the dreaded 'host unknown'. This includes ucbugs and ucbseymour.
> Could you please add my address (below) to the list?

I dislike "me too" postings, but I've had the same problem (and have
tried "ucbugs" several times since its supposed to be a flakey machine).

Sooooo, ME TOO!

Thanx,
/kim
--

UUCP: {decvax,ucbvax,ihnp4}!decwrl!mips!kim
DDD: 415-960-1200
USPS: MIPS Computer Systems Inc, 1330 Charleston Rd, Mt View, CA 94043

From -3285068618088099699
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-08 13:56:57 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: DRI agrees to change GEM ; why?
Message-ID: <903@lsuc.UUCP>
Date: Fri, 8-Nov-85 16:56:57 EST
Article-I.D.: lsuc.903
Posted: Fri Nov 8 16:56:57 1985
Date-Received: Fri, 8-Nov-85 17:21:11 EST
References: <2298@ukma.UUCP> <2800013@ccvaxa> <891@lsuc.UUCP> <213@druhi.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 41
Summary: Personal Computers -- I 'stand' corrected

In article <213@druhi.UUCP> lbl@druhi.UUCP (LocklearLB) writes:
>>   No, I don't remember when "PC" meant "a personal computer" in any
>>generic sense. And I doubt if you do either. The only PC's that existed
>>before IBM were "Pocket Computers". IBM coined the term personal
>>computer.
>>James Omura, Barrister & Solicitor, Toronto
>>ihnp4!utzoo!lsuc!jimomura
>>Byte Information eXchange: jimomura
>>Compuserve: 72205,541
>>MTS at WU: GKL6
>
>Excuse me, but I certainly hope you meant to put a :) after that sentence.
>If you didn't, I'm sure that you never heard of an Apple personal computer
>or a Radio Shack personal computer. Both were introduced years before
>IBM entered the market. Neither of these was the first personal computer
>by a long shot. The term "personal computer" has been around a lot
>long than IBM's PC has. IBM's use of the term PC is merely a marketing
>ploy designed to make people think of their product first when the terms
>PC or personal computer are used.
>
>Barry Locklear
>AT&T Information Systems Labs
>Denver, CO
>ihnp4!druhi!lbl

     What can I say? That's 2 gaffs in the last month! I just checked back on the recommendation of 'hes' and you are both quite right. I guess I just never noticed the term being used before. I've always just called them 'micros'.

     In fact, I guess I just called them 'computers'.

                                        Cheers! -- Jim O.

--

James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From 5663540467318157404
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-08 14:04:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: DRI agrees to change GEM ; why?
Message-ID: <904@lsuc.UUCP>
Date: Fri, 8-Nov-85 17:04:44 EST
Article-I.D.: lsuc.904
Posted: Fri Nov 8 17:04:44 1985
Date-Received: Fri, 8-Nov-85 19:43:53 EST
References: <2298@ukma.UUCP> <2800013@ccvaxa> <891@lsuc.UUCP> <213@druhi.UUCP>
<86@ecn-aa.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 25
Summary: IBM Brainwashing

In article <86@ecn-aa.UUCP> westerm@ecn-aa.UUCP (Richard P westerman) writes:
>In article <213@druhi.UUCP> lbl@druhi.UUCP (LocklearLB) writes:
>>
>>.... The term "personal computer" has been around a lot
>>long than IBM's PC has. IBM's use of the term PC is merely a marketing
>>ploy designed to make people think of their product first when the terms
>>PC or personal computer are used.
>>
>
>And see, it worked!
>
>-- Rick

Now, now, not many people have memories as bad as me. ;-)

Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura

Compuserve: 72205,541
MTS at WU: GKL6

From 7684414842969739254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,720ad1db698726a2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-08 16:09:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: $Revision: 1.6.2.16 $; site ISM780B.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
gatech!seismo!lll-crg!lll-lcc!vecpyr!amd!pesnta!pyramid!decwrl!decvax!cca!ISM780B!
tim
From: tim@ISM780B.UUCP
Newsgroups: net.micro.atari
Subject: Re: Help! ST - GEMDOS and HIPPO-C
Message-ID: <26400002@ISM780B.UUCP>
Date: Fri, 8-Nov-85 19:09:00 EST
Article-I.D.: ISM780B.26400002
Posted: Fri Nov 8 19:09:00 1985
Date-Received: Wed, 20-Nov-85 01:04:38 EST
References: <762@sabre.UUCP>
Lines: 5
Nf-ID: #R:sabre:-76200:ISM780B:26400002:000:151
Nf-From: ISM780B!tim   Nov 8 19:09:00 1985

re: scanf in Hippo-C for the ST

You could try calling Hippo and asking them. Their number is listed in
their advertisements in Macworld every month.

From 1754182756467413055
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,1f1f5e91b7a559eb
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-09 05:38:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usenet
From: usenet@UCBVAX (USENET News Administration)
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8511091338.AA25160@ucbvax.berkeley.edu>
Date: Sat, 9-Nov-85 08:38:36 EST
Article-I.D.: ucbvax.8511091338.AA25160
Posted: Sat Nov 9 08:38:36 1985
Date-Received: Sun, 10-Nov-85 10:18:00 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From 2415569738815520678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3143e12038b54862
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,3143e12038b54862
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-11-09 09:49:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ecsvax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!ecsvax!mjg
From: mjg@ecsvax.UUCP (Michael Gingell)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Open letter to Atari and Commodore
Message-ID: <724@ecsvax.UUCP>
Date: Sat, 9-Nov-85 12:49:11 EST
Article-I.D.: ecsvax.724
Posted: Sat Nov 9 12:49:11 1985
Date-Received: Wed, 13-Nov-85 07:42:32 EST
References: <246@cernvax.UUCP>
Organization: North Carolina Educational Computing Service
Lines: 19
Xref: watmath net.micro.amiga:697 net.micro.atari:1630

> subject of END-USER PRICE, in particular for those of us who live in
> Europe.
>
> As an indicator of the problem, consider the following prices for the
> Atari 520ST (floppy, mouse, monochrome) :-
>
> In the USA $600-700
> In England $1000   (+15% VAT)

From my experience just about everything is more expensive when
imported. Just try and buy a BMW or Mercedes in the USA and see
how the price is inflated (even allowing for US emission controls).

The Swiss are probably just trying to recoup all the taxes levied
to run the navy .... :-)

Mike Gingell ..decvax!mcnc!ecsvax!mjg
> In Switzerland $1400
>

From -570630537309149107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d177c64ed6a3b69f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-09 11:54:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/18/84; site ritcv.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!ritcv!mqh9523
From: mqh9523@ritcv.UUCP (Michael Hojnowski)
Newsgroups: net.micro.atari
Subject: Re: wanted : st ramdisk
Message-ID: <9021@ritcv.UUCP>
Date: Sat, 9-Nov-85 14:54:45 EST
Article-I.D.: ritcv.9021
Posted: Sat Nov 9 14:54:45 1985
Date-Received: Mon, 11-Nov-85 07:36:16 EST
References: <413@ssc-bee.UUCP>
Reply-To: mqh9523@ritcv.UUCP (Michael Hojnowski)
Distribution: net
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 12
Keywords: ST RAMDISK
Summary: I want a copy too!

<tasty?>

I've been looking for a copy of the RAMDISK myself. An ST with one floppy
can become a tiresome thing. Can someone either repost it to net.sources
or mail me a copy please?

Mike Hojnowski |allegra|
                    (UUCP) |decvax |!rochester!ritcv!mqh9523
(cute quote goes here) |seismo |
                    (CSNET)   mqh9523@ritcv
                    (BELL)   (716) 359-3743

From -2987438569801078452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ad6ccf5fc580da85,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-09 17:25:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!korea-emh.arpa!crs8
From: crs8@KOREA-EMH.ARPA
Newsgroups: net.micro.atari
Subject: Prowriter Info Request
Message-ID: <8511100140.AA05264@ucbvax.berkeley.edu>
Date: Sat, 9-Nov-85 20:25:00 EST
Article-I.D.: ucbvax.8511100140.AA05264
Posted: Sat Nov 9 20:25:00 1985
Date-Received: Sun, 10-Nov-85 10:20:58 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

I am the proud owner of a 8510 Prowriter printer. I do however, have a

few questions which someone out there might be able to answer for me with their infinite wisdom:

1. What is the type of chip and at what board position does it reside, for the additional RAM chip which may be inserted to give one a 2K internal printer charachter buffer.

2. What is the procedure to create and download a custom charachter set to the printer.

I thank you in advance. Mark (I thank you in advance.
Mark (CRS8@KOREA-EMH)

From 5541044567790946797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,772112bd0bbf5243
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-10 07:57:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: atari-mail-request (No such host)
Message-ID: <1860@saber.UUCP>
Date: Sun, 10-Nov-85 10:57:47 EST
Article-I.D.: saber.1860
Posted: Sun Nov 10 10:57:47 1985
Date-Received: Mon, 11-Nov-85 06:02:09 EST
References: <255@husky.uucp> <221@mips.UUCP>
Distribution: net
Organization: The Houses of the Holy
Lines: 21

> > -=-=-=-=-=-=-=-=-=-=-=-=- Low cal line -=-=-=-=-=-=-=-=-=-=-=-=-=-
> >
> > To Will Hom (moderator New atari mail list?)
> >
> > I've tried all 4 suggested mailing addresses to get my name on the
> > mailing list and all have had ucbvax bounce them back with
> > the dreaded 'host unknown'. This includes ucbugs and ucbseymour.
> > Could you please add my address (below) to the list?

I dislike "me too" postings, but I've had the same problem

Sooooo, ME TOO!
--
god bless Lily St. Cyr
-Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101

     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From -1574316294324137208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f20734465e23adf0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-10 09:27:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: Old ATARI 80 column upgrades.
Message-ID: <907@lsuc.UUCP>
Date: Sun, 10-Nov-85 12:27:39 EST
Article-I.D.: lsuc.907
Posted: Sun Nov 10 12:27:39 1985
Date-Received: Sun, 10-Nov-85 12:45:23 EST
References: <1041@drupa.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 19
Summary: Converting Color Computer Boards?

     I don't know how practical this suggestion really is, but the Radio Shack Color Computer has a number of second source 80 column boards available for it. If the signals are sufficiently compatible you might be able to convert a Color Computer 80 column board via jumpers. Check a copy of "The Rainbow" and you should be able to find a few. I use PBJ's Wordpak which is based on a 6845.

     I thought there were 80 column boards available for the Ataris? Whoops! Sorry, I'm thinking of Commodore 64's.

                                        Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From 479684938264752301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-10 09:46:40 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: BYTE magazine folding?
Message-ID: <908@lsuc.UUCP>
Date: Sun, 10-Nov-85 12:46:40 EST
Article-I.D.: lsuc.908
Posted: Sun Nov 10 12:46:40 1985
Date-Received: Sun, 10-Nov-85 13:20:32 EST
References: <8511081914.AA04418@mitre.ARPA>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 22
Summary: Not Byte

I think that you've misheard. Byte's not folding. Creative Computing apparently is folding. Furthermore, Popular Computing is folding and apparently Hot CoCo is folding (although I expect Hot CoCo will be absorbed into 80 Micro again). There may be others biting the dust too fairly soon.

One magazine that is still going is 68 Micro Journal. If you're interested in the 68000 processor family, this magazine will probably be of value. Right now it's mainly 6809, but covering OS-9, Flex, C (at a fairly advanced level). I'd hope that the next year will bring Atari support as well, but it's hard to forcast. The Mac never seemed to develop much interest in this magazine, but then the Mac was never promoted as a 'hackers' computer.

Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From -8109592652075565861
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,c424dc4ed2e81f51,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-10 16:41:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usenet
From: usenet@UCBVAX (USENET News Administration)
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8511110041.AA20768@ucbvax.berkeley.edu>

Date: Sun, 10-Nov-85 19:41:19 EST
Article-I.D.: ucbvax.8511110041.AA20768
Posted: Sun Nov 10 19:41:19 1985
Date-Received: Tue, 12-Nov-85 03:47:11 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 0

From 1344091439259881593
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,84b4a4a5db9dc3a7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-10 17:38:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!sean
From: sean@ukma.UUCP (Sean Casey)
Newsgroups: net.micro.atari
Subject: Something I'd like to see...
Message-ID: <2368@ukma.UUCP>
Date: Sun, 10-Nov-85 20:38:39 EST
Article-I.D.: ukma.2368
Posted: Sun Nov 10 20:38:39 1985
Date-Received: Mon, 11-Nov-85 06:52:43 EST
Organization: The White Tower @ The Univ. of KY
Lines: 24
Keywords: software, reviews

Anyone here read net.movies? Mark Leeper occasionally submits movie reviews,
and although I don't necessarily agree with him, I do enjoy reading them.
They are well written, and provide a coherent picture of how Mr. Leeper
feels about the movie.

I think it would be useful if some of the people using the new 520ST programs
would review them and provide facts, impressions, limitations, etc. of the
operation of the program. I wouldn't necessarily require that they be
objective, just systematic and coherent. They should provide useful
information for those considering the purchase of such a program.

So... If you've got that software and you love it or hate it enough to say
something about it, then go ahead, let us know. You might save someone
from wasting money on bad software, and you might save someone a lot of time
by pointing them towards the right software. I've never owned software
that I haven't had a firm opinion of it's usefulness. Speak up!

Sean
--
Sean Casey   UUCP: sean@ukma.UUCP   or
915 Patterson Office Tower   {cbosgd,anlams,hasmed}!ukma!sean
University of Kentucky   ARPA: ukma!sean@ANL-MCS.ARPA

Lexington, Ky. 40506-0027 BITNET: sean@UKMA.BITNET

From 249609170534300797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5bb0d3f9e441df51,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-11 05:42:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!ucl-cs.arpa!jrm%computer-science.strathclyde.ac.uk
From: jrm%computer-science.strathclyde.ac.uk@UCL-CS.ARPA
Newsgroups: net.micro.atari
Subject: Re: Open letter to Atari and Commodore
Message-ID: <8511111342.AA00350@stracs>
Date: Mon, 11-Nov-85 08:42:43 EST
Article-I.D.: stracs.8511111342.AA00350
Posted: Mon Nov 11 08:42:43 1985
Date-Received: Wed, 13-Nov-85 07:59:54 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 9

You got it wrong I believe. Europeans (companies especially) do not
think it respectable to pay a little for a lot .... There must be something
wrong if it that cheap mentality ....

If the AMIGA doubled it european price many people would start to look at
it MUCH more seriously.

Its a strange world.
Jon

From -3165327184625095862
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5b7e40f9b9e17d76
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-11 06:55:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site utai.UUCP
Path: utzoo!utcsri!utai!jenkin
From: jenkin@utai.UUCP (Michael Jenkin)
Newsgroups: net.micro.atari
Subject: Re: 520ST xbios() calls
Message-ID: <913@utai.UUCP>
Date: Mon, 11-Nov-85 09:55:52 EST
Article-I.D.: utai.913
Posted: Mon Nov 11 09:55:52 1985
Date-Received: Mon, 11-Nov-85 10:42:14 EST
References: <174@pluto.UUCP> <1665@trwrba.UUCP>
Reply-To: jenkin@utai.UUCP (Michael Jenkin)

Organization: CSRI, University of Toronto
Lines: 50
Summary:

In article <1665@trwrba.UUCP> sansom@trwrba.UUCP (Richard E. Sansom) writes:
>As promised, here is a list of some of the xbios() calls which
>owners of the Hippo-C compiler may wish to use. Since I don't know
>much about the Hippo I can't promise that they will work as listed
>here (I've heard that the Hippo int size is 32 bits?). Oh well,
>good luck!
>
>---
>
>/*
> * If Hippo-C has no xbios() call available, you may be able to
> * get away with the following:
> *
> *   .text
> * _xbios: move.l   (sp)+,.temp   ; get return address
> *   trap #14   ; trap 14 is xbios
> *   move.l   .temp,-(sp)   ; push return address
> *   rts   ; return to calling program
> *
> *   .bss
> * .temp: ds.l   ; temporary storage
> *
> *
> * In this document, the following definitions are assumed:
> *
> * char = 8-bits
> * int = 16-bits
> *   long = 32-bits
> *
> */

sorry - it just will not work under HIPPO-C. Unlike the 'C' that comes
with the development system, HIPPO-C passes everything on the stack as
a 4 byte quantity - thus calls which expect objects of size < 4 will
not execute correctly. For example, the setscreen call will not
execute correctly as the resolution parameter must be passed as a WORD
value on the stack.

While I'm here.... I'd like to check something out with ST developers
on the net. A TTP program gets passed argc/argv on the stack, this
stuff is read from the base page before the task is fired up. HIPPO-C
will generate a .PRG file but it does not set up the stack properly for
the call. Is there a way to get the base page back after a .TTP program
has started up?
--
--
Michael Jenkin   University of Toronto
USENET: {decvax,ihnp4,allegra}!utcsri!utai!jenkin
CSNET: jenkin@Toronto

BELL: 416-978-7321

From -2471982292994872156
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4f76de5ead613858,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-11 07:39:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!druhi!alp
From: alp@druhi.UUCP (PriceA)
Newsgroups: net.micro.atari
Subject: Need info on Panasonic 1091 printer with Atari 800XL.
Message-ID: <234@druhi.UUCP>
Date: Mon, 11-Nov-85 10:39:33 EST
Article-I.D.: druhi.234
Posted: Mon Nov 11 10:39:33 1985
Date-Received: Tue, 12-Nov-85 04:33:41 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 16

I am trying to interface a Panasonic KX-P1091 printer with an
Atari 800XL via the 850 interface board. When I try to print
documents (using Atariwriter) in the Near Letter Quality mode,
I get unexpected spaces and some repetition of text. I am not
using any special drivers.

Does anybody have any experience with the 1091 that might help
me decide whether I have a printer problem, a compatibility
problem, a bad cable, other!!!!

Please send information to:
     !ihnp4!druhi!alp
          or
     A.L.Price, DN8A147, 12110 N. Pecos St., Denver, CO 80234

THANKS

From -3346946396216896818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25deb701b9455722,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-11 08:21:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!cit-hex.arpa!cel
From: cel@CIT-HEX.ARPA
Newsgroups: net.micro.atari
Subject: Re: split group to 800/ST groups?
Message-ID: <851111082123.011@CITHex>
Date: Mon, 11-Nov-85 11:21:24 EST

Article-I.D.: CITHex.851111082123.011
Posted: Mon Nov 11 11:21:24 1985
Date-Received: Tue, 12-Nov-85 04:35:09 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

I'm an 800 owner, but am considering getting an ST sometime in
the future. I DO want to hear about both, and would do this by
getting both 800 and ST distributions if there is a split. Since
a split does let everyone get just the stuff they're interested in,
the only real argument against it is whether it's harder to maintain
two separate (smaller) groups. Can we find two moderators when we
can't seem to find one?

--Chuck Lane
cel@cit-hex.arpa

From -257833165434192872
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2b7c4f82747529cc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-11 12:27:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Modem interfacing
Message-ID: <1680@uwmacc.UUCP>
Date: Mon, 11-Nov-85 15:27:39 EST
Article-I.D.: uwmacc.1680
Posted: Mon Nov 11 15:27:39 1985
Date-Received: Wed, 13-Nov-85 04:27:38 EST
Distribution: net
Organization: UWisconsin-Madison Academic Comp Center
Lines: 15

*** ***

   With the price of 1200 baud modems plummeting, I'm considering getting
a modem for use with my 1200XL. The only problem is that I'm totally
ignorant about what is needed for interfacing. This is exacerbated by
the lack of local stores that carry Atari equipment. I'm assuming that
an RS232 interface is needed, like an 850. However, the 850 seems both
overly expensive and overly scarce. So, I'd like to either find a cheaper,
more available interface, or find out where to get the information necessary
to build my own interface. I'd appreciate any help anybody could provide.
Email please; if anybody else is interested, let me know and I'd be glad to
give you what I've got.

 - Joel Plutchak
   {allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

From 2982280884068146268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce13be048180cc75,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-11 12:57:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site bsdpkh.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!akguc!codas!bsdpkh!baird
From: baird@bsdpkh.UUCP (Larry Baird)
Newsgroups: net.micro.atari
Subject: 800 to RBG monitor interface
Message-ID: <147@bsdpkh.UUCP>
Date: Mon, 11-Nov-85 15:57:07 EST
Article-I.D.: bsdpkh.147
Posted: Mon Nov 11 15:57:07 1985
Date-Received: Sun, 24-Nov-85 03:49:35 EST
Distribution: net
Organization: AT&T-IS (SDSS), Orlando Fl.
Lines: 18

I recently purchased a IBM PC with a RBG monitor.
I would like to be able to use my Atari 800 with this monitor.
Does any body out there in netland know of any way to convert
the atari's composite signal to RBG?

Thanx in advance.

--

It may be that your whole purpose in life is to serve as a warning to others.

Larry A. Baird (lab)
uucp: ihnp4!bsdpkh!baird   AT&T IS (Orlando FL)

uucp: {ihnp4!decvax,peora}!ucf-cs!baird   University of Central Florida
arpa: baird.ucf-cs@csnet-relay   Orlando Fl
csnet:baird@ucf

From 217067288029883378
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-12 05:02:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!mitre.arpa!ajb
From: ajb@MITRE.ARPA (Alan Broder)

Newsgroups: net.micro.atari
Subject: Re: BYTE magazine folding?
Message-ID: <8511120854.AA03029@mitre.ARPA>
Date: Tue, 12-Nov-85 08:02:52 EST
Article-I.D.: mitre.8511120854.AA03029
Posted: Tue Nov 12 08:02:52 1985
Date-Received: Wed, 13-Nov-85 08:00:46 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 2

I don't know about BYTE folding, however, Creative Computing is soon to print
its last issue.

From -8691003536913575374
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,adf60bca53e6c13f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-12 05:10:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: 8 bitters Live and Well
Message-ID: <8511121315.AA29055@ucbvax.berkeley.edu>
Date: Tue, 12-Nov-85 08:10:57 EST
Article-I.D.: ucbvax.8511121315.AA29055
Posted: Tue Nov 12 08:10:57 1985
Date-Received: Wed, 13-Nov-85 08:03:24 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

I agree with Kit Kimes wholeheartedly that the 8 bitters are far from
dead! Based upon our ever lively sales to old 800 owners (not to
mention 800XL and 130XE owners) I would have to say that people are
planning on keeping them around for a long time to come. And why
shouldn't they? They are more machine than most people will ever need.
Of course, many people like to spend their money trying to keep abreast
of the latest technology. That's fine. Good luck!

David Young
CDY Consulting

From -3675515573761868794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8062dfe5e5ffb72,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-12 11:12:00 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!ames-vmsb.arpa!
holstrw
From: holstrw@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- *OTHER* Atari list ---
Message-ID: <8511121934.AA05877@ucbvax.berkeley.edu>
Date: Tue, 12-Nov-85 14:12:00 EST
Article-I.D.: ucbvax.8511121934.AA05877
Posted: Tue Nov 12 14:12:00 1985
Date-Received: Thu, 14-Nov-85 00:27:51 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: holstrw@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 9

Hmmm... w/ all thest "me too" postings about not getting through to the
new address I am wondering if *I* got through...."ucbugs" did not work,
but "ucbseymour" *apparently* did..... Just in case though. Please
put me on the new list if/when it starts up??

-Richard Hartman
max.hartman@ames-vmsb

From 6822093236633043136
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5964d5155e7c6a18,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-12 11:35:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!ames-vmsb.arpa!
nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- 80 -col boards ---
Message-ID: <8511121958.AA06376@ucbvax.berkeley.edu>
Date: Tue, 12-Nov-85 14:35:00 EST
Article-I.D.: ucbvax.8511121958.AA06376
Posted: Tue Nov 12 14:35:00 1985
Date-Received: Thu, 14-Nov-85 00:28:48 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 13

There *were* some 80-col boards for the OLD Atari 800 (non-XL/XE).

The most infamous was BIT-3 80-col board. There was another reviewed in
Analog at one time that produced a COLOR 80-col display (RGB even....).
I forget what company put it out.....

Why the "oops... I was thinking about Commodore" afther the "I thought
Atari already had an 80-col board"???

              -Richard Hartman
              max.hartman@ames-vmsb

From -2825323147093358223
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-12 19:09:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site puff.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!uwvax!puff!wayne
From: wayne@puff.UUCP
Newsgroups: net.micro.atari
Subject: Re: BYTE magazine folding?
Message-ID: <532@puff.UUCP>
Date: Tue, 12-Nov-85 22:09:19 EST
Article-I.D.: puff.532
Posted: Tue Nov 12 22:09:19 1985
Date-Received: Fri, 15-Nov-85 04:06:55 EST
References: <8511120854.AA03029@mitre.ARPA>
Organization: U of Wisconsin CS Dept
Lines: 8

has anybody seen an issue of Dr. Dobb's lately? i was a loyal (though
often confused) subscriber, and they just sort of vanished from my mailbox.
i hope that the fine rag which published the GNU Manifesto hasn't succumbed
to terminal magazine shakeoutemia!

lupus

From 5300891847073675123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b48ea8c44d98b7f3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-12 19:14:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ritcv.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!seismo!rochester!ritcv!mqh9523
From: mqh9523@ritcv.UUCP (Michael Hojnowski)
Newsgroups: net.micro.atari
Subject: PF keys on ST using PC/InterComm

Message-ID: <9025@ritcv.UUCP>
Date: Tue, 12-Nov-85 22:14:21 EST
Article-I.D.: ritcv.9025
Posted: Tue Nov 12 22:14:21 1985
Date-Received: Fri, 15-Nov-85 04:15:36 EST
Reply-To: mqh9523@ritcv.UUCP ()
Distribution: net
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 13
Keywords: ST PC/InterComm PF Keys

<Mmmm, tasty>

Does anyone (maybe at Mark of the Unicorn) know how to define a PF key
in PC/InterComm with an escape character in it. When you hit the escape
key, InterComm jumps out of the PF key definition section to the menus.
I couldn't find a way of (escaping?) the escape key. It sure would be
nifty if you could do that (hint, hint).

Mike Hojnowski |allegra|
                  (UUCP) |decvax |!rochester!ritcv!mqh9523
(cute quote goes here) |seismo |
                  (CSNET)   mqh9523@ritcv

From 5741739766770943501
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f20734465e23adf0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-13 04:39:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!allegra!oliveb!Glacier!
decwrl!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: Old ATARI 80 column upgrades.
Message-ID: <8511131244.AA23965@ucbvax.berkeley.edu>
Date: Wed, 13-Nov-85 07:39:10 EST
Article-I.D.: ucbvax.8511131244.AA23965
Posted: Wed Nov 13 07:39:10 1985
Date-Received: Fri, 15-Nov-85 04:37:09 EST
References: <907@lsuc.UUCP>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

Jim O.,
     You sure make some outlandish statements. Why should anyone want
to kludge around a Radio Shack 80 column board when there have been 80
column outputs for the ATARI for years? One which I developed, OMNIVIEW,
was described just a few messages back by Kim Kimes (sp?).

David Young

From 378292634053516729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebe6a4a5e4f85dd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-13 04:41:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mtuxo!mtunh!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari
Subject: Re: BYTE magazine folding?
Message-ID: <354@pedsgd.UUCP>
Date: Wed, 13-Nov-85 07:41:10 EST
Article-I.D.: pedsgd.354
Posted: Wed Nov 13 07:41:10 1985
Date-Received: Thu, 14-Nov-85 07:24:10 EST
References: <8511120854.AA03029@mitre.ARPA>
Organization: Perkin-Elmer DSG, Tinton Falls, NJ
Lines: 18

In article <8511120854.AA03029@mitre.ARPA> ajb@MITRE.ARPA (Alan Broder) writes:
>I don't know about BYTE folding, however, Creative Computing is soon to print
>its last issue.

It just did; the December issue is the last, although Ahl et al (:-))
are looking for a 'white knight' to buy the rights from Ziff-Davis &
start them up again.

Another of the oldies goes belly-up; drat...

                            Bob Halloran
                            Sr MTS, Perkin-Elmer DSG
==
UUCP: {decvax, ucbvax, most Action Central}!vax135\
                    {topaz, pesnta, princeton}!petsd!pedsgd!bobh
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724 DDD: (201) 758-7000

Disclaimer: I doubt that my employer wants anything to do with my opinions.
Quote: "When the going gets weird, the weird turn pro..." -- H. S. Thompson

From 423182272210826403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5964d5155e7c6a18
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-13 05:15:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!allegra!oliveb!Glacier!

decwrl!ucbvax!info-atari
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: --- 80 -col boards ---
Message-ID: <8511131317.AA24446@ucbvax.berkeley.edu>
Date: Wed, 13-Nov-85 08:15:39 EST
Article-I.D.: ucbvax.8511131317.AA24446
Posted: Wed Nov 13 08:15:39 1985
Date-Received: Fri, 15-Nov-85 04:37:22 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 25

This message is to clarify Richard Hartman's message and to fill in a couple of holes. First of all, it was Kevin Meis who did a review of OMNIVIEW a few days ago. Thank you, Kevin. Just let me point out that there is an OMNIVIEW made for every ATARI 8 bitter except the 1200. In addition to 80 column output, they all have other features including resident ramdisk handlers.

The other 80 column board with RGB output was the Austin-Franklin. The people who have this board seem to really like it but it wasn't around for very long.

Both ATARI and Batteries Included had both announced plans to come out with 80 column boards but have since dropped them. I am proud to be the only survivor in the 80 column world!

In all fairness I must mention another 80 column output that I have heard of but not seen. Called the ACE 80, it resides in the cartridge address space and works with Letter Perfect and Basic. I don't see how this can be very useful since it takes up so much memory space (OMNIVIEW resides out of the way in the $C000 page). Besides this, I would not be surprised if it is not a ripoff of OMNIVIEW. If I am wrong, somebody please correct me.

David Young

From 1443635582759491902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e4fd7632f10cd6dc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-13 05:24:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site pur-ee.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!mckay
From: mckay@pur-ee.UUCP (Dwight D McKay)
Newsgroups: net.micro.atari
Subject: Wave form control from ST BASIC
Message-ID: <3503@pur-ee.UUCP>
Date: Wed, 13-Nov-85 08:24:00 EST

Article-I.D.: pur-ee.3503
Posted: Wed Nov 13 08:24:00 1985
Date-Received: Thu, 14-Nov-85 07:19:43 EST
Reply-To: mckay@pur-ee.UUCP (Dwight D McKay)
Organization: Electrical Engineering Department , Purdue University
Lines: 15
Keywords: sound 520st wave ST-BASIC envelope

Having just received my copy of ST Basic, I've been writing some short
programs to play with the built in sound chip. The manual page for the
"wave" command is missing the table of various envelopes available for the
sound chip. Does anyone have such a table handy?

I HAVE figured out a few combinations. For example this gives you a nice
"ocean wave" effect:

wave &h8,&h1,14,30000,1

Is it possible to set up two or three *seperate* envelopes? One for each
voice perhaps? Is I read the manual I don't think you can do it from basic,
but perhaps you could "poke" the settings into the chip?

--Dwight Mckay, ECN Software Support [...ihnp4!pur-ee!mckay]

From 318935645117398540
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f20734465e23adf0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-13 07:03:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sx1100.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!stolaf!umn-cs!ncs-med!
sx1100!dye
From: dye@sx1100.UUCP (Kenneth Dye)
Newsgroups: net.micro.atari
Subject: Re: Old ATARI 80 column upgrades.
Message-ID: <220@sx1100.UUCP>
Date: Wed, 13-Nov-85 10:03:25 EST
Article-I.D.: sx1100.220
Posted: Wed Nov 13 10:03:25 1985
Date-Received: Thu, 21-Nov-85 05:22:24 EST
References: <1041@drupa.UUCP> <907@lsuc.UUCP>
Reply-To: dye@sx1100.UUCP (Kenneth Dye(726031)
Organization: SPERRY Information Systems - Roseville, MN
Lines: 19
Summary:

In article <907@lsuc.UUCP> jimomura@lsuc.UUCP (Jim Omura) writes:
>
>   I thought there were 80 column boards available for the Ataris?
>Whoops! Sorry, I'm thinking of Commodore 64's.
>

> Cheers! -- Jim O.

Yes, there was a BIT-3 80 column board for the old 800's. It used to sell for about $200, but I've seen it discounted to ~$120 just recently. Speaking of the old 800's, I recently purchased one for a christmas present for a friend (only $69!); when I hooked it up to see if it worked, I noticed a vast improvement in the video output (as compared to my 800XL). My software driven 80-column terminal was actually (barely) readable on my AMDEK color plus monitor, and *perfect* on my little NEC 9" monochrome. The XL's video on the monochrome was readable, but a little fuzzy. What gives? Do I have a dud XL, or is the 800 supposed to have higher quality video? How about the 130xe?

Ken R. Dye SX1100 Development
ihnp4!umn-cs!ncs-med!sx1100!dye Sperry Information Systems

From 5172476092934190273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ca79d4848fe4f3bc
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,ca79d4848fe4f3bc
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,ca79d4848fe4f3bc
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-11-13 07:47:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gitpyr.UUCP
Path: utzoo!watmath!clyde!cbosgd!gatech!gt-stratus!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: Amiga Benchmark Posted
Message-ID: <1019@gitpyr.UUCP>
Date: Wed, 13-Nov-85 10:47:05 EST
Article-I.D.: gitpyr.1019
Posted: Wed Nov 13 10:47:05 1985
Date-Received: Thu, 14-Nov-85 07:32:12 EST
References: <223@cirl.UUCP> <590@minster.UUCP>
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Distribution: net
Organization: Georgia Institute of Technology
Lines: 21
Xref: watmath net.micro.amiga:710 net.micro.atari:1639 net.micro.mac:3423

>Ok - so we ran it on an Atari 520ST ... 1092 Dhrystones/sec. This is,
>of course, independent of graphic mode, but if you wave the mouse about
>it slows down a bit.
>
>Nigel Roles

Uh... I ran it on my ST and got 849 Dhrystones/sec. Did you use the DR C compiler, or the Haba C compiler? I used the DR C compiler that comes in the development system.

Even so, we're still cranking out twice as many dhrystones as the Amiga...

=-=
No problem is so formidable that you can't just walk away from it.

    Steve Tynor
    Georgia Instutute of Technology

 ...{akgua, allegra, amd, harpo, hplabs,
     ihnp4, masscomp, ut-ngp, rlgvax, sb1,
     uf-cgrl, unmvax, ut-sally} !gatech!gitpyr!tynor

From 3861659207805767581
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e4fd7632f10cd6dc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-13 08:44:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!druhi!lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari
Subject: Re: Wave form control from ST BASIC
Message-ID: <244@druhi.UUCP>
Date: Wed, 13-Nov-85 11:44:03 EST
Article-I.D.: druhi.244
Posted: Wed Nov 13 11:44:03 1985
Date-Received: Thu, 14-Nov-85 07:23:05 EST
References: <3503@pur-ee.UUCP>
Organization: AT&T Information Systems Laboratories, Denver
Lines: 23
Keywords: sound 520st wave ST-BASIC envelope

>Having just received my copy of ST Basic, I've been writing some short
>programs to play with the built in sound chip. The manual page for the
>"wave" command is missing the table of various envelopes available for the
>sound chip. Does anyone have such a table handy?

You might try looking at the Nov. 1985 issue of ANTIC magazine. There is
a pretty good article about the sound chip and how to use it from C. The
information about the chip is applicable to ST Basic usage also.

>Is it possible to set up two or three *seperate* envelopes? One for each
>voice perhaps? Is I read the manual I don't think you can do it from basic,
>but perhaps you could "poke" the settings into the chip?

After looking at the article in ANTIC I am inclined to say that the chip only
has the capability for one envelope. You would think that if it has three voices
the designers would have given it three envelopes. Sigh.....

>--Dwight Mckay, ECN Software Support [...ihnp4!pur-ee!mckay]

Barry Locklear
AT&T Information Systems Labs
Denver, CO
ihnp4!druhi!lbl

From 5406550962056886173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6ff2bca409ef7526,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-13 09:30:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!ssc-vax!ssc-bee!eve
From: eve@ssc-bee.UUCP (Michael Eve)
Newsgroups: net.micro.atari
Subject: 520st upgrade status?
Message-ID: <423@ssc-bee.UUCP>
Date: Wed, 13-Nov-85 12:30:45 EST
Article-I.D.: ssc-bee.423
Posted: Wed Nov 13 12:30:45 1985
Date-Received: Fri, 15-Nov-85 04:22:47 EST
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 16

What is the current status of memory upgrades for the st?

A while back, there was some traffic about homebrew upgrades
and 3rd party bareboards. How are these working out (any
overheating problems) and how about software compatibility problems?

Also, is there a good magazine for st articles and ads? (I'm
coming from the Apple][world and not familiar with Atari land.)

Thanks.

--
Mike Eve Boeing Aerospace, Seattle
...uw-beaver!ssc-vax!ssc-bee!eve

From -217579583058074316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,85a5b295694dc081,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-13 10:47:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!ucbvax!info-atari

From: habke%uofm-uts.cdn%ubc.CSNET@CSNET-RELAY.ARPA ("W. HABKE")
Newsgroups: net.micro.atari
Subject: 800/520 lists
Message-ID: <36:habke@uofm-uts.cdn>
Date: Wed, 13-Nov-85 13:47:38 EST
Article-I.D.: uofm-uts.36:habke
Posted: Wed Nov 13 13:47:38 1985
Date-Received: Fri, 15-Nov-85 04:43:09 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

I also own a 800xl. I like to follow the 520 st messages because what happens with it and Future developments will also reflect on 800 support in the years to come.
  I can only see one problem with splitting the list. NON-specific items tend to get cross posted. For those on both lists this would mean getting the same message twice, or with the pressent mailer problems 5 * 2=10<
  ATARI FoReVeR
     BILL

From 7146745079966661231
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3143e12038b54862
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-13 13:43:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druri.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!mhuxt!houxm!mtuxo!drutx!druri!carmelo
From: carmelo@druri.UUCP (GiuffridaC)
Newsgroups: net.micro.atari
Subject: Re: Re: Open letter to Atari and Commodore
Message-ID: <8@druri.UUCP>
Date: Wed, 13-Nov-85 16:43:23 EST
Article-I.D.: druri.8
Posted: Wed Nov 13 16:43:23 1985
Date-Received: Thu, 14-Nov-85 20:41:35 EST
References: <724@ecsvax.UUCP>
Organization: AT&T Information Systems Laboratories, Denver
Lines: 2

IN ITALY   FROM $1000 TO $1100 vat included but no software
                   available yet.

From 4170371126132122414
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ee516a9eb4899347,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-13 14:04:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!ucbvax!info-atari
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- OMNIVIEW 80-col ---
Message-ID: <8511132253.AB05660@ucbvax.berkeley.edu>
Date: Wed, 13-Nov-85 17:04:00 EST
Article-I.D.: ucbvax.8511132253.AB05660
Posted: Wed Nov 13 17:04:00 1985
Date-Received: Fri, 15-Nov-85 04:56:11 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 30

I have a problem calling OMNIVIEW an 80-col board. (Please correct me if I am wrong, DY...) From what I understand, OMNIVIEW is not a full character 80-col generating board, but rather an 80-col SIMULATION in GR.8. Meaning 4-bit wide characters....acceptable but NOT genuinely (in my view) an 80 column board.

There is a PD communications program called VT10SQ (vt-10 squared, or VT100) which also uses a software 80-col display. I also pulled a file from a local BBS which seemed to contain ONLY the E: (or was it S:?) wedge from this program.

Possibly this 4-bit charset technique could be used on the 520ST for the person desiring 132 columns. (Actually you could get up to 160-col on the ST with this.)

The 80-col RBG board (someone supplied the name...but I didn't even try to remember it) actually generated a full 8-bit wide character, 80-column display (you needed a RGB monitor, of course...) I believe the BIT-3 board did the same for a monochrome monitor.

If any of this is incorrect, please feel free to reply....

-Richard Hartman
max.hartman@ames-vmsb

BTW: Does anyone on the net actually have one of the previously mentioned RBG 80-column boards (Austin something just popped up in my memory...)?
-rmh

From 2855864839755011775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1954bd17c39dabb5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-24 09:27:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site shark.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!tektronix!orca!shark!davecl
From: davecl@shark.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: Re: Re: ST internals
Message-ID: <1591@shark.UUCP>
Date: Thu, 24-Oct-85 12:27:32 EDT
Article-I.D.: shark.1591
Posted: Thu Oct 24 12:27:32 1985
Date-Received: Sat, 26-Oct-85 05:23:22 EDT
References: <1267@mtgzz.UUCP> <851021-111649-2924@Xerox>
Organization: Tektronix, Wilsonville OR
Lines: 6

You can definitely play tricks to get large numbers of colors visible
simultaneously. Neochrome 0.5 (a very good color paint program available
free from Atari to any ST purchaser) shows around 200 colors at once
in its color selection area.

dgc

From -5569838784022710708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,f381395236e25d3c
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-24 09:36:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site teklds.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!tektronix!teklds!davidl
From: davidl@teklds.UUCP (David Levine)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM
Message-ID: <1175@teklds.UUCP>
Date: Thu, 24-Oct-85 12:36:08 EDT
Article-I.D.: teklds.1175
Posted: Thu Oct 24 12:36:08 1985
Date-Received: Sat, 26-Oct-85 04:42:44 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP>
Reply-To: davidl@teklds.UUCP (David Levine)
Followup-To: net.micro.pc
Organization: Tektronix, Beaverton OR
Lines: 40
Xref: watmath net.micro.pc:5713 net.micro.atari:1492 net.micro.mac:3145
net.micro.amiga:486
Summary:

In article <799@hou2d.UUCP> xxajtxx@hou2d.UUCP (A.THANGARAJ) writes:
>   A more visionary Apple might have forseen that GEM, by introducing
>IBM PC and compatible users to a MAC-like interface, was helping to propagate
>a standard user interface in the PC industry...
>   ... If only all drawing, painting and desktop programs would
>confirm to a standard screen display, ... the personal computer industry
>as a whole would benefit...
>This would, in the long run, benefit Apple itself!
>   ... Whereas the "MAC-like User Interface" may have
>soon become the industry standard, displacing anything put out by IBM or
>Microsoft, Apple has now forfeited that position.

I just have to put my two bits in on this one. Apple has nothing to gain and
everything to lose by letting the "Mac-LIKE user interface" (emphasis mine)
become a standard. The hordes of business computer users who think that IBM is
the only name in computers have no reason to buy Apple products unless they are
in some way clearly superior to IBM. This superiority can be in price,
features, performance or what have you, as long as it's enough of a DIFFERENCE
to make up for lack of IBM compatibility. If the "Mac-like user interface" is
available on the IBM PC, short-sighted grey suits will see no reason at all to
buy a Mac. Thus, Apple (as a profit-making business) has no choice but to
protect its differences.

This article reminds me of those who said in 1980 that IBM's entry into the
personal computer field would "legitimize" the industry. (Remember when "PC"
meant "a personal computer", not "an IBM-compatible 16-bit MS-DOS computer"?
Remember Osborne and Victor? Remember when micros were an adventure?)

I've directed followups to net.micro.pc only. This branch of the discussion
is taking off in an IBM-compatible direction.

By the way, what DOES that .signature with the two tombstones mean?

David D. Levine   (...decvax!tektronix!teklds!davidl)   [UUCP]
                     (teklds!davidl.tektronix@csnet-relay) [ARPA/CSNET]

P.S. Forgive me for spouting off, but it looks like I'm going to be forced
to use a PC at work (can you imagine the pain of using MS-DOS every day when
you're used to the power of UNIX?) and the very thought of IBM just makes me
sick.

From -1843899373351312129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,75baf88d81a8ad66,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-24 11:22:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!ssc-bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)

Newsgroups: net.micro.atari
Subject: gray scales of Atari 520ST
Message-ID: <409@ssc-bee.UUCP>
Date: Thu, 24-Oct-85 14:22:15 EDT
Article-I.D.: ssc-bee.409
Posted: Thu Oct 24 14:22:15 1985
Date-Received: Sat, 26-Oct-85 03:53:29 EDT
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 7

(for the net line eater)

Question : how many shades of gray does the 520 monochrome hi-res ST have?
Someone asked me this question (gray scale) and I have no idea.
thanks in advance
c ditzel
...uw-beaver!ssc-vax!ditzel

From 2582178693049448097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a477dbdd95b50e90
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-24 12:07:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site hammer.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!tektronix!orca!hammer!coryb
From: coryb@hammer.UUCP (Cory Barker)
Newsgroups: net.micro.atari
Subject: Re: questions : os9,unix,rumors
Message-ID: <1584@hammer.UUCP>
Date: Thu, 24-Oct-85 15:07:29 EDT
Article-I.D.: hammer.1584
Posted: Thu Oct 24 15:07:29 1985
Date-Received: Sat, 26-Oct-85 05:25:09 EDT
References: <396@ssc-bee.UUCP> <213@l5.uucp>
Reply-To: coryb@hammer.UUCP (Cory Barker)
Organization: Tektronix, Wilsonville OR
Lines: 17
Summary:

In article <213@l5.uucp> gnu@l5.uucp (John Gilmore) writes:
>let it handle the user interface because (if it's a 68020) it's 2-3
>times as fast as the 68000. (Today's buggy National chips are roughly
>68000 speed +/- 30%, and their future ones don't touch the 68020.) If

Apparently John is unaware of the NS32332 which provides 3 times
the performance of the NS32032 putting it in the same ballpark as
the 68020. It will be available in December 85 (Yes, this one is on
schedule!) and also has a leg up on the 68020 in its memory interface
because it supports currently available dynamic rams in nibble mode.

This becomes important when you get clock rates up around 15Mhz.

Cory Barker

PS. Yes, the 32000 series does have a few minor bugs left in current
revisions, however I would not refer to them as buggy. The 68020 on
the other hand...

From -4708859174285823609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,687fdf6e11fca836,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-24 12:11:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- APPLE VS. DRI ---
Message-ID: <8510241830.AA13437@UCB-VAX>
Date: Thu, 24-Oct-85 15:11:00 EDT
Article-I.D.: UCB-VAX.8510241830.AA13437
Posted: Thu Oct 24 15:11:00 1985
Date-Received: Sat, 26-Oct-85 03:43:04 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 16

I think that the person who sugggested that the Apple/DRI suit is due
to Apple's not wanting a "second rate" desktop to represent the genre
might have some merit. Point: they have NOT (as far as I know) started
action against Amiga's "Intuition" interface. (On the other hand, they
could just be greedy, and will get around to Intuition, Windows, et. al.
soon enough.....)

              -Richard Hartman
              max.hartman@ames-vmsb

P.S.: This does not mean that I think GEM is second-rate (or first-rate
      for that matter). I have not used it. The term came from the
      msg to which this is a reply.
                  -rmh

From 4978605603267785854
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,db27e52cf631051f,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,db27e52cf631051f,start

X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,db27e52cf631051f,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-24 12:36:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site iddic.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!tektronix!orca!iddic!richr
From: richr@iddic.UUCP (Rich Rodgers)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Another Challenge
Message-ID: <2259@iddic.UUCP>
Date: Thu, 24-Oct-85 15:36:55 EDT
Article-I.D.: iddic.2259
Posted: Thu Oct 24 15:36:55 1985
Date-Received: Sat, 26-Oct-85 05:28:30 EDT
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 81
Xref: watmath net.micro.amiga:495 net.micro.atari:1497 net.micro.mac:3149

From: richr
> Article 334 of net.micro.amiga:
>
> Some Facts:
> The Amiga reads a 32K file in   4.39 seconds
> The Amiga writes a 32K file in 6.20 seconds
> The Amiga draws   142,020 pixels/second
>
> A Challenge
>   Do the following tests on your favorite computer, and POST the results.
>   May the best computer win!!!

No one has yet offered any response to my challenge! We are particularly
interested in seeing how the Atari does on this benchmark, given the
preponderance of subjective claims foating around.

I hope someone can take the time to run these and post the results,
rather than continue to fan the flames of speculation that flood
these groups. I can only assume that they have not yet appeared because
no one has bothered to do it, rather than because of the results they
achieved. Of course, I have been known to be wrong on occasion...

Richard Rodgers
tektronix!iddic!richr

PS: Perhaps I should post the sources in Basic....

>
> The Algorithms:
>
> The following algorithm was done on the Amiga with the native Lattice C
> Compiler. It writes 64 512 byte buffers, then reads 64 512 byte buffers.

```
>
> for (i = 0; i < 512; i++) p[i] = 'a';
> fp = fopen("df0:data", "w");
> CurrentTime(&Seconds, &Micros);
> for (i = 0; i < 64; i++)
>   nact = fwrite(p, 512, 1, fp);
> ret = fclose(fp);
> CurrentTime(&Seconds2, &Micros2);
> printf("%d %d %d %d", Seconds, Seconds2, Micros, Micros2);
>
> fp = fopen("df0:data", "r");
> CurrentTime(&Seconds, &Micros);
> for (i = 0; i < 64; i++)
>   nact = fread(p, 512, 1, fp);
> ret = fclose(fp);
> CurrentTime(&Seconds2, &Micros2);
> printf("%d %d %d %d", Seconds, Seconds2, Micros, Micros2);
>
>alternate source:
> Algorithm:
> /* draw 8000 vectors of 200 pixels long with a skew. set by offset */
>
> x1 = 100 - offset;
> y1 = 100
> x2 = 100 + offset
> y2 = 300
>
> for (i = 0; i < 20; i++) {
>         PenPat(black);
>         for (j = 0; j < 200; j++) {
>                 MoveTo(x1, y1);
>                 LineTo(x2, y2);
>                 x1++;
>                 x2++;
>         }
>         PenPat(white);
>         for (j = 0; j < 200; j++) {
>                 MoveTo(x1, y1);
>                 LineTo(x2, y2);
>                 x1--;
>                 x2--;
>         }
> }
>

--
                  Rich Rodgers

                  tektronix!iddic!richr


From -8539281506639496915
X-Google-Language: ENGLISH,ASCII-7-bit
```

X-Google-Thread: 1517c1,19f0451b6d7244dd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-24 14:05:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!decvax!ucbvax!ucdavis!lll-crg!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Atari documentation, & OSS address/phone
Message-ID: <1591@uwmacc.UUCP>
Date: Thu, 24-Oct-85 17:05:46 EDT
Article-I.D.: uwmacc.1591
Posted: Thu Oct 24 17:05:46 1985
Date-Received: Sat, 26-Oct-85 08:46:40 EDT
Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 21

*** ACE WIT SAGE ***

   Over the past few months, I've been searching for a good technical reference guide or two for the 8-bit Atari's (I own a 1200XL). Two books that were recommended are "Your Atari Computer", by Lon Poole, and "Technical User Notes" (author unspecified). I've scoured the bookstores and computer magazine ads, but haven't found anybody that sells the first, or can get the second (Computer Palace, in Eugene OR advertises the latter, but in fact doesn't have it and can't get it). If anybody knows where I can get either of these books, I'd appreciate a pointer (e-mail, please). Also, is "De Re Atari" a good book to own (I currently depend heavily on Compute!'s "Mapping the Atari" for all my info)?
   Also, while I'm here, I own a Indus disk drive, and want to order both the new DOS (with "Synchromesh") and the DOS Reference manual. All around both the documentation and software, they say things like "Write or call us... we'd like to hear from you!"; the only problem is that they don't give a telephone number or address. If somebody has that handy and could e-mail it to me, I'd be eternally grateful.

 - joel "vo" plutchak
   {allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

From -5878650859201449966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a62668805fefd038
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-24 16:09:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lasspvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!lasspvax!kevin
From: kevin@lasspvax.UUCP (Kevin Saunders)
Newsgroups: net.micro.atari
Subject: Re: More ST info -Unix?

Message-ID: <622@lasspvax.UUCP>
Date: Thu, 24-Oct-85 19:09:40 EDT
Article-I.D.: lasspvax.622
Posted: Thu Oct 24 19:09:40 1985
Date-Received: Sat, 26-Oct-85 05:30:18 EDT
References: <388@eneevax.UUCP> <321@ccivax.UUCP>
Reply-To: kevin@lasspvax.UUCP (Kevin Saunders)
Distribution: net
Organization: LASSP, Cornell University
Lines: 16
Summary:

>
>An ST developer locally (Users group) said that Atari had just liscenced
>SYS-V Unix from AT&T. Can anybody confirm?

Computer Systems News reported the licensing this week.
According to Tramiel, UNIX will be available on the 1024ST (which
will be packaged with a hard disk) and a NS32032 based machine.
No offering for the 520ST will be made; "more powerful hardware"
was said to be required, presumably a memory management unit.

Now let's see them bring one out for $1500 in six months....
then I'll be happy!

"I'd like one of those, please..."
Kevin Eric Saunders
kevin@lasspvax.tn.cornell.edu

From 7127929252649948673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,f381395236e25d3c
X-Google-Attributes: gid142096,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-24 18:29:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pilchuck.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
uw-june!entropy!dataio!pilchuck!sman
From: sman@pilchuck.UUCP (Michael Spillman)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM
Message-ID: <187@pilchuck.UUCP>
Date: Thu, 24-Oct-85 21:29:30 EDT
Article-I.D.: pilchuck.187
Posted: Thu Oct 24 21:29:30 1985
Date-Received: Sat, 26-Oct-85 05:38:23 EDT

References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP>
Organization: Data I/O Corp., Redmond WA
Lines: 23
Xref: watmath net.micro.pc:5715 net.micro.atari:1499 net.micro.mac:3150
net.micro.amiga:496

> A more visionary Apple might have forseen that GEM, by introducing
> IBM PC and compatible users to a MAC-like interface, was helping to propagate
> a standard user interface in the PC industry; in an industry full of
> incompatibilities, standards are sorely needed, and GEM is/was helping to
> bring together the MAC world and the IBM compatible world, at least at the
> user interface level. If only all drawing, painting and desktop programs would
> for the masses will backfire: Whereas the "MAC-like User Interface" may have
> soon become the industry standard, displacing anything put out by IBM or
> Microsoft, Apple has now forfeited that position.
> Maybe its not too late. Apple, could you please offer to license your
> user-interface to all-comers for a nominal sum? You will benefit in the
> long run.

1) You don't make money by giving away your product.
2) IBM would have NEVER advertised their product as "Mac-compatible"
That would have made them appear to acknowledge a peer, which,
in their eyes, they have none.

*****

UNIX: So much entropy, so little work.
A VMS hacker and UNIX abuser.

M. D. Spillman a.k.a. ...uw-beaver!entropy!dataio!pilchuck!sman

From -2799400264465259505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4958f53b7951c2e9
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12a3c3,54a225f59823968f,start
X-Google-Attributes: gid12a3c3,public
X-Google-Thread: 143145,22b7726a54e557ec
X-Google-Attributes: gid143145,public
X-Google-ArrivalTime: 1985-10-24 23:21:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ucbarpa!fair
From: fair@ucbarpa.BERKELEY.EDU (Erik E. &)
Newsgroups: net.micro.atari,net.news.sa,net.mail.headers
Subject: Re: news being bounced off arpanet!
Message-ID: <10793@ucbvax.BERKELEY.EDU>
Date: Fri, 25-Oct-85 02:21:51 EDT
Article-I.D.: ucbvax.10793
Posted: Fri Oct 25 02:21:51 1985
Date-Received: Sat, 26-Oct-85 04:04:28 EDT
References: <846@mcvax.UUCP> <1954@aecom.UUCP> <1813@saber.UUCP> <2323@ukma.UUCP>
Sender: usenet@ucbvax.BERKELEY.EDU

Organization: University of California at Berkeley
Lines: 39
Xref: watmath net.micro.atari:1487 net.news.sa:196 net.mail.headers:594

In article <2323@ukma.UUCP> sean@ukma.UUCP (Sean Casey) writes:
>>Various complaints about arpanet messages sent to usenet people because
>>some arpanet machine couldn't contact another to forward a mailing list.
>
>I am quite seriously thinking of writing a program to pull such messages out
>of my mailbox and mail them back to the offending machine. I think maybe if
>something like that got posted and people started using it then the people
>responsible would take action to correct it.

Consider yourself lucky. Every message that leaves the USENET from ucbvax
bound for an ARPANET mailing list has two headers added to it:

     Sender: usenet@ucbvax.berkeley.edu
     Errors-To: usenet@ucbvax.berkeley.edu

I'm usenet@ucbvax.berkeley.edu. Imagine my mailbox.

If a mailer is implemented properly, it should send error messages
back to the `Sender:'. `Errors-To:' is something that sendmail knows
about, which I insert as insurance.

The offending systems that have been incorrectly routing error messages
back to the USENET poster are all TENEX/TWENEX systems. I encourage you
to bombard the mailbox

     postmaster@offending.arpa.host

for each error message you receive. If you (and others) lambast the
individual postmasters sufficiently, perhaps they will in turn poke the
mailer implementer(s) to FIX the damned things. Among other odious
behaviour exhibited by these mailers is that they will try an address
for three days, and EACH DAY they will send an update if the message
has not gotten through. Personally, I only want to know when my message
finally fails. Before that, I don't want to hear it!

     keeper of the network news for ucbvax,
          and guardian of the gateway,

     Erik E. Fair ucbvax!fair   fair@ucbarpa.BERKELEY.EDU

From -4043274756609966956
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5c8f61bbf235a610
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-25 00:37:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!sean

From: sean@ukma.UUCP (Sean Casey)
Newsgroups: net.micro.atari
Subject: Re: --- Copying Pac-Man ---
Message-ID: <2327@ukma.UUCP>
Date: Fri, 25-Oct-85 03:37:40 EDT
Article-I.D.: ukma.2327
Posted: Fri Oct 25 03:37:40 1985
Date-Received: Sat, 26-Oct-85 04:14:45 EDT
References: <8510230038.AA00819@UCB-VAX> <987@vax2.fluke.UUCP>
Reply-To: sean@ukma.UUCP (Sean Casey)
Organization: The White Tower @ The Univ. of KY
Lines: 22

In article <987@vax2.fluke.UUCP> kurt@fluke.UUCP (Kurt Guntheroth) writes:
>If you copied pac man and gave it away, they can still sue you and sometimes
>they do. There are various precedents in the copyright laws where people
>were fined substantial (c 10,000 dollar) amounts for photocopying literary
>works and posting the copies on bulletin boards. (Watch out Dave Berry
>posters...) I am not sure just what has happened in the software world yet.

I'm not talking about photocopying or otherwise ripping off a legitimate
copy. I'm talking about writing a program from scratch that behaves almost
exactly like a copyrighted program and then placing my program in the public
domain. Like if I wrote an MSDOS that was 100% compatable and then said
hey world you can have it for free.

Sean

--

Sean Casey   UUCP: sean@ukma.UUCP   or
915 Patterson Office Tower   {cbosgd,anlams,hasmed}!ukma!sean
University of Kentucky   ARPA: ukma!sean@ANL-MCS.ARPA
Lexington, Ky. 40506-0027   BITNET: sean@UKMA.BITNET

From -2813256836418894602
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,75baf88d81a8ad66
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-25 06:18:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watdaisy.UUCP
Path: utzoo!watmath!watnot!watdaisy!dvadura
From: dvadura@watdaisy.UUCP (Dennis Vadura)
Newsgroups: net.micro.atari
Subject: Re: gray scales of Atari 520ST
Message-ID: <7468@watdaisy.UUCP>
Date: Fri, 25-Oct-85 09:18:07 EDT
Article-I.D.: watdaisy.7468
Posted: Fri Oct 25 09:18:07 1985
Date-Received: Sat, 26-Oct-85 04:15:12 EDT

References: <409@ssc-bee.UUCP>
Reply-To: dvadura@watdaisy.UUCP (Dennis Vadura)
Distribution: net
Organization: Computer Science Dept., University of Waterloo
Lines: 14
Summary:

My understanding of the number of gray scales was that there is only
one! (ie. either black or white) The tones that you see on the
various screens are done using dithering techniques.

If I'm wrong on that I too would like to know how many levels there
are and how to get them.

--

Dennis Vadura, Computer Science Dept., University of Waterloo

UUCP: {ihnp4|allegra|utzoo|utcsri}!watmath!watdaisy!dvadura
==

From 7501036925006146222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,77554c2a72fefa24,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-25 09:34:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!decwrl!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- ST (& new XL) Keyboards ---
Message-ID: <8510251540.AA07474@UCB-VAX>
Date: Fri, 25-Oct-85 12:34:00 EDT
Article-I.D.: UCB-VAX.8510251540.AA07474
Posted: Fri Oct 25 12:34:00 1985
Date-Received: Sat, 26-Oct-85 07:38:51 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 14

While on the subject of keyboards. WHERE DID ATARI GET THE IDEA FOR
THOSE (&@#$@#$%#@ SLANTED FUNCTION KEYS? They may LOOK "futuristic",
they may be GREAT for those who use their left hands to select them,
but they are a real PAIN for those (like me) who try to use their
right hands! Why not SQUARE buttons? (For that matter, why are they
all up in one row w/ NO seperation?......maybe the pushing two keys
problem would go away if they weren't slanted.....)

When will Atari learn that ergonomics means more than appearance

-Richard Hartman
max.hartman@ames-vmsb

From 5745536501148212283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3341bb910302595,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-25 09:53:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!decvax!decwrl!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: MAILER COMPLAINTS >>>FLAME<<<
Message-ID: <8510251600.AA07715@UCB-VAX>
Date: Fri, 25-Oct-85 12:53:00 EDT
Article-I.D.: UCB-VAX.8510251600.AA07715
Posted: Fri Oct 25 12:53:00 1985
Date-Received: Sat, 26-Oct-85 07:39:11 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 34

NOTE: I don't know WHO this should be sent to, but the current
      msgs floating around on the INFO-ATARI list prompt this
      reply (*** FLAME ON ***):

From what I understand, USENET people are complaining about the
errors that they get from foriegn mailers when something goes
wrong w/ a msg they post.

1) This happens to ARPA people to, you are not alone so don't
   feel persecuted.

2) Who SHOULD the error reports go to? Not all mailer problems
   occur in "mailing-list" situations. If I send a msg to an
   Oregon USENET computer through the UCB gateway, >I< want to
   know that it didn't get there, so I can re-send it! Why
   should the UCB postmaster be bothered with something he/she
   neither known nor cares about?

3) As far as I can determine, at least SOME of these errors are
   consistant. Meaning that it wasn't just a host down somewhere,
   we are trying to send msgs to people whose accounts no longer
   exist. I believe that AT LEAST some of this problem would
   be alleviated if someone just ERASED the "problem" addresses
   from the mailing list. (I have NOT had this problem w/ INFO-CPM,

for example....)

Sorry about the flame guys, but it had to be said. BTW: If any of
my assumptions are wrong, feel free to reply. But maybe we should
stop sending this stuff to the INFO-ATARI list?i

-Richard Hartman
max.hartman@ames-vmsb

From -6480525912054994602
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4958f53b7951c2e9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-25 10:12:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!simtel20.arpa!MRC
From: MRC@SIMTEL20.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: Re: news being bounced off arpanet!
Message-ID: <12153970199.6.MRC@SIMTEL20.ARPA>
Date: Fri, 25-Oct-85 13:12:19 EDT
Article-I.D.: SIMTEL20.12153970199.6.MRC
Posted: Fri Oct 25 13:12:19 1985
Date-Received: Sat, 26-Oct-85 08:21:11 EDT
References: <10793@ucbvax.BERKELEY.EDU>
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

Attention:

     If any electronic "bombarding" is attempted I will guarantee that
your mailbox will be filled with 100 megabytes of mail. The right
"fix" for the problem is to have somebody maintain INFO-ATARI again.

     I am sorry that UUCP is so primitive. I consider myself fortunate
not to have to use it.

-- Mark --

From 4749613353771664418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,f381395236e25d3c
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public

X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-25 12:01:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!ucbvax!ucdavis!lll-crg!
seismo!ut-sally!ut-ngp!shell!graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM
Message-ID: <360@graffiti.UUCP>
Date: Fri, 25-Oct-85 14:01:05 EST
Article-I.D.: graffiti.360
Posted: Fri Oct 25 14:01:05 1985
Date-Received: Mon, 28-Oct-85 03:39:57 EST
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP>
Organization: The Power Elite, Houston, TX
Lines: 17
Xref: watmath net.micro.pc:5726 net.micro.atari:1512 net.micro.mac:3158
net.micro.amiga:509

> bearing on the legal issues, but from the standpoint of Apple's
> motivation, I find it easy to believe that they would not want what I
> (and apparently, they) consider a second-rate "desktop-style" system
> to be the standard on many machines. No one is going to switch to a
> Macintosh if they are led to believe that GEM is typical of a state of
> the art desktop system.

I'd believe this if they didn't say they were going after the AMIGA next (which
they have been quoted as saying in InfoWorld). The AMIGA is in no way a bad
implementation of the desktop metaphor. Of course no-one is going to switch
to a Mac once they get their hands on an AMIGA either. I just wish the AMIGA
icons didn't look so hokey. Time to pull out the old binary editor.
--
Name: Peter da Silva
Graphic: `-_-'
UUCP: ...!shell!{graffiti,baylor}!peter
IAEF: ...!kitty!baylor!peter

From 7855439347303435551
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,94cd7fe8cdf4c200,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-25 12:22:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!sean
From: sean@ukma.UUCP (Sean Casey)
Newsgroups: net.micro.atari
Subject: Atari vs Amiga graphics (again)
Message-ID: <2329@ukma.UUCP>
Date: Fri, 25-Oct-85 15:22:20 EDT

Article-I.D.: ukma.2329
Posted: Fri Oct 25 15:22:20 1985
Date-Received: Sat, 26-Oct-85 04:38:07 EDT
Organization: The White Tower @ The Univ. of KY
Lines: 19
Keywords: opinions only

I'd like to ask about Atari vs Amiga Graphics. I saw an Amiga last night, and although I thought it was pretty nice, it didn't quite seem to be all it's cracked up to be. I thought the graphics were slightly fuzzy (maybe the monitor), and the Gem desktop fonts were hard to read. Maybe it's the color combinations, I don't know. I'd like to have either one of these machines, but I want to text to look crisp.

Has anyone here actually compared the ST and Amiga side by side, both color and black and white graphics? How does the Gem disktop look on the atari? Opinions please.

--

Sean Casey UUCP: sean@ukma.UUCP or
915 Patterson Office Tower {cbosgd,anlams,hasmed}!ukma!sean
University of Kentucky ARPA: ukma!sean@ANL-MCS.ARPA
Lexington, Ky. 40506-0027 BITNET: sean@UKMA.BITNET

From 5947271514982306659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6097c46e17b48560,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-25 19:43:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ucbseymour!c50-2fl
From: c50-2fl@ucbseymour.BERKELEY.EDU (Atariz)
Newsgroups: net.micro.atari
Subject: New Atari Mailing List (New changes 10/25/85)
Message-ID: <10802@ucbvax.BERKELEY.EDU>
Date: Fri, 25-Oct-85 22:43:58 EDT
Article-I.D.: ucbvax.10802
Posted: Fri Oct 25 22:43:58 1985
Date-Received: Sat, 26-Oct-85 08:43:13 EDT
Sender: usenet@ucbvax.BERKELEY.EDU
Reply-To: c50-2fl@ucbseymour.BERKELEY.EDU (Atariz)
Organization: University of California, Berkeley
Lines: 64

Hello,
I have started a new Atari mailing list. It will be run in the same fashion as Hacker's Guild. For those of you who are unfamiliar with Hacker's Guild, it is a mailing list that deals with advanced topics on Unix,C

or anything in general. Well, my mailing list will deal solely with Atari machines, both the old 800 series and XL's and the newer ST series. The format of this mailing list is as follows:

(1) Anyone can send in questions or comments about any Atari related item into the mailing list.

(2) Anyone can respond or flame the individual if he so chooses. In this way, some of the more experienced Atari users can help some of the novices and neophytes with questions.

(3) This list will also disseminate some of the rumors about Atari. (i.e. spread gossip about the happenings in Atari land)

(4) I will also describe some projects that some individuals are working that are Atari related.(i.e. hard disk development, battery backup for the ST clock, hooking ST's to 5 1/4 inch drives and reading IBM format data disks,...)

(5) Announce any new developments in the way of software, hardware,...

Of course, I won't do all of the above all the time. You also have the chance to send in any Atari tidbit or program source for some program that you have been working. Looking toward the future, (if this list survives), I am thinking of starting some tutorials about advanced topics such as DLI's(Display List Interrupts), Player Missiles and so on for those who are new to Atari computing or just want to learn.
If this list does take off, I will plan to distribute these tutorials to only those who request it so as not to miff the advanced users.
I am still looking for someone to send in a question or comment. All I have received so far are a lot of requests to join.

If the volume of mail suggests this, I may have to send this list out as a digests. If that happens, I will try to lump all questions about such and such into one giant letter.

That reminds me. If you would like to join the list please mail your requests to :

(ARPA) mail-atari-request@ucbugs.Berkeley.EDU
(uucp) ...!ucbvax!ucbugs!mail-atari-request

If you would like to mail any articles to the list, send them to:

(ARPA) mail-atari@ucbugs.Berkeley.EDU
(UUCP) ...!ucbvax!ucbugs!mail-atari

If you get your mail returned from one of the addresses, please send it the other.(i.e. If your mail is bounced back from the ucbugs acct., send it to the requests address(ucbseymour). Ucbugs is a flaky machine and it goes down every once in awhile for no reason, hence the name ucbugs.)

I hope this answers any questions concerning the list and I await a load
of mail from Atari users and enthusisasts!

Will Hom
moderator mail.Atari

From -3156124673014294711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bc8775594b3fd9f3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-26 11:55:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!athena.mit.edu!jh
From: jh@ATHENA.MIT.EDU
Newsgroups: net.micro.atari
Subject: Re: news being bounced off arpanet! (sort of long)
Message-ID: <8510261755.AA04337@MIT-ARTEMIS>
Date: Sat, 26-Oct-85 13:55:07 EST
Article-I.D.: MIT-ARTE.8510261755.AA04337
Posted: Sat Oct 26 13:55:07 1985
Date-Received: Mon, 28-Oct-85 03:15:37 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 81

The reason we can't follow your suggestion is simple. A mailing list
like ours is a simple reassignment of names; my name and the names of
the other arpa readers get put in a recipient field, and you are still
the sender (Which is why I can reply to you now.). This is fine for
small groups, as no one has to go through the hassle of moderating the
list. Any mail you send is exactly like sending n messages, one to
each person on the list. You would get a message from the appropriate
mail demon if one of those messages were unsuccessful in getting to its
recipient, and judging from your complaints, this is indeed what has
been happening (Believe me, from a list this size, be glad there are
only eight irresponsible individuals who didn't tell anyone when their
mail addresses changed!). This format was really designed only to
work for a small group. I am on and run several such groups, one for
my living group and its alumni, one for an experimental program I'm
in at school, etc. each with less than 100 people on it. It would be
a real pain to readdress each message 80 times by hand in order to get
to those same people, though. Using this format for a large list,
especially one spread out over the country, is going to run into some
trouble of the sort you just described. That is why there are
digests. Digests are simply all the messages sent to the list put in
a single (long) mail message, so that the recipient can "undigestify"
them and read them. A typical digest will go out two to ten times a week.
The benefit is that the person who "digestifies" (digests?) the
messages is the one who resends them to the list, and is thus the one

who receives all the mailbounce. The problem is that someone has to do a LOT of work (this list would require a new digest every 2-4 days).

This arpa list is of the first kind, which gets us messages faster, but has obvious drawbacks. For one, we now have NO moderator, as Mark Crispin stopped some while ago, and no one has stepped forward to take his place. This means that there are no changes being made to the file containing our names. I have been trying to desubscribe for a month now, without success. It would be quite possible (and quite nice) if someone wrote yet a third kind of mailing list program which would do as you suggested -- automatically send out a message FROM info-atari-request TO (everyone on the list) each time it received a message TO info-atari; not unlike an automatic single-message digest. That way, mailbounc would go to info-atari-request, and the moderator could handle it there. This is indeed a part of a program called pmd (personal mail demon) which is written in C and runs on any system which looks for a .forward file before putting mail in someone's mailbox (e.g. any system running sendmail). A friend of mine wrote pmd, and I will send copies to anyone who wants one.

Unfortunately, since we don't have a moderator, this won't happen for a while, so all of us (including usenet recipients) will have to suffer a while longer. This brings up your last suggestion. DON'T START A MAILER WAR! What will happen is this: you send a message into the net. 3 machines work for a few days trying to send your message, and send back one refusal message per day (all the others copies of your message get to us). That's nine messages you get back. You resend those messages to the "offending machines" (which are only doing their jobs). Each machine works for three more days trying to send the messages...you get 27 messages back. Your phone bill will blow up before the machines will. If you send to postmaster at those machines and complain, they will tell you not to expect mail to be delivered to nonexistent addresses, and they HAVE to return it (arpanet requires it). The source of the problem is not at what you call the "offending machines", but on our list and the way it is (isn't) being run. The only solution is to FIND A MODERATOR! I can't do it, because I don't have the kind of storage capacity necessary to hold the archives, and frankly, I want to get off this list.

An arpa-arpa mailer war can bring (and has brought) down the Arpanet in a disastrous way. An arpa-usenet mailer war will kill the usenet recipient with phone bills long before the arpa machine dies from overload. If you bounce your bad mail to the machine the list is on, most likely it will slow things down there (as well as load up the list, which you receive) and the people using that machine will complain and the list will go away.

There are two immediate solutions: 1. suffer (i.e. accept the mailbounce as the cost of posting.) or 2. don't post. I don't like it (think: I get 8-15 messages a day that I don't want, whether or not I post to the list!), but aside from writing to postmaster@score and telling him to completely kill the list (BAD IDEA!), we're stuck.

--jh--

e-mail:
jh@mit-athena.MIT.EDU (preferred)
jh%oz@mit-mc.MIT.EDU

post:
Joe Harrington
69 Chestnut Street
Cambridge, Massachusetts 02139

From 8570435131537013220
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4958f53b7951c2e9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-26 18:04:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!sean
From: sean@ukma.UUCP (Sean Casey)
Newsgroups: net.micro.atari
Subject: Re: news being bounced off arpanet!
Message-ID: <2339@ukma.UUCP>
Date: Sat, 26-Oct-85 20:04:01 EST
Article-I.D.: ukma.2339
Posted: Sat Oct 26 20:04:01 1985
Date-Received: Wed, 30-Oct-85 04:06:24 EST
References: <10793@ucbvax.BERKELEY.EDU> <12153970199.6.MRC@SIMTEL20.ARPA>
Reply-To: sean@ukma.UUCP (Sean Casey)
Organization: The White Tower @ The Univ. of KY
Lines: 26

In article <12153970199.6.MRC@SIMTEL20.ARPA> MRC@SIMTEL20.ARPA (Mark Crispin) writes:
>Attention:
>
>   If any electronic "bombarding" is attempted I will guarantee that
>your mailbox will be filled with 100 megabytes of mail. The right
>"fix" for the problem is to have somebody maintain INFO-ATARI again.
>
>   I am sorry that UUCP is so primitive. I consider myself fortunate
>not to have to use it.

I was not suggesting bombardment, just rerouting of mail messages so that they go to the person(s) responsible for all the junk mail. Look at it this way: Due to incorrect management and/or software, many megabytes have already been sent to the wrong people.

UUCP may be primitive, but it is the arpa sites that are exhibiting the brain-damaged behavior. Being fortunate is a matter of perspective.

--

Sean Casey
915 Patterson Office Tower
University of Kentucky
Lexington, Ky. 40506-0027

UUCP: sean@ukma.UUCP   or
       {cbosgd,anlams,hasmed}!ukma!sean
ARPA: ukma!sean@ANL-MCS.ARPA
BITNET: sean@UKMA.BITNET

From 4049977998636289982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a477dbdd95b50e90
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-26 22:08:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site sdcc7.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!tektronix!hplabs!sdcrdcf!sdcsvax!sdcc3!sdcc7!ln63fcv
From: ln63fcv@sdcc7.UUCP (This is a test)
Newsgroups: net.micro.atari
Subject: Re: questions : os9,unix,rumors
Message-ID: <136@sdcc7.UUCP>
Date: Sun, 27-Oct-85 00:08:22 EST
Article-I.D.: sdcc7.136
Posted: Sun Oct 27 00:08:22 1985
Date-Received: Wed, 30-Oct-85 05:22:48 EST
References: <396@ssc-bee.UUCP> <213@l5.uucp> <1584@hammer.UUCP>
Organization: U.C. San Diego, Academic Computer Center
Lines: 38

In article <1584@hammer.UUCP>, coryb@hammer.UUCP (Cory Barker) writes:
> In article <213@l5.uucp> gnu@l5.uucp (John Gilmore) writes:
> >let it handle the user interface because (if it's a 68020) it's 2-3
> >times as fast as the 68000. (Today's buggy National chips are roughly
> >68000 speed +/- 30%, and their future ones don't touch the 68020.) If
>
> Apparently John is unaware of the NS32332 which provides 3 times
> the performance of the NS32032 putting it in the same ballpark as
> the 68020. It will be available in December 85 (Yes, this one is on
> schedule!) and also has a leg up on the 68020 in its memory interface
> because it supports currently available dynamic rams in nibble mode.
> This becomes important when you get clock rates up around 15Mhz.
>
> Cory Barker
>
> PS. Yes, the 32000 series does have a few minor bugs left in current
> revisions, however I would not refer to them as buggy. The 68020 on
> the other hand...

I must say that I find it quite hard to believe that NatSemi is already coming out with the 32332 already, when they haven't even come out with the 32132 or the 32232 yet(Yes, these are actual scheduled components).

This argument is moot anyway for one reason. The 68020 is considerably faster because the original 68000 is very bus bound, while the 20 is much less so. On the other hand, the whole NS series has a prefetch queue etc. and so speed differential between any of the components is much less. Also, a memory cycle on the NS series and the 68000 is 4 cycles, as opposed to the twenty, which is 3 for main memory, and 2 for the 256 byte queue.

Would you like anymore?

Scott Weisman
sdcsvax!sdcc7!ln63fcv
in beautiful la jolla

i'm not sure if i should disclaim, but i guess i will.
i don't feel any different now, guess i will just have to try again later.

From 8548550903590014528
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6ed4e89c23fd7f2c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-26 23:39:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ecsvax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!ecsvax!calway
From: calway@ecsvax.UUCP (James Calloway)
Newsgroups: net.micro.atari
Subject: Re: unix on atari?
Message-ID: <640@ecsvax.UUCP>
Date: Sun, 27-Oct-85 01:39:25 EST
Article-I.D.: ecsvax.640
Posted: Sun Oct 27 01:39:25 1985
Date-Received: Mon, 28-Oct-85 03:31:10 EST
References: <1223@mhuxt.UUCP> <6100010@inmet.UUCP>
Reply-To: calway@ecsvax.UUCP (James Calloway)
Organization: The News and Observer
Lines: 20
Summary:

I recently asked Sam Tramiel about the rumour that AT&T was negotiating
to sell 520STs under its own label, and he said that was not true.
Then he said, "But we are negotiating with AT&T, and they have several
520STs. We are going to license UNIX...for the ST series and our
second-generation (TT series) computers."
Tramiel said Atari plans to have 1-meg and 2-meg ST machines in 1986.
Back in June he had told me the TT computer(s) would definitely use
the National 32032, but this time he said Atari still was choosing from
among 3 chips. He wouldn't comment further.

--

James Calloway
The News and Observer
Box 191
Raleigh, N.C. 27602
(919) 829-4570
{akgua,decvax}!mcnc!ecsvax!calway

From 1903059142503794204
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a62668805fefd038
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-27 01:36:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!whuxl!houxm!ihnp4!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: More ST info -Unix?
Message-ID: <1819@saber.UUCP>
Date: Sun, 27-Oct-85 03:36:53 EST
Article-I.D.: saber.1819
Posted: Sun Oct 27 03:36:53 1985
Date-Received: Mon, 28-Oct-85 03:42:28 EST
References: <388@eneevax.UUCP> <321@ccivax.UUCP>
Distribution: net
Organization: The Houses of the Holy
Lines: 21

> >
> > Neil Harris who is the publisher of Atari Explorer gave a little
> > talk at the local atari users group meeting about the XE and ST
> > line of computers. The following are a few interesting tidbits.
>
> An ST developer locally (Users group) said that Atari had just liscenced
> SYS-V Unix from AT&T. Can anybody confirm?

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
its twue, its twue and i can hardly wait, atari will be porting SV to an
upgraded 520 (more memory) and there is talk about a full port (with
virtual memory) to an 68020 based unit which will be an "add on" to the 520.
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From 3398445985785473750
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1

X-Google-Attributes: gid15517a,public
X-Google-Thread: 142096,f381395236e25d3c
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-27 14:08:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site asgb.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!ulysses!allegra!oliveb!hplabs!
hao!asgb!tomm
From: tomm@asgb.UUCP (Tom Mackey)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM
Message-ID: <804@asgb.UUCP>
Date: Sun, 27-Oct-85 17:08:01 EST
Article-I.D.: asgb.804
Posted: Sun Oct 27 17:08:01 1985
Date-Received: Wed, 30-Oct-85 07:11:49 EST
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP>
Reply-To: tomm@asgb.UUCP (Tom Mackey)
Organization: Burroughs Corp. ASG, Boulder Colo.
Lines: 43
Xref: watmath net.micro.pc:5737 net.micro.atari:1527 net.micro.mac:3188
net.micro.amiga:531

Wait a minute: "GEM is not a good product"? People using GEM won't buy a Mac?
What drivel! I've just spent a month evaluating GEM, and the GEM toolkit, and
beg to differ. GEM offers a desk-top metaphor user interface management system
to the PClone world. Last year, when I finally decided to buy a personal
computer for myself and my family, I bought a PCjr, not because I could run
GEM, but because it would run most of the software I had purchased during my
years in manufacturing engineering and as a college student. The fact that
GEM was available never entered into it. The typical GEM user picked it up
AFTER they already owned or had access to a PC or clone thereof. While I do
not like the layout of the toolkit, (I prefer an object oriented approach), it
is in many ways similar to that of the Macintosh. The appearence of the
desktop is the largest similarity to the Mac, and is the only thing in question.
If Apple employees are saying that GEM is inferior, then they should look at
their own problems as well. The underlaying toolkit, as mentioned before, is
similar. When I say I prefer an object oriented approach, I mean that I would
prefer that the underlying tools would be object classes. But the Mac and GEM
toolkits both provide a procedural interface, which in turn forces the resulting
interface to be more internal than external. GEM is a good product. As an
experianced computer user, I am happy with a command line interface. I have
been evaluting TopView (c IBM) as well, and MUCH prefer GEM. I use GEM when-
ever I have a lot of file copying or moving to do. I usually fire up GEM,
then escape to the MS-DOS command. I may then use the command line interface
as I wish, yet can use the GEM goodies by simply typing "exit". I agree with
a previous poster that Apple would be better off allowing desk-top metaphor
products on non-Mac hardware. Such a strategy would lead to wide acceptance
of such user interface management systems. I have little doubt that Apple
is in a better place than any one else to further the state of the art in
such UIMS's, and if they would spend more time being the inovative company
I have always thought of them as, and less time bitching about imitators,

they could become the industry leaders they think of themselves as.

I have no interest in whether Apple products are superior to IBM products or DRI products. I choose what I buy based on the greatest functionality for my money. I would hope that most other people do the same. Instead of trying to provide functionality, over the last two years or so, Apple has instead chosen to provide hype. I sincerely hope they get back on course!

Tom Mackey   ihnp4!sabre!\
                        hplabs!sdcrdcf!-bmcg!asgb!tomm
              { ihnp4, ucbvax, allegra }!sdcsvax!/
Burroughs Distributed Systems Group   Boulder, Colorado

From 5827067818635950476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bb4142e6fa22e4da,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,bb4142e6fa22e4da,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 150311,bb4142e6fa22e4da,start
X-Google-Attributes: gid150311,public
X-Google-ArrivalTime: 1985-10-27 15:12:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.6809
Subject: Re: What is OS9 and why do I want it?
Message-ID: <879@lsuc.UUCP>
Date: Sun, 27-Oct-85 18:12:20 EST
Article-I.D.: lsuc.879
Posted: Sun Oct 27 18:12:20 1985
Date-Received: Mon, 28-Oct-85 01:27:42 EST
References: <190@ucdavis.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Distribution: net
Organization: Barrister & Solicitor, Toronto
Lines: 48
Xref: utcs net.micro.amiga:508 net.micro.atari:1492 net.micro.6809:561
Summary: I can't answer briefly

In article <190@ucdavis.UUCP> ccrjohnm@ucdavis.UUCP (John McLaughlin) writes:
>It seems like ~ 30% of the mail in the net.micro.xxxx world these days
>is made up of discussion of the OS9 operating system. What is
>so special about OS9? note that I am not saying it is not a good Operating
>System , I just have never played with it, and I am curious as to why
>it is being hyped so much.
>
>
>   John

I think this is a good time for me to say that I've had a lot of enquiries via mail which I wanted to respond to and haven't yet. I just can't say anything that's brief and complete enough. I have a file which is a compilation of things I've posted to BIX. I just haven't had a chance to upload it from my main OS-9 system to my Unix connection (right now due to a small bug in my terminal program I can't send a straight ASCII dump properly. I have to XModem it to my CP/M system and then ASCII dump it to lsuc--all at 300 baud).

Another problem is that I can't seem to 'mail' to everybody. A fair bit of it seems to get returned.

In fact, If Bob Larson reads this, I hope he sends me a voice phone number so I can call him. I've sent messages to him via 'mail' and some gets through, but I think some of it didn't.

At any ragte, I'll see if I can post something in the next few weeks. (But if somebody else wants to, then don't wait for me...:-)

Cheers! -- Jim O.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From -1121487498671979109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f727774bf0bdf934
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-27 15:58:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: More on PC Itercomm
Message-ID: <1820@saber.UUCP>
Date: Sun, 27-Oct-85 18:58:27 EST

Article-I.D.: saber.1820
Posted: Sun Oct 27 18:58:27 1985
Date-Received: Tue, 29-Oct-85 01:12:17 EST
References: <534@ihlpm.UUCP> <21800002@uiucuxc>
Organization: The Houses of the Holy
Lines: 18

>
> >The nicest touch is the smooth
> >scrolling feature. To get that on an IBM you will have to spend
>
> but, why would you want it? smooth crawl is slow!

jump scroll, contrary to its name, is not supposed to make the whole screen
                                                                ^^^^^
jump, as it does on the PC!!!!
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From 6757946028483555646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-27 19:47:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site ccvaxa
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!
ccvaxa!preece
From: preece@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Re: DRI agrees to change GEM ; why?
Message-ID: <2800013@ccvaxa>
Date: Sun, 27-Oct-85 22:47:00 EST
Article-I.D.: ccvaxa.2800013
Posted: Sun Oct 27 22:47:00 1985
Date-Received: Tue, 29-Oct-85 01:32:57 EST
References: <2298@ukma.UUCP>
Lines: 28
Nf-ID: #R:ukma.UUCP:-229800:ccvaxa:2800013:000:1341
Nf-From: ccvaxa.UUCP!preece   Oct 27 21:47:00 1985

> This article reminds me of those who said in 1980 that IBM's entry into
> the personal computer field would "legitimize" the industry. (Remember
> when "PC" meant "a personal computer", not "an IBM-compatible 16-bit

> MS-DOS computer"? Remember Osborne and Victor? Remember when micros
> were an adventure?) /* Written 11:36 am Oct 24, 1985 by
> davidl@teklds.UUCP in ccvaxa:net.micro.atari */

Would you claim that the micro industry would be be better off if
IBM had not come in? Think for a moment of all those builders of
IBM clones. IBM has very nutritious coattails. Apple may or
may not have been wise in suing DRI, but they would almost certainly
sell more Macs if IBM made one just like it than they do now. [Note
to flamers: it's just my guess against yours, but I don't mind if
you really insist on telling me why yours is better.]

Personally, I think an obviously Mac compatible interface, available
for the IBM, would be good for Apple's visibility in corporate
offices and that it's better to be perceived as a technological
leader, willing to share your insights with the rest of the industry,
than as a miser, jealously guarding the insights you stole from
those who preceded you. Which, rightly or wrongly, is the way a lot
of see Apple.

--
scott preece
gould/csd - urbana
ihnp4!uiucdcs!ccvaxa!preece

From 2778264806300505844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,687fdf6e11fca836
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-28 06:31:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!talcott!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: --- APPLE VS. DRI ---
Message-ID: <485@enmasse.UUCP>
Date: Mon, 28-Oct-85 09:31:40 EST
Article-I.D.: enmasse.485
Posted: Mon Oct 28 09:31:40 1985
Date-Received: Thu, 31-Oct-85 22:26:50 EST
References: <8510241830.AA13437@UCB-VAX>
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 23

>< and the subject is : GEM is second rate? so apple sues?

what?

Apple is suing because (according to apple) GEM presents the exact
look and feel of the MAC interface. Obviously if GEM were second rate,
it would present an inferior look and feel compared to the MAC.

Consequently, Apple would have no case.

And anyway, the line of reasoning by the original poster was wierd.

Apple sues because this inferior MAC clone hurts keeps people from
buying MACs? I'm not going to buy a Chevy because the Ford was a piece
of junk? What? It is because GEM is an excellent windowing desktop
environment, available on aggresively priced PCs such as the ST that
has scared Apple into monopolistic restraint of trade activity.

--
Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!mroddy)

From -3813132097454421125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4958f53b7951c2e9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-28 06:47:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site ccvaxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!ccvaxa!preece
From: preece@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Re: news being bounced off arpanet!
Message-ID: <2800014@ccvaxa>
Date: Mon, 28-Oct-85 09:47:00 EST
Article-I.D.: ccvaxa.2800014
Posted: Mon Oct 28 09:47:00 1985
Date-Received: Wed, 30-Oct-85 05:04:59 EST
References: <846@mcvax.UUCP>
Lines: 17
Nf-ID: #R:mcvax.UUCP:-84600:ccvaxa:2800014:000:687
Nf-From: ccvaxa.UUCP!preece   Oct 28 08:47:00 1985

> Among other odious behaviour exhibited by these mailers is that they
> will try an address for three days, and EACH DAY they will send an
> update if the message has not gotten through. Personally, I only want
> to know when my message finally fails. Before that, I don't want to
> hear it! /* Written 3:21 am Oct 25, 1985 by
> fair@ucbarpa.BERKELEY.EDU in ccvaxa:net.micro.atari */

That's a necessary attitude on Usenet, where mail may take two weeks
to arrive at its destination. Perhaps the Arpanet people, with
continuous connectivity, are used to mail performance that makes
a one day delay onerous.

--

scott preece
gould/csd - urbana
ihnp4!uiucdcs!ccvaxa!preece

From 3255420745201862425
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b8f64d939e5940f9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-28 08:12:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!gmr.CSNET!godden
From: godden@GMR.CSNET (Kurt Godden)
Newsgroups: net.micro.atari
Subject: Percom Drive Repairs
Message-ID: <8510290402.AA14218@ucbvax>
Date: Mon, 28-Oct-85 11:12:00 EST
Article-I.D.: ucbvax.8510290402.AA14218
Posted: Mon Oct 28 11:12:00 1985
Date-Received: Wed, 30-Oct-85 06:05:20 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

For those of you with Percom drives for the Atari...

if you ever call Percom (in Texas) and ask about repairs, don't believe them
when you are told the ONLY place in the U.S. that can repair Percoms is in
Falls Church, VA. That's what I was told. But after calling around a few
places in the Detroit area, I found a store that will repair mine, no problem.

-Kurt Godden

From -8830500675324707411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ba76ff7c65a18e4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-28 08:17:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!gmr.CSNET!godden
From: godden@GMR.CSNET (Kurt Godden)
Newsgroups: net.micro.atari
Subject: mail-atari list
Message-ID: <8510290413.AA14501@ucbvax>
Date: Mon, 28-Oct-85 11:17:00 EST
Article-I.D.: ucbvax.8510290413.AA14501
Posted: Mon Oct 28 11:17:00 1985
Date-Received: Wed, 30-Oct-85 06:11:08 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet

Lines: 11

Did anyone else have this problem when trying to join the new mail-atari list?... CSNET told me that the requested address was unknown, so I could not send in my request to join. I tried both of:

mail-atari-request@ucbugs.Berkeley.EDU
mail-atari@ucbugs.Berkeley.EDU

How can I join?

-Kurt Godden
godden%gmr@csnet-relay

From -3460986935270058517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,77554c2a72fefa24
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-28 08:28:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site bu-cs.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!bu-cs!hen
From: hen@bu-cs.UUCP (Bill Henneman)
Newsgroups: net.micro.atari
Subject: Re: --- ST slanted function keys
Message-ID: <742@bu-cs.UUCP>
Date: Mon, 28-Oct-85 11:28:30 EST
Article-I.D.: bu-cs.742
Posted: Mon Oct 28 11:28:30 1985
Date-Received: Thu, 31-Oct-85 22:49:53 EST
References: <8510251540.AA07474@UCB-VAX>
Organization: Boston Univ Comp. Sci.
Lines: 26

One of the great attractions of the ST environment for me is, that it possible to go beyond beginner mode into knowledgable user mode. This is in stark contrast to the Mac, where I am either forced to relentlessly click dialog box after dialog box to get at some effect I should have been able to express from the keyboard in a couple of strokes. In a lot of the ST application software, you don't have to click a quit item in a menu if you don't want to, Control C works too. Unless I've been royally ripped off, I'll only be a beginner on the machine for a little while: I'll be a wizard for years to come.

Everyone I know who uses mouse-based computers or workstations, whether they be LISP machines, graphics work stations, or home computers, quickly home in on the "California" mode of use: left hand hovering over the keyboard, right hand on the mouse.

Since I bought the Atari ST in July, people (programmers, really) have been trooping through my house playing with it, and I have been struck by the uniformity of response. Everyone who works with Xerox 1108s or

Sun workstations think the keyboard is very well designed: everyone who works with vt220s or 3270s grump about the slanted PF keys.

I think this is another instance in which Atari made the correct choice: the slanting is only annoying for a short break-in period, and a great convenience after that.

Ergonomically yours,
Bill Henneman

From 3595561952441843353
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,77554c2a72fefa24
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-28 10:10:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!xerox.arpa!Felton.PA
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: --- ST (& new XL) Keyboards ---
Message-ID: <851028-100950-2154@Xerox>
Date: Mon, 28-Oct-85 13:10:00 EST
Article-I.D.: Xerox.851028-100950-2154
Posted: Mon Oct 28 13:10:00 1985
Date-Received: Wed, 30-Oct-85 05:49:09 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

I thought the same thing that others have stated when I first saw the funtion key design for the ST. How are you supposed to hit the right key when they are slanted like that? But, I haven't had any trouble hitting the right key. They work fine for me. What I don't like about the keyboard is that there is no place to rest the heals of your hands while you are typing. The keys starts right at the edge of the keyboard.

John

From 1590861414812766083
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,db27e52cf631051f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,db27e52cf631051f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,db27e52cf631051f
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-28 12:56:14 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 Unisoft-Cosmos; site sagan.UUCP
Path: utzoo!linus!decvax!decwrl!Glacier!well!micropro!sagan!frank
From: frank@sagan.UUCP (Frank Whaley)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: Another Challenge
Message-ID: <168@sagan.UUCP>
Date: Mon, 28-Oct-85 15:56:14 EST
Article-I.D.: sagan.168
Posted: Mon Oct 28 15:56:14 1985
Date-Received: Fri, 1-Nov-85 00:15:06 EST
References: <2259@iddic.UUCP>
Distribution: net
Organization: MicroPro Int'l Corp., San Rafael, CA
Lines: 49
Xref: linus net.micro.amiga:4408 net.micro.atari:1463 net.micro.mac:3173
Summary: IBMPC results

In article <2259@iddic.UUCP>, richr@iddic.UUCP (Rich Rodgers) writes:
> > Some Facts:
> > The Amiga reads a 32K file in   4.39 seconds
> > The Amiga writes a 32K file in 6.20 seconds
> > The Amiga draws   142,020 pixels/second
> >
> > A Challenge
> >   Do the following tests on your favorite computer, and POST the results.
> >   May the best computer win!!!
> No one has yet offered any response to my challenge! We are particularly
> interested in seeing how the Atari does on this benchmark, given the
> preponderance of subjective claims foating around.

Not all benchmarks are created equal...

Perhaps not everyone responds to a challenge in the same way -- I tried the
given algorithm (Lattice C and my own library) on my IBMPC and found that
my IBMPC:
```
     writes a 32K file in   14.28 seconds
     reads a 32K file in    13.45 seconds
     /*  all times given for standard floppy disk  */
```

However, if I twiddle my disk buffers around, my IBMPC:
```
     writes a 32K file in   14.28 seconds
     reads a 32K file in     2.96 seconds
```

This led me to rewrite the algorithm to take advantage of the many layers
of disk buffering I use:

```
     write(fd, p, 0x8000);  /*  the hard way...  */
     read(fd, p, 0x8000);
```

With the new algorithm, I find that my IBMPC:
```
     writes a 32K file in   2.41 seconds
     reads a 32K file in    1.43 seconds
```

My point is simple -- most benchmark programs have little relation to
"real world" problems. I would never use fwrite()/fread() nor 512 byte
blocks if I wanted to write or read a file in a hurry. (:-)
--
frank
... Frank Whaley, MicroPro Product Development
{dual,hplabs,glacier,lll-crg}!well!micropro!sagan!frank

     "The heights by great men reached and kept,
      were not attained by sudden flight.
      But they, while their companions slept,
      were toiling upward in the night."
              -Longfellow

From -1717199580189266627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6fab1a9421955894,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-28 13:41:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site utai.UUCP
Path: utzoo!utcsri!utai!jenkin
From: jenkin@utai.UUCP (Michael Jenkin)
Newsgroups: net.micro.atari
Subject: hippo-C and the ST, a flame, an answer, and some questions
Message-ID: <844@utai.UUCP>
Date: Mon, 28-Oct-85 16:41:28 EST
Article-I.D.: utai.844
Posted: Mon Oct 28 16:41:28 1985
Date-Received: Mon, 28-Oct-85 17:41:11 EST
Distribution: net
Organization: CSRI, University of Toronto
Lines: 47

[]

A flame:

The version of hippo-C (Haba software) that I have for the ST
(although it has [fs]printf) lacks any form of [fs]scanf.
Does anyone out there know if this is just a problem with an early
release, or am I going to have to make myself a version that
runs under hippo-C?

An answer:

Hippo-C does not directly support a number of xbios calls. In addition,
Hippo-C passes everything as a 32 bit int, so a small amount of care
must be taken in writing routines that access xbios from 'C'.
(In particular it would not be easy to make a generic xbios(n,args...).)

So for example, to get the current screen resolution (Getrez() == xbios(4)),
the following piece of code is required...

```
     .global _Getrez
Getrez:  move.w   #4,-(sp)
     trap #14
     addq #2,sp
     rts
```

This routine will return the current screen resolution (0,1, or 2).

Not a particularly exciting routine, but what do you want - it's
free :-).

A Question:

Does anyone know where you can obtain a copy of the GEMDOS specification?
(I assume that you can get it for free if you get the developers kit,
but I would assume that it is available in some other way.)

I would be interested in hearing from other ST (and Hippo-C) users.
A small amount of communication might result in a large decrease in
frustration.
--
Michael Jenkin   University of Toronto
USENET: {decvax,ihnp4,allegra}!utcsri!utai!jenkin
CSNET: jenkin@Toronto
BELL: 416-978-7321

From -8983899928082654247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a62668805fefd038
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-28 15:25:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!linus!decvax!decwrl!Glacier!well!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari
Subject: Re: More ST info -Unix?
Message-ID: <394@aum.UUCP>
Date: Mon, 28-Oct-85 18:25:13 EST
Article-I.D.: aum.394
Posted: Mon Oct 28 18:25:13 1985
Date-Received: Fri, 1-Nov-85 00:18:40 EST
References: <388@eneevax.UUCP> <321@ccivax.UUCP> <622@lasspvax.UUCP>
Distribution: net
Organization: The Aurora Systems Bunch
Lines: 15

> Computer Systems News reported the licensing this week.
> According to Tramiel, UNIX will be available on the 1024ST (which
> will be packaged with a hard disk) and a NS32032 based machine.
> No offering for the 520ST will be made; "more powerful hardware"
> was said to be required, presumably a memory management unit.
>

I got the idea that the "more powerful hardware" was just the larger
memory version of the ST. Any one out there know for sure?
--

Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From -2976488806393448204
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,64fbea30f548bdf7
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,64fbea30f548bdf7
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-28 15:54:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site wlbr.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!voder!wlbr!steve
From: steve@wlbr.UUCP (Steve Childress)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: amiga a non-entry at Seattle Compufair
Message-ID: <382@wlbr.UUCP>
Date: Mon, 28-Oct-85 18:54:17 EST
Article-I.D.: wlbr.382
Posted: Mon Oct 28 18:54:17 1985
Date-Received: Wed, 30-Oct-85 04:55:41 EST
References: <401@ssc-bee.UUCP>
Distribution: net
Organization: Eaton IMS, Westlake Village, CA
Lines: 16
Xref: watmath net.micro.amiga:520 net.micro.atari:1519
Summary: Crashes == (bad_hardware !! bad_software !! cockpit trouble)

In article <401@ssc-bee.UUCP>, ditzel@ssc-bee.UUCP (Charles L Ditzel) writes:
>   Are all the Amiga and Atari horror stories just isolated
>   incidents or is there a trend ???
>
>   Are we talking about intrinsically bad hardware design or
>   just loose chips???

In my years of experience, crashes are usually the fault of software,
not hardware. The exception is when a VERY immature hardware design is in use.

Regards,
Steve Childress
{trwrb, scgvaxd, ihnp4, voder, vortex} !wlbr!steve
or ...wlbr!wlbreng1!steve

From 6305629427981838150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b155867f164ecd07,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-29 05:57:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!talcott!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: Printers for 520ST
Message-ID: <487@enmasse.UUCP>
Date: Tue, 29-Oct-85 08:57:36 EST
Article-I.D.: enmasse.487
Posted: Tue Oct 29 08:57:36 1985
Date-Received: Fri, 1-Nov-85 00:57:06 EST
References: <1093@decwrl.UUCP>
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 19

>
> What printers do you, ST-owners, use with your ST?
> What are your experiences?
>
I use an okidata 82 (modified to 92 compatibility,) but due to some
ill thought-out madness from DRI, the only printer that can be used
with the desktop is an Epson *x-80. (The print device driver is hard
wired for Epson use, the code is unavailable, there is no current way
around it.)

If you don't want bit-mapped screen dumps, any of the standard micro
printers are just fine. The interface is slow however, and does not
operate in the background.
--
Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!mroddy)

From 8665716340665766246
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c8535901a57abb38,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-29 07:27:06 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: mailing list
Message-ID: <662@mtuxn.UUCP>
Date: Tue, 29-Oct-85 10:27:06 EST
Article-I.D.: mtuxn.662
Posted: Tue Oct 29 10:27:06 1985
Date-Received: Wed, 30-Oct-85 06:44:00 EST
Organization: AT&T Information Systems, Holmdel NJ
Lines: 15

Following was returned for bad path....sorry for posting but would like to
get it across....

FROM: Rob~Botwin
TO: !ucbvax!ucbugs!mail-atari-request
DATE: 29 Oct 1985 10:14 EST
SUBJECT: Atari mailing list

Please put me on the mailing list.

     Rob Botwin, N2FC
    .....{utah-cs|seismo|decvax}!harpo!eagle!hogpc!mtuxn!rb
     ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
     FJ 1B-130

From -3988484837571581521
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b155867f164ecd07
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-29 07:38:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!brl-tgr!nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Re: Printers for 520ST
Message-ID: <916@nlm-vax.ARPA>
Date: Tue, 29-Oct-85 10:38:23 EST
Article-I.D.: nlm-vax.916
Posted: Tue Oct 29 10:38:23 1985
Date-Received: Fri, 1-Nov-85 00:59:49 EST
References: <1093@decwrl.UUCP>
Reply-To: randy@nlm-vax.UUCP (Rand Huntzinger)
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 11

I'm posting my reply since others may be interested. I'm using a Panasonic 1091 printer with my Atari 520ST and am quite happy with it. Both text and graphics modes seem to work. [That is, the print-screen function does generate an image of the screen on the printer]. A very minor change in the STWriter configuration was required, something like ESC-H => ESC-T, to turn of superscript or subscript mode. Other than that, most things seem to work fine.

Also, an IBM-PC printer cable can be used to attach a parallel printer to the ST. That's easier than trying to figure out what works from the pinouts.

From -7267361896203527693
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5d18133bd4aab62e
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,3cc7271b851274c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-29 07:53:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site baylor.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!rocksanne!sunybcs!kitty!baylor!peter
From: peter@baylor.UUCP (Peter da Silva)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Re: AT&T MIGHT PICK UP ST
Message-ID: <602@baylor.UUCP>
Date: Tue, 29-Oct-85 10:53:57 EST
Article-I.D.: baylor.602
Posted: Tue Oct 29 10:53:57 1985
Date-Received: Sun, 3-Nov-85 12:24:25 EST
References: <1020@druxo.UUCP> <314@pedsgd.UUCP>
Organization: The Power Elite, Houston, TX
Lines: 12
Xref: linus net.micro.amiga:4457 net.micro.atari:1485

> Second, regarding which machine is best, obviously you & AT&T have
> differing opinions :-).

That's right. The ST is better for AT&T, since it needs a real operating system badly. The AMIGA doesn't need one since it already has one. There's no point in putting UNIX head-to-head with TRIPOS on the same machine. UNIX is the better O/S, but only by a factor of 2 or so. I hardly think most people would even notice the difference... after all, they seem to consider GEM/CPM nearly as good or better than Intuition, and it's not even in the running.
--
-- Peter da Silva
-- UUCP: ...!shell!{baylor,graffiti}!peter; MCI: PDASILVA; CIS: 70216,1076

From -4125756737635818492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e727e66b137b66e4,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-29 10:24:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!xerox.arpa!Felton.PA
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: ST programming info requested
Message-ID: <851029-102452-1467@Xerox>
Date: Tue, 29-Oct-85 13:24:59 EST
Article-I.D.: Xerox.851029-102452-1467
Posted: Tue Oct 29 13:24:59 1985
Date-Received: Fri, 1-Nov-85 01:23:49 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 12

I am dieing for some technical information on programming the Atari ST.
Does anyboby know how to access the joystick ports. How about display
list interrupts or BitBlting? If anyone has some special knowlege or
perhaps pieces of the the ST memory map to contribute, I am sure, there
are many of us on the net who would appriciate it.

Thanks,

John

From 8090781346361805059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebde0bb84fc6470f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-29 11:09:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!henry
From: henry@utzoo.UUCP (Henry Spencer)
Newsgroups: net.micro.atari
Subject: Re: ST Music and MIDI
Message-ID: <6094@utzoo.UUCP>
Date: Tue, 29-Oct-85 14:09:49 EST
Article-I.D.: utzoo.6094
Posted: Tue Oct 29 14:09:49 1985
Date-Received: Tue, 29-Oct-85 14:09:49 EST
References: <565@ark.UUCP>
Organization: U of Toronto Zoology
Lines: 14
Keywords: Sounds, Music, MIDI

> - What are the possibilities of the built in music chip and...

>   Is this chip really as bad as some people suggest?...

The GI AY-3-8910/12/13 series are not really music chips, they are noisemaker chips. That is, their purpose is to make noises, some of which may be musical in a general sort of way. They are not what you would pick for serious music work. They are, on the other hand, not bad for using sound in human interfacing -- they are vastly superior to a one-tone beeper! That is how they should be viewed: as a better and more useful replacement for the beeper, not as God's gift to computer music enthusiasts.
--
Henry Spencer @ U of Toronto Zoology
{allegra,ihnp4,linus,decvax}!utzoo!henry

From 6206154507805513681
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,68f36126a8a94e69,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-29 13:13:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rochester.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!mayer
From: mayer@rochester.UUCP
Newsgroups: net.micro.atari
Subject: ST520 disk drive question
Message-ID: <12732@rochester.UUCP>
Date: Tue, 29-Oct-85 16:13:47 EST
Article-I.D.: rocheste.12732
Posted: Tue Oct 29 16:13:47 1985
Date-Received: Fri, 1-Nov-85 01:22:52 EST
Sender: mayer@rochester.UUCP
Organization: U. of Rochester, CS Dept.
Lines: 40

From: Jim Mayer <mayer>

I have a friend who is considering buying a 520ST as a word processing machine. To help him out, I went down to one of the local computer stores that is carrying the ST and checked one out a bit. The salesman was less than helpful however, and I have some questions:

1. Having looked at both the B/W and color monitors, my feeling is that anyone doing word processing should go with the B/W. As far as I can tell, if you have the color monitior you cannot use the 640x400 monocrome graphics mode at all! Is this true? If not, how does text look on a color monitor playing at being monocrome.

2. How big are the disks? I have heard several numbers banged about.

3. Is there a cut and paste word processor available or in the

works? I saw "ST-Writer" and "The Final Word", neither of which uses the cut and paste/mouse driven technology.

4. What is available in the way of printers? Does Atari make a printer? Can one use other printers?

4. The following strikes me as the "right" configuration for word processing (draft only):

    Computer
    2 disk drives
    monocrome monitor
    matrix printer

    Does that sound right to the ST owners out there?

Please reply by mail.

-- Jim Mayer
(arpa) mayer@Rochester.ARPA
(uucp) rochester!mayer
(via allegra, decvax, or seismo)
University of Rochester
Department of Computer Science
Ray P. Hylan Building
Rochester, New York 14627

From -2504508319051989575
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,85daabc45d8db742,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-29 14:12:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site pur-ee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!mckay
From: mckay@pur-ee.UUCP (Dwight D McKay)
Newsgroups: net.micro.atari
Subject: Serial printers on the ST?
Message-ID: <3458@pur-ee.UUCP>
Date: Tue, 29-Oct-85 17:12:44 EST
Article-I.D.: pur-ee.3458
Posted: Tue Oct 29 17:12:44 1985
Date-Received: Wed, 30-Oct-85 07:47:30 EST
Reply-To: mckay@pur-ee.UUCP (Dwight D McKay)
Organization: Electrical Engineering Department , Purdue University
Lines: 21
Keywords: serial printer 520st atari help

(*-*)

Now that I've got ST Writer, I've been trying to get my serial printer hooked up to my ST. So far I've been totally unsucessful. Printing from GEM doesn't seem to work at, no matter what permutations of ST and printer settings I try or what cable/pin cross matching I try.

The ST talks to my modem just fine however.

Now along comes ST Writer and lo, it spits stuff out the serial port. BUT,
it doesn't handshake with my SLOW printer. Aftera late night last night I
have found this: If I set the ST serial port to Xon,Xoff (which seems to
require a reboot(?)) the ST will stop when my printer sends Xoff, but fails
to restart when sent an Xon. I monitored the connection to verify this.
So, I tried hardware handshaking; same thing. As soon as the handshaking
signal CTS in this case comes along the ST stops and stays stopped. Further
more, in both cases the ST requires a reboot to bring it back to life.

Any suggestions ST gurus?

--ddm

From -2344770165757958844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6ed4e89c23fd7f2c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-29 15:22:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!ut-sally!ut-ngp!shell!graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.micro.atari
Subject: Re: unix on atari?
Message-ID: <361@graffiti.UUCP>
Date: Tue, 29-Oct-85 18:22:47 EST
Article-I.D.: graffiti.361
Posted: Tue Oct 29 18:22:47 1985
Date-Received: Fri, 1-Nov-85 02:02:06 EST
References: <1223@mhuxt.UUCP> <6100010@inmet.UUCP>
Organization: The Power Elite, Houston, TX
Lines: 11

>
> Atari Corp. has purchased the licence for unix system V, but I don't
> really know what they intend to do with it. They may try to host a

Who knows. A point to consider is that Apple has has both UNIX and SmallTalk
licenses for quite a few years.
--
Name: Peter da Silva
Graphic: `-_-'
UUCP: ...!shell!{graffiti,baylor}!peter
IAEF: ...!kitty!baylor!peter

From 4268187330953245695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45989389baa42ef7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-29 15:30:46 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!sean
From: sean@ukma.UUCP (Sean Casey)
Newsgroups: net.micro.atari
Subject: faster graphics chips, atari or amiga
Message-ID: <2345@ukma.UUCP>
Date: Tue, 29-Oct-85 18:30:46 EST
Article-I.D.: ukma.2345
Posted: Tue Oct 29 18:30:46 1985
Date-Received: Wed, 30-Oct-85 07:51:12 EST
Organization: The White Tower @ The Univ. of KY
Lines: 14

Could someone with the right technical info tell me which machine would
be capable of faster graphics? I need things like bus access interleaving,
raw graphics chip speed, and the complexity of basic graphics chip operations
taken into account.

Thanks,

Sean
--

Sean Casey   UUCP: sean@ukma.UUCP   or
915 Patterson Office Tower   {cbosgd,anlams,hasmed}!ukma!sean
University of Kentucky   ARPA: ukma!sean@ANL-MCS.ARPA
Lexington, Ky. 40506-0027   BITNET: sean@UKMA.BITNET

From -2294863712673626200
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-30 04:58:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site peora.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!petsd!peora!jer
From: jer@peora.UUCP (J. Eric Roskos)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM ; why?? (long)
Message-ID: <1751@peora.UUCP>
Date: Wed, 30-Oct-85 07:58:25 EST
Article-I.D.: peora.1751
Posted: Wed Oct 30 07:58:25 1985
Date-Received: Sat, 2-Nov-85 04:16:25 EST
References: <299@ccivax.UUCP> <3251@nsc.UUCP> <2416@mnetor.UUCP>
Organization: Perkin-Elmer SDC, Orlando, Fl.
Lines: 16

Xref: watmath net.micro.pc:5749 net.micro.atari:1537 net.micro.mac:3207

> There is no such thing as a "visual copyright" per se.

This statement is not true. There is a separate form for filing what
the poster called a "visual copyright"; you file for text copyrights on
form TX, and for copyrights on audiovisual materials using a separate
form (I think it's called form AV). This latter is what is used to
copyright video game displays, etc.

All this is explained on an instruction sheet that comes with the copyright
forms which you get from the Library of Congress to file for copyrights.
--
Shyy-Anzr: J. Eric Roskos
UUCP: Ofc: ..!{decvax,ucbvax,ihnp4}!vax135!petsd!peora!jer
     Home: ..!{decvax,ucbvax,ihnp4}!vax135!petsd!peora!jerpc!jer
  US Mail: MS 795; Perkin-Elmer SDC;
         2486 Sand Lake Road, Orlando, FL 32809-7642

From 7255484890466259192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,aeba02705a0efda7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-30 04:59:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!mitre-bedford.arpa!
nsc
From: nsc@MITRE-BEDFORD.ARPA
Newsgroups: net.micro.atari
Subject: New ATARI Mailing list??
Message-ID: <8510301313.AA28527@ucbvax.berkeley.edu>
Date: Wed, 30-Oct-85 07:59:00 EST
Article-I.D.: ucbvax.8510301313.AA28527
Posted: Wed Oct 30 07:59:00 1985
Date-Received: Fri, 1-Nov-85 02:41:32 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 13

Ref: Will Hom's message of the 25th, same subject (without ??).

The address for join ups and mail ins given in the Homgram caused my
Mailer Daemon to barf. Unknown Host, it said. The NIC data base showed
no such host on ARPA as "ucbugs.Berkeley.EDU", and the member list for
UCB-VAX had no Hom. I tried making the address "mail-atari-request%
ucbugs at UCB-VAX" instead. Haven't got a response, but I haven't got
a WTFO from the Daemon either.

Anybody else sort this one out?

WCD4

From 8860884407082449928
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a477dbdd95b50e90
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-30 05:53:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site l5.uucp
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!well!l5!gnu
From: gnu@l5.uucp (John Gilmore)
Newsgroups: net.micro.atari
Subject: Re: buggy CPU chips?
Message-ID: <236@l5.uucp>
Date: Wed, 30-Oct-85 08:53:38 EST
Article-I.D.: l5.236
Posted: Wed Oct 30 08:53:38 1985
Date-Received: Fri, 1-Nov-85 02:58:17 EST
References: <396@ssc-bee.UUCP> <213@l5.uucp> <1584@hammer.UUCP> <136@sdcc7.UUCP>
Followup-To: net.flame
Organization: Nebula Consultants in San Francisco
Lines: 23

In article <1584@hammer.UUCP>, coryb@hammer.UUCP (Cory Barker) writes:
>   Yes, the 32000 series does have a few minor bugs left in current
> revisions, however I would not refer to them as buggy. The 68020 on
> the other hand...

(He must have left the ... because he didn't know the answer. Here it is:)

Motorola tells me that the bug list on the 68010 is zip, null,
zero -- and after working with it for years, I believe it. It's a
production chip.

After close to a year of work with 68020's, the last bug list I saw
(August) had three or four things, all minor, and I have every
confidence that these will be gone within a few months (if not
already). None of these affects user code or compilers.

Let me hear you say the same things about National's chips...after canceling
a whole product line because they didn't work.

PS: Not to run down National; they make great jellybean chips, and their
PALs are OK.

From 1692938198323561557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public

X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,f381395236e25d3c
X-Google-Attributes: gid142096,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-30 06:29:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ecsvax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!ecsvax!dgary
From: dgary@ecsvax.UUCP (D Gary Grady)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM
Message-ID: <656@ecsvax.UUCP>
Date: Wed, 30-Oct-85 09:29:21 EST
Article-I.D.: ecsvax.656
Posted: Wed Oct 30 09:29:21 1985
Date-Received: Sat, 2-Nov-85 06:30:03 EST
References: <3208@nsc.UUCP<1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
Organization: Duke U Comp Ctr
Lines: 24
Xref: watmath net.micro.pc:5747 net.micro.atari:1535 net.micro.mac:3206
net.micro.amiga:539

> . . . While I do
> not like the layout of the [GEM] toolkit, . . . it is in many ways
> similar to that of the Macintosh. The appearence of the desktop is the
> largest similarity to the Mac, and is the only thing in question.
>
> . . . I agree with
> a previous poster that Apple would be better off allowing desk-top
> metaphor products on non-Mac hardware. Such a strategy would lead to
> wide acceptance of such user interface management systems.
> -- Tom Mackey

Of course, it was the Xerox Star, and not the Lisa or Mac, that first introduced this sort of interface to the commercial market. (The most noticeable difference between the Star and the Mac is the "wait" cursor being an hour glass on the Star and a wristwatch on the Mac.) As for this point-and-click becoming widely accepted, it is already in use on a large number of workstation-class machines, and a presentation on future directions offered by IBM in Rockville this past summer all but promised that IBM would move in this direction as well.

--
D Gary Grady
Duke U Comp Center, Durham, NC 27706
(919) 684-3695
USENET: {seismo,decvax,ihnp4,akgua,etc.}!mcnc!ecsvax!dgary

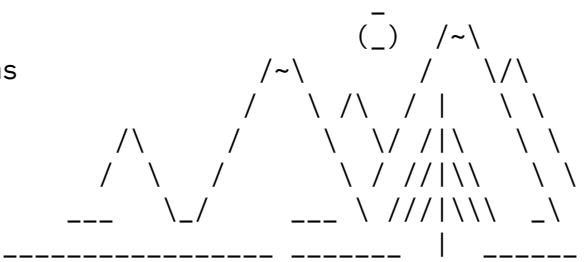
From -3373633017194937641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1cf32b06bcbe7e33,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-30 07:41:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mtuxo!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: Which C compiler for 520ST?
Message-ID: <1690@druxu.UUCP>
Date: Wed, 30-Oct-85 10:41:12 EST
Article-I.D.: druxu.1690
Posted: Wed Oct 30 10:41:12 1985
Date-Received: Sat, 2-Nov-85 02:27:52 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 15

I need some tips on a good, complete C compiler (floating point)
for the 520ST. Quality and completeness of libraries and documentation
count heavily. Total GEM support desired.

Also, what does one get with the $321 Atari development package?

druxu!tlz
Terry L. Zrust
A.T.&T. Information Systems
11900 North Pecos Street
Denver, Colorado 80234
Mail Stop 30J15
(303) 538-4547
Cornet 374-4547



From -7315143999541711717
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cc0d8eb7c1dd069c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-30 11:02:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ucbvax!gmr.CSNET!
godden
From: godden@GMR.CSNET (Kurt Godden)
Newsgroups: net.micro.atari
Subject: mail-atari problems
Message-ID: <8510301952.AA00506@UCB-VAX>
Date: Wed, 30-Oct-85 14:02:00 EST
Article-I.D.: UCB-VAX.8510301952.AA00506
Posted: Wed Oct 30 14:02:00 1985
Date-Received: Sun, 3-Nov-85 06:13:30 EST
Sender: usenet@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 22

Several people sent messages to me regarding my inability to send mail to
join the mail-atari list. Most replies indicated they had no problem, but
several had similar problems. It seems that the csnet database of addresses
has no knowledge of ucbugs.Berkeley.EDU

In any case, the moderator of mail-atari, Will Hom, replied and suggested
trying either
ucbvax!ucbseymour!c50-2fl   OR
c50-2fl@uxbseymour.Berkeley.EDU   (sic. I assume he really means ucb not uxb)

I was unable again to send to either of these addresses. The message never
even gets queued up to be sent, and I get an unknown address message.

Will Hom, if you're reading, please add me to your list anyway. I can receive
mail from you even if I cannot send it to you.

Thanks.

Kurt Godden
godden%gmr@csnet-relay

"The sun sets just when you need it the most."

From 3699589110336009782
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a477dbdd95b50e90
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-30 12:57:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!henry
From: henry@utzoo.UUCP (Henry Spencer)
Newsgroups: net.micro.atari
Subject: Re: questions : os9,unix,rumors
Message-ID: <6099@utzoo.UUCP>
Date: Wed, 30-Oct-85 15:57:51 EST
Article-I.D.: utzoo.6099
Posted: Wed Oct 30 15:57:51 1985
Date-Received: Wed, 30-Oct-85 15:57:51 EST
References: <396@ssc-bee.UUCP> <213@l5.uucp> <1584@hammer.UUCP>, <136@sdcc7.UUCP>
Organization: U of Toronto Zoology
Lines: 31

> I must say that I find it quite hard to believe that NatSemi is already coming
> out with the 32332 already, when they haven't even come out with the 32132
> or the 32232 yet(Yes, these are actual scheduled components).

Last I heard, the 32232 was no longer a real part, and the 32132 is a minor
upgrade of the 32032. The plans got reshuffled a while ago: make sure you
have the up-to-date word. Yes, the 32332 is coming, and looks interesting.
Non-disclosure prevents me from saying more. (Except that they'd better

get the 32332 out fast without major bugs if they want any market share!)

> This argument is moot anyway for one reason. The 68020 is considerably faster
> because the original 68000 is very bus bound, while the 20 is much less so.

Let me see. You're saying that because the 68000 had no prefetch queue and
a 16-bit bus, and the 68020 fixes both of those problems, that the 68020 is
better than the National 32-bit chips? Does not compute: the National chips
have had prefetch queues all along, and the 32-bit ones have had a 32-bit
bus all along. The 68020 is a vast improvement on the 68000 in this regard,
but that is utterly irrelevant to comparing it against the 32000s.

> ... Also, a memory cycle
> on the NS series and the 68000 is 4 cycles, as opposed to the twenty, which is
> 3 for main memory, and 2 for the 256 byte queue.

Let me know if you can find a 68020 system that really does a main-memory
fetch in 3 cycles. It's extremely difficult to build low-cost main memory
that can run that fast (although caches can help). Don't forget to add the
delay for memory management.
--
Henry Spencer @ U of Toronto Zoology
{allegra,ihnp4,linus,decvax}!utzoo!henry

From 3450484219333974847
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-30 17:46:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!ritcv!ccivax!guest
From: guest@ccivax.UUCP (What's in a name ?)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM ; why??
Message-ID: <330@ccivax.UUCP>
Date: Wed, 30-Oct-85 20:46:19 EST
Article-I.D.: ccivax.330
Posted: Wed Oct 30 20:46:19 1985
Date-Received: Sun, 3-Nov-85 12:24:55 EST
References: <299@ccivax.UUCP> <3251@nsc.UUCP> <2416@mnetor.UUCP>
Distribution: net
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 121
Xref: linus net.micro.pc:5489 net.micro.atari:1486 net.micro.mac:3224

Keywords:ASCAP

If the top part of this article is redundant, read the bottom half.

> In article <3251@nsc.UUCP> chuqui@nsc.UUCP (Chuq Von Rospach) writes:
> >In article <299@ccivax.UUCP> rb@ccivax.UUCP (rex ballard) writes:
> >If you spend 25 man years making thing, and
> >someone else borrows your design, does it in 5 man years
> >Business needs to be
> >able to protect its R&D or R&D simply won't get done.

The "Desk-top" represents only a small fraction of both systems. DRI
produced a "GKS/VDI" interface even before the Mac was released.
Agreed, Apple should recieve something for their contribution, but are
lawsuits the best way to get it?

> There is no such thing as a "visual copyright" per se.

> Copyright law can be semi-effective for things like ROM code (eg. Apple
> vs. Franklin, Apple II ROMs) but as people such as Compaq have shown,
> you can still get around it.

> >> I see Apple's possiveness of "Pull Down Menus" and
> >>such as a little like trying to Trademark each letter of the alphabet
> >>and expecting to collect royalties.

> >That is an easy statement to make, I'd love to see
> >you back it up with a good reason.

> The problem is that there is no effective protection for algorithms in
> software. Patent law expressly excludes them (unless you created
> special purpose hardware to implement them) and copyright law only
> protects their "form" (be it human readable or machine readable).
> That's why Compaq (in the IBM PC world) can rewrite the IBM ROM code
> without fear of retribution.

> >>Patent, Trademark, and Copywright laws were designed to promote creativity.
> >>In fact, the current laws, as used and interpreted by the computer industry
> >>are being used to stifle creativity.
> >
> >Can you prove that?

> Apple is proving it for us. Granted Apple was responsible for some
> neat innovations (like the Quickdraw ROMs), and *appearance* of some of
> the icons, etc. But consider that:
>   1. It has all been done before.
>   2. GEM is similiar but is not (by any means) a complete
>   ripoff of the Mac.

> >If GEM had set up an agreement with Apple, they wouldn't be IN this
> >position. They just took.
To give DRI the benefit of the doubt, assume that DRI didn't know that
they were copying a protected "functionality". Assume that they believed
they were makeing sufficient changes to avoid a lawsuit. Apple sends a
notice saying they want $200/copy (anybody know the figure?). DRI only

charges $50/copy, and offers $2/copy. Apple sues.

> George Hart, Computer X Canada Ltd.

My backround is in performing arts management, music, dance, theater.
There are an incredible number of parellels. Around the turn of the
century, music composers and publishers saw the phonograph and radio as
a threat to profitability. There are "subroutines" in music such as
"12 bar boogie" which were difficult to protect with the usual
copyright laws, because different melodies could be played over the
basic accompanyment. In fact, there are over 200 "Jazz Constructs"
which have the same basic protection problems as software.

Rather than spend small fortunes in the courts, the American Society of
Composers Arrangers and Publishers (ASCAP) was formed. When radio and
international broadcasting created a similar threat to "R&D", Broadcast
Music International (BMI) was formed. These organizations serve as
"Central Clearing Houses" for royalty distribution. In restaurants,
disco's, and theaters (or wherever music is played commercially), a
basic monthly fee is paid directly to ASCAP or BMI, usually around $250
to $500 per month. When recorded media is sold, the publisher pays
ASCAP or BMI. Both organizations co-operate with each other so the
author gets royalties either way. The subscriber keeps a log of what
he plays and sends that in with his payment. Each publisher, composer,
and arranger recieves royalties.

In this way, if an "easy listening" arrangement is made from a former
"Top 40" seller, the Arranger, Composer, and Publisher of both the
original and the easy listening version get royalties, even though
the courts would probably not enforce a "Copyright Suit".

A publisher/composer has "exclusive use" to the work for a certain
period of time, though he still pays a standard "subroutine royalty"
in case the "new release" uses one of them. Unpaid royalties go
to a pension fund.

The formula for royalty distribution is quite complex, even the
payment schedule is a little wierd, but it does provide a very
profitable and democratic means of rewarding creative effort.

Similar arrangements have been made by the video cassette and
film producers/publishers. Even the unions are involved in this
distribution process. Notice that ASCAP circumvented the need
for unionization of music writers.

One of the reasons that the current Copyright, Trademark, and
Patent laws are still so unclear for the software industry
is that other industries have chosen other avenues which
are more cost/effective that the courts.

There exists an organization, the Software Publishers Association, which
appears to be investigating a similar role in the software arena.

Currently, there are a few companies which are reluctant to participate, but I would encourage BBS sysops, "Share-ware" authors, even "Public Domain" authors to get involved in this or any similar efforts taking place. Other organizations to "lobby" might be ADAPSO, IEEE, or ACM.

The alternative is to depend on "Trade Secrets" and a fickle court system and a lot of heavy paranoia along with "copy protection" systems that can do anything from make an otherwise useful program useless to wiping out entire hard disk drive file systems.

This is Rex Ballard, I've been moved to
..!ccivax!ccitv2!rb

We are trying to get "remote file system postnews" to work on ethernet, until this happens I have to post as guest.

From 3469494055681777916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,db27e52cf631051f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,db27e52cf631051f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,db27e52cf631051f
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-31 01:23:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site amdahl.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!amdahl!howard
From: howard@amdahl.UUCP (Howard C. Simonson)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: Another Challenge
Message-ID: <2170@amdahl.UUCP>
Date: Thu, 31-Oct-85 04:23:52 EST
Article-I.D.: amdahl.2170
Posted: Thu Oct 31 04:23:52 1985
Date-Received: Sat, 2-Nov-85 03:44:37 EST
References: <2259@iddic.UUCP>
Reply-To: howard@amdahl.UUCP (Howard C. Simonson)
Distribution: net
Organization: Amdahl Corp, Sunnyvale CA
Lines: 13
Keywords: Wake up and smell the coffee
Xref: watmath net.micro.amiga:552 net.micro.atari:1540 net.micro.mac:3212

I suppose I also find it interesting that no one has responded to your request for benchmarks. Could it be that the speed at which lines can be drawn on the screen isn't important. Doesn't everybody buy a computer to access a 32K file as fast as possible? Hmm, maybe people really buy these machines (and their software) to acomplish a task, to get their work done, or just plain enjoyment. Definitely a radical concept. This will all come clear to you once there is software available for your machine too.
--

Time for a new catchy phrase in my   Howard C. Simonson
 .signature, now if I could only   ...{dragon,hplabs,ihnp4,nsc}!amdahl!howard
  think of one...

[Opinion? What opinion. I think you have the wrong guy...]

From 5216422214939099178
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,742594456b7c11a8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-31 03:25:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: mail-atari list
Message-ID: <15700028@unido.UUCP>
Date: Thu, 31-Oct-85 06:25:00 EST
Article-I.D.: unido.15700028
Posted: Thu Oct 31 06:25:00 1985
Date-Received: Sun, 3-Nov-85 14:34:21 EST
References: <6255166@ucbvax.UUCP>
Sender: notes@unido.UUCP
Lines: 11
Nf-ID: #R:ucbvax:-625516692:unido:15700028:000:336
Nf-From: unido!uh   Oct 31 10:25:00 1985

My mail is bounced back too. If anybody at mail-atari-request@ucbugs
reads this message, please put me on your mail list. Many thanks in
advance.

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address UUCP: ...ihnp4!{hpfcla!hpbbn,mcvax}!unido!uh

From -4498788644213025997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c3efb911b04bd5e8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-31 05:08:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site pur-ee.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!mckay
From: mckay@pur-ee.UUCP (Dwight D McKay)
Newsgroups: net.micro.atari
Subject: XLISP or pc-hack for the ST?
Message-ID: <3460@pur-ee.UUCP>

Date: Thu, 31-Oct-85 08:08:36 EST
Article-I.D.: pur-ee.3460
Posted: Thu Oct 31 08:08:36 1985
Date-Received: Sat, 2-Nov-85 03:42:35 EST
Reply-To: mckay@pur-ee.UUCP (Dwight D McKay)
Organization: Electrical Engineering Department , Purdue University
Lines: 11
Keywords: xlisp pc-hack port 520st c

(*-*)

Has any of you out there with a developers package or the Habba "c" system
tried to port XLISP or perhaps PC-Hack to the ST? I'm waiting for the
British port of Lattice "C" (by Christmas maybe?) but I'd be happy to trade
some PD stuff for either of these programs if someone has ported them.

I have ST Writer, Neo and a few more demos.

--Dwight Mckay, ECN Software Support
...ihnp4!pur-ee!mckay

From 8260917379773240154
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a31d79a2c9bd6651,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-31 05:14:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site pur-ee.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!mckay
From: mckay@pur-ee.UUCP (Dwight D McKay)
Newsgroups: net.micro.atari
Subject: Final Word(tm) is available for the ST!
Message-ID: <3461@pur-ee.UUCP>
Date: Thu, 31-Oct-85 08:14:37 EST
Article-I.D.: pur-ee.3461
Posted: Thu Oct 31 08:14:37 1985
Date-Received: Sat, 2-Nov-85 03:43:02 EST
Reply-To: mckay@pur-ee.UUCP (Dwight D McKay)
Organization: Electrical Engineering Department , Purdue University
Lines: 12
Keywords: wordprocessors 520st new

(*-*)

Yesterday my local computer store (Von's Computers) recieved a copy of Final
Word(tm) by Mark of the Unicorn for the Atari 520ST. It appears to be the
same version they offer for the IBM-PC and other MSDOS machines. It comes
with both the editor and formatter, as well as a 1.5 inch thick manual.
List price is $150.

And who says the ST is devoid of software?

--Dwight Mckay, ECN Software Support
...ihnp4!pur-ee!mckay

From -8227191265240560292
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ca79d4848fe4f3bc,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,ca79d4848fe4f3bc,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,ca79d4848fe4f3bc,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-31 07:12:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cirl.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!think!cirl!gary
From: gary@cirl.UUCP (Gary Girzon)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Amiga Benchmark Posted
Message-ID: <223@cirl.UUCP>
Date: Thu, 31-Oct-85 10:12:27 EST
Article-I.D.: cirl.223
Posted: Thu Oct 31 10:12:27 1985
Date-Received: Tue, 5-Nov-85 04:48:44 EST
Distribution: net
Organization: Cochlear Implant Res. Lab, Boston, MA
Lines: 5
Xref: linus net.micro.amiga:4480 net.micro.atari:1496 net.micro.mac:3253

I have posted an Amiga graphics demo (amigademo.c) in net.sources,
written by C. Heath (cheath @ BIX). It should provide some means
of comparing the graphics and user interface performance of different
machines.

From 1306311526273322605
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2a98c8465c1afdac,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-31 10:50:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!athena.mit.edu!jh
From: jh@ATHENA.MIT.EDU
Newsgroups: net.micro.atari
Subject: mailbounce
Message-ID: <8510311850.AA08281@MIT-ARTEMIS>
Date: Thu, 31-Oct-85 13:50:49 EST
Article-I.D.: MIT-ARTE.8510311850.AA08281
Posted: Thu Oct 31 13:50:49 1985
Date-Received: Sat, 2-Nov-85 07:06:56 EST
Sender: usenet@ucbvax.BERKELEY.EDU

Organization: The ARPA Internet
Lines: 101

I sent the message below to Sean Casey, in reply to his most recent posting concerning the mailbounce issue. I forgot to Cc: it to info-atari, and am doing so now, so that others can read it, as the information contained therein is of general interest. Please note: I am not anyone official here at MIT, but I have spoken with several highly placed people here, all of whom gave me the same information, which you see below. Some of it may sound drastic, but according to these (very reliable) sources, this is the way things are. If you have information to the contrary, please send me mail.

To those who requested the pmd program described in my last posting, it still has some bugs in it, but I should be able to send it out soon. Please be patient. At present it only has been tested on vaxen running BSD 4.2 and 4.3 unix.
--jh--

Since you received and acknowledged my posting, I can only assume that you didn't understand my main point. I'll restate:

The only individual you can possibly pin any blame on is Mark Crispin, our old moderator, for not turning off the info-atari mailing list when he ceased to be moderator.

This is because of the nature of arpa mailing lists. Auto-remail programs work fine, until someone changes his mailing address without telling anyone. This is why there is a moderator. This is in our case the ONLY reason we have a moderator, since Mark never changed anything posted to the list. Now he is gone, and the reason to have moderators in the first place becomes evident: some mailing addresses changed, and the list doesn't know about the changes. The result is that the mail demons at the machines containing the now-nonexistent addresses must return the mail to the sender, notifying him/her that he had the wrong address. Furthermore, it must do so as soon as the attempt to send is unsuccessful, and try again, because often software or hardware is broken, and that, rather than bad addresses is why the message went undelivered. They compromise at two retries, one per day, which is why you get three mailbounce messages. If you complain to anyone but the list (and by now it's getting REALLY boring, after all it's our fault no more than yours), think what will happen:

If you send to the postmaster at score (your only serious choice), he or she will kill the list unless he is AMAZINGLY tolerent and removes the nonexistent addresses himself. He is required to fix the problem.

If you send to the postmaster at the machine(s) with the nonexistent addresses, he or she will look for the source of the problem, find that the problem is our lack of a moderator, and then send mail to the postmaster at score (see above). I am surprised that the machines with the nonexistent addresses have not already had us shut down, as we bounce 10-15 messages each day from their machines.

If you send them to the nonexistent address, they bounce, each message becomming three, each of which you send back, and you get nine messages, then 27, 81,...,3^n. Where n is the number of days it takes for the people at the poor, unsuspecting site to get mad. They, after all, don't know what is going on, except that a lot of mail is coming at them and going to an address that has been dead for a while, that all of it was originally to info-atari, and that a geometrically increasing amount is from you. They may not even have known that info-atari exists before they received enough mail to cause problems (believe me, for any normal arpa site, that's a LOT of mail -- we (MIT) don't crash until we get 4000 messages simultaneously, and I doubt the usenet can send at that speed. It sure would hurt your phone bill, though). Their only recourse is: 1. Send mail to you asking you to stop bombarding them with mail. 2. Send mail to your postmaster telling him to stomp on you and the flagrant violation of arpa rules (true, arpa has no jurisdiction, but it does have priviledges they can revoke. See below). 3. If nothing changes (doubtful, as your postmaster will still want arpa access), cut off the uucp/arpa gateway. 4. To kill info-atari, which the postmaster at score will do (indeed, is required to do) as soon as anyone complains to him officially about any of the problems talked about, because without a moderator we are basically "illegal" (groups such as this are "illegal" even with moderators because they "waste" DoD resources, (and wine-tasters' being blown away BY AN ACT OF CONGRESS WHICH SHOULD HAVE KILLED ALL ARPA MAILING LISTS attests to this)).

That is the way things are, according to the local network expert (professional employee of the Massachusetts Institute of Technology, not a random hacker). If there is trouble, info-atari goes away, and uucp/arpa access and your account are in grave danger of a severe stomping-upon. If there is continued trouble, mailing lists in general go away. Remember, arpa is a DoD construction, and, as the backbone of the internet, what happens here affects a lot of people. The sum spent on the net each year by the DoD is enormous, and every year generals and other military people whose programs had funding cut complain about the cost of supporting conversation between college students and professors being unwarranted as part of a military budget. We exist at their indulgence, and if we behave badly, the damage in revoked priviledges will be enormous.

True, as a uucp node, you have a legitimate gripe. If the problem becomes unbearable, please take the comparatively mild solution of complaining to postmaster@score. Then anyone who REALLY NEEDS this list is free to moderate it him- or herself.

--jh--

e-mail:
jh@mit-athena.MIT.EDU (preferred)
jh%oz@mit-mc.MIT.EDU

post:
Joe Harrington
69 Chestnut Street
Cambridge, Massachusetts 02139

From -2707748289461640271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,19f0451b6d7244dd
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-31 18:38:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site duts.UUCP
Path: utzoo!decvax!decwrl!nsc!amdahl!duts!bhs00
From: bhs00@duts.UUCP (bhs00)
Newsgroups: net.micro.atari
Subject: Re: Atari documentation, & OSS address/phone
Message-ID: <152@duts.UUCP>
Date: Thu, 31-Oct-85 21:38:28 EST
Article-I.D.: duts.152
Posted: Thu Oct 31 21:38:28 1985
Date-Received: Sun, 3-Nov-85 03:57:36 EST
References: <1591@uwmacc.UUCP>
Distribution: na
Organization: Amdahl Corp, Sunnyvale CA
Lines: 66

> *** ACE WIT SAGE ***
>
> Over the past few months, I've been searching for a good technical reference
> guide or two for the 8-bit Atari's (I own a 1200XL). Two books that were
> recommended are "Your Atari Computer", by Lon Poole, and "Technical User Notes"
> (author unspecified). I've scoured the bookstores and computer magazine
> ads, but haven't found anybody that sells the first, or can get the second
> (Computer Palace, in Eugene OR advertises the latter, but in fact doesn't
> have it and can't get it). If anybody knows where I can get either of these
> books, I'd appreciate a pointer (e-mail, please). Also, is "De Re Atari"
> a good book to own (I currently depend heavily on Compute!'s
> "Mapping the Atari" for all my info)?
> Also, while I'm here, I own a Indus disk drive, and want to order both the
> new DOS (with "Synchromesh") and the DOS Reference manual. All around both
> the documentation and software, they say things like "Write or call us...
> we'd like to hear from you!"; the only problem is that they don't give a
> telephone number or address. If somebody has that handy and could e-mail it
> to me, I'd be eternally grateful.
>
> - joel "vo" plutchak
> {allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

DATE: October 31, 1985
TO: Atari Deep Blue C users
FROM: Bill Swortwood
SUBJECT: Lack of Scanf

I have been working on my 'C' programming and have found that one of the most common feature of 'C', scanf , is not part of the I/O library. Before I undertake trying to re-invent the wheel, I want to plead to anyone out there that has had the same problem and has already written the source code

to send a copy
here for us novices who are going through extreme pains to just learn the language.

Also, for the user who wants a copy of the Technical
Reference for the Atari as well as the book 'Your Atari', I have some suggestions as to where to obtain these.

For the Technical Reference, try :

B & C Computervisions
3283 Kifer Rd.
Santa Clara, Ca. 95051
(408) 245-2680

or

San Jose Computer
1844 Almaden Rd.
San Jose, Ca. 95125
(408) 723-2025

There is also a new SAMS Technical Reference for the 400/800 at Computer Literacy in Sunnyvale Ca. (which, mind you, has one of the few large selections of Just computer related books on the planet).

bye for now,

Bill Swortwood

Disclaimer: Amdahl Corporation has no connection with my personal PC ownership or use thereof, they just make very, very fast and reliable mainframes and pay me to help continue the effort to do so.

From -3612038575072987251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-01 06:26:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari
Subject: Re: DRI agrees to change GEM ; why?
Message-ID: <891@lsuc.UUCP>
Date: Fri, 1-Nov-85 09:26:16 EST
Article-I.D.: lsuc.891
Posted: Fri Nov 1 09:26:16 1985

Date-Received: Fri, 1-Nov-85 10:31:50 EST
References: <2298@ukma.UUCP> <2800013@ccvaxa>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Organization: Barrister & Solicitor, Toronto
Lines: 35
Summary: PC?

In article <2800013@ccvaxa> preece@ccvaxa.UUCP writes:
>
>> This article reminds me of those who said in 1980 that IBM's entry into
>> the personal computer field would "legitimize" the industry. (Remember
>> when "PC" meant "a personal computer", not "an IBM-compatible 16-bit

     No, I don't remember when "PC" meant "a personal computer" in any generic sense. And I doubt if you do either. The only PC's that existed before IBM were "Pocket Computers". IBM coined the term personal computer.

>Would you claim that the micro industry would be be better off if
>IBM had not come in? Think for a moment of all those builders of
>IBM clones. IBM has very nutritious coattails. Apple may or
>may not have been wise in suing DRI, but they would almost certainly
>sell more Macs if IBM made one just like it than they do now. [Note
>to flamers: it's just my guess against yours, but I don't mind if

     I think it's fair to say that if it wasn't for IBM we'd be in a worse position today. We'd be stuck with CP/M in all it's forms rather than MS-DOS. At least it can be said that MS-DOS is generally better (in it's version 2 form) than CP/M86. Still, a lot more 'other' systems such as QNX or OS-9 or Pick or whatever might have grown more rapidly yielding a much better array of systems for the future. As such I may be wrong.

                                    Cheers! -- Jim O.
--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From -2519421968727036382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a77a45188c80ea09,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-01 08:51:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 2/6/85; site rocksvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!rocksvax!billj
From: billj@rocksvax.UUCP (Bill Jeffers)

Newsgroups: net.micro.atari
Subject: Re: Printers for 520ST
Message-ID: <1568@rocksvax.UUCP>
Date: Fri, 1-Nov-85 11:51:20 EST
Article-I.D.: rocksvax.1568
Posted: Fri Nov 1 11:51:20 1985
Date-Received: Sun, 3-Nov-85 04:50:20 EST
References: <1093@decwrl.UUCP>
Reply-To: billj@rocksvax.UUCP (Bill Jeffers)
Organization: Xerox: Henrietta, NY
Lines: 18
Summary:

line for bit bucket

I tried an olympia model np?? printer on the st and tried to screen dump. It sent one valid line of the screen and then three lines of garbage ,one valid three garbage .... So I went into the printer designation menu and set the printer resolution to the lower setting and then tried to screen dump again. Much to my surprise got a very nice screen dump complete with the bee. Does this mean that the Olympia is mx-80 compatable or that screen dumps work with more than just epson's ? I suspect that any mx-80 workalike will do screen dumps.

note I tried to print with a non-functional printer and ended up hung where the only way out was to reboot. read: could be trouble!

This was written from memory and could contain inaccuracies.

Bill

From -4672075465810570251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c315e90a2e1eeb1b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-01 13:48:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ucbvax!mitre.arpa!lazear
From: lazear@MITRE.ARPA (Walt Lazear)
Newsgroups: net.micro.atari
Subject: C.Itoh printer on ST?
Message-ID: <8511012148.AA02585@mitre.ARPA>
Date: Fri, 1-Nov-85 16:48:23 EST
Article-I.D.: mitre.8511012148.AA02585
Posted: Fri Nov 1 16:48:23 1985
Date-Received: Sun, 3-Nov-85 06:20:55 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 2

Does anyone know if a C.Itoh 8510A taken from an 850 parallel interface to
the 800 will plug right into an ST (without the 850 or 800, of course)?

From -1707772725945427023
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cd9c7b6f5bdb6f23,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-02 20:32:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site pluto.UUCP
Path: utzoo!linus!philabs!cmcl2!phri!pluto!warren
From: warren@pluto.UUCP (Warren Burstein)
Newsgroups: net.micro.atari
Subject: split group to 800/ST groups?
Message-ID: <170@pluto.UUCP>
Date: Sat, 2-Nov-85 23:32:57 EST
Article-I.D.: pluto.170
Posted: Sat Nov 2 23:32:57 1985
Date-Received: Tue, 5-Nov-85 08:06:31 EST
Organization: Industrial Automation Systems Inc., New York, N.Y.
Lines: 4

I own an Atari 800. I don't own an ST. I see one message in dozens in
this group which I want to read. Why don't we have net.micro.ST
and net.micro.atari800? (or anything else that says it, owners of 400s,
600s and 1200s shouldn't feel excluded.)

From -2754167503684083108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-03 16:04:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!linus!decvax!bellcore!petrus!scherzo!allegra!ulysses!mhuxr!mhuxt!
houxm!mtuxo!drutx!druhi!lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari
Subject: Re: DRI agrees to change GEM ; why?
Message-ID: <213@druhi.UUCP>
Date: Sun, 3-Nov-85 19:04:29 EST
Article-I.D.: druhi.213
Posted: Sun Nov 3 19:04:29 1985
Date-Received: Tue, 5-Nov-85 07:01:21 EST
References: <2298@ukma.UUCP> <2800013@ccvaxa> <891@lsuc.UUCP>
Organization: AT&T Information Systems Laboratories, Denver
Lines: 23

>   No, I don't remember when "PC" meant "a personal computer" in any
>generic sense. And I doubt if you do either. The only PC's that existed

>before IBM were "Pocket Computers". IBM coined the term personal
>computer.
>James Omura, Barrister & Solicitor, Toronto
>ihnp4!utzoo!lsuc!jimomura
>Byte Information eXchange: jimomura
>Compuserve: 72205,541
>MTS at WU: GKL6

Excuse me, but I certainly hope you meant to put a :) after that sentence.
If you didn't, I'm sure that you never heard of an Apple personal computer
or a Radio Shack personal computer. Both were introduced years before
IBM entered the market. Neither of these was the first personal computer
by a long shot. The term "personal computer" has been around a lot
long than IBM's PC has. IBM's use of the term PC is merely a marketing
ploy designed to make people think of their product first when the terms
PC or personal computer are used.

Barry Locklear
AT&T Information Systems Labs
Denver, CO
ihnp4!druhi!lbl

From 4705865301542377683
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cd9c7b6f5bdb6f23
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-03 19:06:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site cae780.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!cae780!gordon
From: gordon@cae780.UUCP (Brian Gordon)
Newsgroups: net.micro.atari
Subject: Re: split group to 800/ST groups?
Message-ID: <1543@cae780.UUCP>
Date: Sun, 3-Nov-85 22:06:52 EST
Article-I.D.: cae780.1543
Posted: Sun Nov 3 22:06:52 1985
Date-Received: Tue, 5-Nov-85 06:43:54 EST
References: <170@pluto.UUCP>
Reply-To: gordon@cae780.UUCP (Brian Gordon)
Organization: Tektronix, Inc. (CAE Systems Division), Sunnyvale, CA
Lines: 12

In article <170@pluto.UUCP> warren@pluto.UUCP (Warren Burstein) writes:
>I own an Atari 800. I don't own an ST. I see one message in dozens in
>this group which I want to read. Why don't we have net.micro.ST
>and net.micro.atari800? (or anything else that says it, owners of 400s,
>600s and 1200s shouldn't feel excluded.)

As much as I agree with the problem, I have to disagree with the suggestion.
The 800 (et al) are as dead as lots of other machines with loyal followings,
and the need for a newsgroup for new technical data, rumors, O.S. arguments,

etc. is just not there.

Maybe we can all afford to upgrade some day ...

From 6907078359734139410
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ca79d4848fe4f3bc
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,ca79d4848fe4f3bc
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,ca79d4848fe4f3bc
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-11-04 05:07:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site minster.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!dual!lll-crg!seismo!mcvax!ukc!
reading!minster!nigel
From: nigel@minster.UUCP (nigel)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: Amiga Benchmark Posted
Message-ID: <590@minster.UUCP>
Date: Mon, 4-Nov-85 08:07:46 EST
Article-I.D.: minster.590
Posted: Mon Nov 4 08:07:46 1985
Date-Received: Sun, 10-Nov-85 08:55:40 EST
References: <223@cirl.UUCP>
Reply-To: nigel@minster.UUCP (nigel)
Distribution: net
Organization: University of York, England
Lines: 18
Xref: watmath net.micro.amiga:669 net.micro.atari:1610 net.micro.mac:3376
Xpath: reading onion.cs

In article <663@ecsvax.UUCP> mjg@ecsvax.UUCP (Michael Gingell) writes:
>
>
>
>How fast is the Amiga ?. In the cause of Science I tried the Dhrystone
>benchmark published recently in net.sources. Running in CLI mode only
>and compiling with the current release of the Lattice compiler (no
>Enums) I found it executed 50000 Drystone loops in 110 secs. Thats
>approximately 450 Dhrystones/sec.
>

Ok - so we ran it on an Atari 520ST ... 1092 Dhrystones/sec. This is,
of course, independent of graphic mode, but if you wave the mouse about
it slows down a bit.

Nigel Roles

P.S. The benchmark is wrong. malloc() should be declared as char *.

From -13346008015401669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,772112bd0bbf5243,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-04 05:25:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 SMI; site husky.uucp
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!ritcv!husky!jdg
From: jdg@husky.uucp (Jeff Gortatowsky)
Newsgroups: net.micro.atari
Subject: atari-mail-request (No such host)
Message-ID: <255@husky.uucp>
Date: Mon, 4-Nov-85 08:25:10 EST
Article-I.D.: husky.255
Posted: Mon Nov 4 08:25:10 1985
Date-Received: Fri, 8-Nov-85 04:03:39 EST
Distribution: net
Organization: Eastman Kodak Company, Rochester, NY
Lines: 27

-=-=-=-=-=-=-=-=-=-=-=-=- Low cal line -=-=-=-=-=-=-=-=-=-=-=-=-

To Will Hom (moderator New atari mail list?)

I',ve tried all 4 suggested mailing addresses to get my name on the
mailing list and all 4 have had ucbvax bounce them back with
the dreaded 'host unknown'. This includes ucbugs and ucbseymour.
Could you please add my address (below) to the list? Thanx in adv. .

My apologies to the net for posting this... but how else would I
contact him (without a phone number)?

Jeff Gortatowsky   {allerga,seismo}!rochester!ritcv!husky!jdg
Eastman Kodak Company

Insert your cutsie .signature here.......

--
(_O_)

Jeff Gortatowsky   {allerga,seismo}!rochester!ritcv!husky!jdg
Eastman Kodak Company {eagle,astrovax,netword!}sun!sunrise!husky!jdg

These comments are mine alone and do not reflect light very well, therefore
have poor photographic properties and (sh/c)ould not be associated at all
with Eastman Kodak or anyone else at/in this relative space and time.

From 2575742688524931647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-04 07:39:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.10 $; site ccvaxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!ccvaxa!preece
From: preece@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Re: DRI agrees to change GEM ; why?
Message-ID: <2800015@ccvaxa>
Date: Mon, 4-Nov-85 10:39:00 EST
Article-I.D.: ccvaxa.2800015
Posted: Mon Nov 4 10:39:00 1985
Date-Received: Thu, 7-Nov-85 03:48:29 EST
References: <1751@peora.UUCP>
Lines: 18
Nf-ID: #R:peora.UUCP:1751:ccvaxa:2800015:000:742
Nf-From: ccvaxa.UUCP!preece   Nov 4 09:39:00 1985

> No, I don't remember when "PC" meant "a personal computer" in any
> generic sense. And I doubt if you do either. The only PC's that
> existed before IBM were "Pocket Computers". IBM coined the term
> personal computer. /* Written 8:26 am Nov 1, 1985 by
> jimomura@lsuc.UUCP in ccvaxa:net.micro.atari */

Oh, come on. The term was nothing like as ubiquitous as it is now,
but both the term "personal computer" and the initialism "PC" were
in common use (among the relatively small number of people interested
in such things) well before the IBM PC. One of the complaints about
the IBM was that they had co-opted a common and useful term as their
trademark.

--
scott preece
gould/csd - urbana
ihnp4!uiucdcs!ccvaxa!preece

From -8202651241429796636
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,125ac5cf094f46f8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-04 07:49:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!mdf
From: mdf@trwrba.UUCP (Mark D. Falleroni)
Newsgroups: net.micro.atari
Subject: ST Source: onedsk.c
Message-ID: <1656@trwrba.UUCP>
Date: Mon, 4-Nov-85 10:49:19 EST
Article-I.D.: trwrba.1656
Posted: Mon Nov 4 10:49:19 1985

Date-Received: Fri, 8-Nov-85 05:18:29 EST
Organization: TRW EDS, Redondo Beach, CA
Lines: 71

The is an ST program that executes from the Hippo OS shell. It allows
files (up to 28000 bytes) to be copied with only one disk swap.

- - - - - - - - cut here - - - - - - - - cut here - - - - - - - -

```
#include <stdio.h>
#define MEMBUF 28000
#define READ 0
#define WRITE 1
#define BUFSIZE 1024


main(argc,argv)
int argc;
char *argv[];

{
 int handle,n,bytes_read,cnt,i,c;
 char bigbuf[MEMBUF];

     if (argc != 3)
      error("ONEDSK usage: onedsk source file destination file",NULL);

     printf("\nOpening %s\n",argv[1]);

     if ((handle = open(argv[1],READ)) < 0)
      error("ONEDSK: error opening %s",argv[1]);

     n=0;
     bytes_read=0;

     while ((n = read(handle,BUFSIZE,bigbuf+bytes_read)) > 0)
     {
      bytes_read += n;
      printf("Bytes read = %d\n",bytes_read);
     }

     close (handle);

     printf("\n\n");
     printf("Insert destination disk in Drive A:\n");
     printf("Type any key when ready\n");
     necin();   /* get char with no screen echo */

     printf("\nCreating %s on the destination disk\n",argv[2]);

     if ((handle = create(argv[2],0777)) < 0)       /* if can't create it */
      handle = open(argv[2],WRITE);        /* try opening it */
     if (handle < 0)
      error("ONEDSK: cannot create or open %s",argv[2]);
```

```
     if ((n = write(handle,bytes_read,bigbuf)) < 0)
      error("ONEDSK: error writing to %s",argv[2]);
     printf("\nBytes written = %d\n",n);

     close(handle);

     if (n == bytes_read)
      printf("\nCOPY COMPLETED\n\n");
     else
      printf("\nBYTE COUNT MISMATCH: BAD COPY!\n\n");

}

error(s1,s2)
char *s1, *s2;

{
 printf(s1,s2);
 printf("\n");
 exit(1);
}
```

```
From -3267329674359645193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,aedbd0806f70ef2e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-04 07:58:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!mdf
From: mdf@trwrba.UUCP (Mark D. Falleroni)
Newsgroups: net.micro.atari
Subject: ST Source Code
Message-ID: <1657@trwrba.UUCP>
Date: Mon, 4-Nov-85 10:58:05 EST
Article-I.D.: trwrba.1657
Posted: Mon Nov  4 10:58:05 1985
Date-Received: Fri, 8-Nov-85 05:18:57 EST
Organization: TRW EDS, Redondo Beach, CA
Lines: 16
```

I have accidentally posted some ST source code to this group. I meant to post it to net.sources. Sorry.
I had received a number of requests for this program. Sorry it took so long for me to post it. I also have a terminal program that allows unlimited screen save to either the printer or a disk file. It was created with the Hippo C compiler. I have been using it at 1200 baud with various company computers with no problem. If I receive enough requests (1) I'll post it to net.sources.

Mark Falleroni
TRW
Ogden Engineering Operations
Ogden,Utah
<mdf>

From 2213846226766429125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d177c64ed6a3b69f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-04 21:03:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!ssc-bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: wanted : st ramdisk
Message-ID: <413@ssc-bee.UUCP>
Date: Tue, 5-Nov-85 00:03:46 EST
Article-I.D.: ssc-bee.413
Posted: Tue Nov 5 00:03:46 1985
Date-Received: Thu, 7-Nov-85 05:00:20 EST
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 7

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

Does anyone out there have the Gert(z?) Ramdisk...i would be
interested in getting the source for it.
                  thanks in advance
                  charles ditzel
              ...uw-beaver!ssc-vax!ditzel

From -7357064141752921501
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cd9c7b6f5bdb6f23
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-05 00:44:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site pluto.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!petsd!pesnta!phri!
pluto!warren
From: warren@pluto.UUCP (Warren Burstein)
Newsgroups: net.micro.atari
Subject: Re: split group to 800/ST groups?
Message-ID: <173@pluto.UUCP>
Date: Tue, 5-Nov-85 03:44:12 EST
Article-I.D.: pluto.173

Posted: Tue Nov 5 03:44:12 1985
Date-Received: Thu, 7-Nov-85 05:36:34 EST
References: <170@pluto.UUCP> <1543@cae780.UUCP>
Organization: Industrial Automation Systems Inc., New York, N.Y.
Lines: 12

In article <1543@cae780.UUCP>, gordon@cae780.UUCP (Brian Gordon) writes:
> The 800 (et al) are as dead as lots of other machines with loyal followings,
> and the need for a newsgroup for new technical data, rumors, O.S. arguments,
> etc. is just not there.

Well there was just today a posting from someone who requested data on the
600. I'm not loyal to the 800 at all. I gave it to my mother because
she wanted to learn something about computers. (Flames about parent-abuse
to /dev/null, please. It was her idea.)

Anyway if this group only had ST postings, it should be renamed to
reflect this.

From 364770011443588882
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f8a8077c4010991,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-05 05:57:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: December 1985 ANTIC TOC
Message-ID: <21421@mgweed.UUCP>
Date: Tue, 5-Nov-85 08:57:08 EST
Article-I.D.: mgweed.21421
Posted: Tue Nov 5 08:57:08 1985
Date-Received: Thu, 7-Nov-85 04:40:42 EST
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 71

          December 1985 ANTIC magazine TOC
          Theme: Annual Shoppers Guide

page article

10   ANTIC ONLINE
          Some information on the Worldwide Users Network.
12   COMMUNICATIONS: BBS CRASHBUSTERS
          Bulletin board sysops can now foil destructive "crashers"
          with this machine language USR call. It quickly strips all
          non-standard ATASCII characters from input strings.
14   VIDEO STAR ATARI

A review of several programs of interest to those using their Atari for graphics; including 'Computereyes', 'Rambrandt' and 'Graphic Shop'. (Last two available through ANTIC catalog)

20 NEW LUCASFILM GAMES
A review of 'Eidolon' and 'Koronis Rift', including an interview with some of the developers.

26 DISKIO PLUS
This spectacular update of the original DISKIO disk operation utility provides instant, one-dot keystroke commands for nearly all DOS functions, an alphabetized disk directory, single key macros and much more. All without touching your resident program.

30 SHOPPERS GUIDE
A review of latest Hardware and Software available for the 8-bit Atari machines.

46 ST SHOPPERS GUIDE
Save as above, except for the ST computers.

51 4xFORTH
A look at the first serious language for the ST users.

57 INTRODUCING 520ST ASSEMBLY LANGUAGE
A Motorola 68000 tutorial.

60 ST LOGO EXPLORATION
A simple program to look at uncharted memory locations.

69 ASSEMBLY LANGUAGE: BUILD YOUR OWN EPROM BURNER
With a little over $30 in parts, some careful wiring, and this assembly language program, you can build your own EPROM burner. Requires construction.

76 PROBURNER
A review of what ANTIC calls the best EPROM burner on the market.

79 GAME OF THE MONTH: BOX-IN
You'll find an intriguing combination of arcade action and strategy challenge in this simple but highly involved game from the author of 'Biffdrop' and other ANTIC hits.

83 SOFTWARE LIBRARY
All the type-in programs are located together here.

98 U.K. GETS ANTIC CATALOG
ANTIC software is now going to be available locally for Atari lovers in the UK, Canada, Australia, New Zealand, Germany and Latin America.

Comments: Antic reports that DataSoft has shut its doors. You may be able to pick up their 'Micro-painter' pretty cheap, watch ads for sales. Koala Technologies has reversed their decision and will support the Atari users with their Koalapad after all. This means that you probably missed all the good deals if you haven't bought one yet. I had seen them as low as $29.95. 'VIP PROFESSIONAL' for the ST is now being advertized for $179.95. It was being pre-sold for $99.95 last month. Several new (and I assume small) companies are advertizing software for the ST computers. Enjoy...

Kit Kimes
AT&T Information Systems

Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek
"Power Without The Price"

From -7110130134753187117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,720ad1db698726a2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-05 07:05:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site sabre.UUCP
Path: utzoo!linus!decvax!bellcore!petrus!sabre!jls
From: jls@sabre.UUCP (John L. Schantz)
Newsgroups: net.micro.atari
Subject: Help! ST - GEMDOS and HIPPO-C
Message-ID: <762@sabre.UUCP>
Date: Tue, 5-Nov-85 10:05:59 EST
Article-I.D.: sabre.762
Posted: Tue Nov 5 10:05:59 1985
Date-Received: Fri, 8-Nov-85 04:47:54 EST
Distribution: net
Organization: Bellcore, Red Bank ,NJ)
Lines: 29

Hi, I just bought the ST and I need some help.

First, where can I get some documentation on GEMDOS.
This seems to be very critical if you want to use the
power and capabilities of the ST. I saw this question
posted earlier to the net but I saw no response.

Second, someone asked a while back if "scanf" was
left out of HIPPO-C (Habba). I would like to find
out if this is true for the current versions being
sold. I bought it with my ST but I have to return
it because I get a bad disk. I plan to program in
C and I would like to be able to use all of its
capabilites (plus the GEM functions).

Please, if questions like these are posted, please
post the answer to the net also. There have been
many good questions posted but I have seen very few
(or no) answers.

You can flame me if you want because I am asking for
responses on the net but it is better than constantly
seeing "DRI agrees to change GEM" articles. I want to
see more relevant information about ST being exchanged.

John Schantz

Bell Communications Research
201-758-2148

From -1093813532532505418
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cd9c7b6f5bdb6f23
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-05 07:32:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!xerox.arpa!Denber.wbst
From: Denber.wbst@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: split group to 800/ST groups?
Message-ID: <851105-073333-1334@Xerox>
Date: Tue, 5-Nov-85 10:32:00 EST
Article-I.D.: Xerox.851105-073333-1334
Posted: Tue Nov 5 10:32:00 1985
Date-Received: Thu, 7-Nov-85 05:33:09 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 21

"the need for a newsgroup for new technical data, rumors, O.S.
arguments,
etc. is just not there."

I have to disagree with *that*. It was on this newsgroup that I found out about the $4.95 1200XL keyboard from Radio Shack for my Atari 400 *and* the pinouts to hook the thing up (thanks, by the way to the person who provided that - I tried to reply to you personally, but our brain-damaged mailer refuses to parse addresses > 65 chars.).

Now I'm looking for information on how to upgrade my memory to 48K. I've heard it involves some 64K chips and cutting a few traces, but I haven't been able to get any details (I also browsed around inthe archives).

Also, does anyone have an Indus drive they'd like to part with? The lowest price (new) I've found recently is $200, from a mail-order place in New York.

- Michel

From 4631370089779803147
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cd9c7b6f5bdb6f23
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-05 08:10:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: split group to 800/ST groups?
Message-ID: <1649@uwmacc.UUCP>
Date: Tue, 5-Nov-85 11:10:58 EST
Article-I.D.: uwmacc.1649
Posted: Tue Nov 5 11:10:58 1985
Date-Received: Fri, 8-Nov-85 05:46:21 EST
References: <170@pluto.UUCP> <1543@cae780.UUCP>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Organization: UWisconsin-Madison Academic Comp Center
Lines: 30
Keywords: 8-bits

In article <1543@cae780.UUCP> gordon@cae780.UUCP (Brian Gordon) writes:
>
>As much as I agree with the problem, I have to disagree with the suggestion.
>The 800 (et al) are as dead as lots of other machines with loyal followings,
>and the need for a newsgroup for new technical data, rumors, O.S. arguments,
>etc. is just not there.
>
>Maybe we can all afford to upgrade some day ...

   As much as I agree with the disagreement with the suggestion, I have to disagree with the opinion expressed by Mr. Gordon. While I don't believe there is a need for a new newsgroup, writing off the machines upon which the Amiga (yes, Amiga) is based due to some sort of computer snobbery is ridiculous. Those "dead" machines not only exist in the homes and offices of literally tens of thousands of people, but continue to have new software produced for them. Add to that the fact that the recent dumping of 'em on the market at extremely low prices makes for a lot of people with a need for *old* technical data, and those "dead" machines rise miraculously from the grave (not unlike a grade B horror flick :-).
   On the other hand, if you think gigabytes of Amiga vs ST flamage is a necessary thing, perhaps a separate ST newsgroup *would* be a good idea. We'll call it "/dev/null".

 - Joel Plutchak
   {allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

Can you say "opinion"? I *knew* you could!

P.S. Have any of you necrophiliac 8-bit Atari users seen the latest Lucasfilms software (Eidolon?) yet? Is it worth owning?

From 196681251634329723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8bd25eeb8339c164,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-05 08:18:00 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- 800 mailing ---
Message-ID: <8511051831.AA15184@ucb-vax.berkeley.edu>
Date: Tue, 5-Nov-85 11:18:00 EST
Article-I.D.: ucb-vax.8511051831.AA15184
Posted: Tue Nov 5 11:18:00 1985
Date-Received: Thu, 7-Nov-85 05:33:52 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 9

Yes, there is only one msg in dozens about the old 800s. That is not the
fault of the mailing lists, bur rather the members. There is no info
on the old stuff, because noone is sending info IN. These messages don't
just come from nowhere.....

-Richard Hartman
max.hartman@ames-vmsb

From -3641669431201451991
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,68f36126a8a94e69
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-05 12:26:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gitpyr.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: HARD disk drive question
Message-ID: <984@gitpyr.UUCP>
Date: Tue, 5-Nov-85 15:26:38 EST
Article-I.D.: gitpyr.984
Posted: Tue Nov 5 15:26:38 1985
Date-Received: Thu, 7-Nov-85 04:43:51 EST
References: <12732@rochester.UUCP>
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Organization: Georgia Institute of Technology
Lines: 20

I'm looking for anyone who's had experience interfacing a hard disk (not
Atari's or Haba's) to an ST. I've been offered a relatively cheap 10M disk,
but will have to buy a controller and power supply for it. Is this going to
be difficult? Also, am I really getting a good deal on the disk? I can

pick it up for $150 (new, but I don't know the manufacturer). How much can
I expect to pay for a controller and powersupply? Does the hard disk
interface in the ST make this easy?

Your comments and suggestions are greatly appreciated!

=-=
No problem is so formidable that you can't just walk away from it.

    Steve Tynor
    Georgia Instutute of Technology

 ...{akgua, allegra, amd, harpo, hplabs,
     ihnp4, masscomp, ut-ngp, rlgvax, sb1,
     uf-cgrl, unmvax, ut-sally} !gatech!gitpyr!tynor

From -8322462489645973848
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1c7a0c8d69ab6513,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-05 12:45:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!edwards-2060.arpa!D-ROGERS
From: D-ROGERS@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari
Subject: origin of "personal computer"
Message-ID: <8511052150.AA19797@ucb-vax.berkeley.edu>
Date: Tue, 5-Nov-85 15:45:02 EST
Article-I.D.: ucb-vax.8511052150.AA19797
Posted: Tue Nov 5 15:45:02 1985
Date-Received: Thu, 7-Nov-85 05:35:22 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 18

From: ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!druhi!lbl@ucb-vax.berkeley.edu
(LocklearLB)

>   No, I don't remember when "PC" meant "a personal computer" in any
>generic sense. And I doubt if you do either. The only PC's that existed
>before IBM were "Pocket Computers". IBM coined the term personal
>computer.
>Excuse me, but I certainly hope you meant to put a :) after that sentence.
>If you didn't, I'm sure that you never heard of an Apple personal computer
>or a Radio Shack personal computer. Both were introduced years before
>IBM entered the market. Neither of these was the first personal computer
>by a long shot. The term "personal computer" has been around a lot
>long than IBM's PC has.

I hope to shout! How about the PDP-1, PDP-8, & PDP-11 by Digital Equipment
Corp. The PDP stood for "Personal Data Processor" and was probably the first

standalone interactive computer that didn't require massive resources needed
to support a mainframe. I believe the first dates to the early 60's.

From -649129003684675918
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1c7a0c8d69ab6513
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-05 16:26:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!simtel20.arpa!MRC
From: MRC@SIMTEL20.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: Re: origin of "personal computer"
Message-ID: <12156932787.14.MRC@SIMTEL20.ARPA>
Date: Tue, 5-Nov-85 19:26:18 EST
Article-I.D.: SIMTEL20.12156932787.14.MRC
Posted: Tue Nov 5 19:26:18 1985
Date-Received: Fri, 8-Nov-85 08:23:55 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 8

1) The term "personal computer" has been around since at least the early
70's.
2) A PDP-n from DEC is a "Programmed Data Processor", not a "Personal Data
Processor." The name came about because DEC was selling to organizations
which had managerial problems in buying "computers" (which were multi-million
dollar machines even though DEC's machines weren't) but could easily purchase a
"programmed data processor."

From -1383279053517936868
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5b7e40f9b9e17d76,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-05 21:43:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site pluto.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!petsd!pesnta!phri!pluto!warren
From: warren@pluto.UUCP (Warren Burstein)
Newsgroups: net.micro.atari
Subject: Atari 1027 printer info wanted
Message-ID: <174@pluto.UUCP>
Date: Wed, 6-Nov-85 00:43:56 EST
Article-I.D.: pluto.174
Posted: Wed Nov 6 00:43:56 1985
Date-Received: Thu, 7-Nov-85 06:02:32 EST
Organization: Industrial Automation Systems Inc., New York, N.Y.
Lines: 5

I recently got one of these clunkers because it was a real cheap
letter-quality printer that I could connect w/o an interface box.
It comes with NO information about features except for how to
print an international character set. Does anyone know if it
has any other features?

From 5382563591535148871
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cd9c7b6f5bdb6f23
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-06 06:12:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (c e malloy)
Newsgroups: net.micro.atari
Subject: Re: split group to 800/ST groups?
Message-ID: <861@ihlpa.UUCP>
Date: Wed, 6-Nov-85 09:12:53 EST
Article-I.D.: ihlpa.861
Posted: Wed Nov 6 09:12:53 1985
Date-Received: Thu, 7-Nov-85 06:06:29 EST
References: <170@pluto.UUCP> <1543@cae780.UUCP>
Organization: AT&T Bell Laboratories
Lines: 34

> In article <170@pluto.UUCP> warren@pluto.UUCP (Warren Burstein) writes:
> >I own an Atari 800. I don't own an ST. I see one message in dozens in
> >this group which I want to read. Why don't we have net.micro.ST
> >and net.micro.atari800? (or anything else that says it, owners of 400s,
> >600s and 1200s shouldn't feel excluded.)
>
> As much as I agree with the problem, I have to disagree with the suggestion.
> The 800 (et al) are as dead as lots of other machines with loyal followings,
> and the need for a newsgroup for new technical data, rumors, O.S. arguments,
> etc. is just not there.
>
> Maybe we can all afford to upgrade some day ...

     I agree with the original posting. I too have an Atari computer,
but have no intention of buying the new ST machine. And I strongly
disagree with the last statement. The ST machines are NOT repeat NOT
an upgrade from the 400/800/1200XL/600XL/800XL line of computers. They
are not compatable, and there for are not an upgrade. When we upgrade
the computers here, we don`t have to throw out all of the software that
we have. In the worst case, it must be recompiled. That is an upgrade.
If I "upgraded" to the ST line, I would have to throw out over 300 disks
of software. There is no way that I am going to do that to support Jack
Traimel and his personal dreams of glory.

     Sorry about the flame, but I couldn't help myself.

From inside the Tesseract of
     Clancy Malloy
     (ihnp4!ihlpa!freak)

```
-------------------------------------------------------------------------
| Everyone looked up and realized that we were only tenants of this world; |
|    We have been given a new lease, and a warning, from the landlord.     |
-------------------------------------------------------------------------
```

From -2736399510663754039
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-06 06:15:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ecn-aa.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!ecn-pc!ecn-aa!westerm
From: westerm@ecn-aa.UUCP (Richard P Westerman)
Newsgroups: net.micro.atari
Subject: Re: DRI agrees to change GEM ; why?
Message-ID: <86@ecn-aa.UUCP>
Date: Wed, 6-Nov-85 09:15:08 EST
Article-I.D.: ecn-aa.86
Posted: Wed Nov 6 09:15:08 1985
Date-Received: Thu, 7-Nov-85 06:11:55 EST
References: <2298@ukma.UUCP> <2800013@ccvaxa> <891@lsuc.UUCP> <213@druhi.UUCP>
Reply-To: westerm@ecn-aa.UUCP (Richard P westerman)
Organization: Electrical Engineering Department , Purdue University
Lines: 13

In article <213@druhi.UUCP> lbl@druhi.UUCP (LocklearLB) writes:
>
>.... The term "personal computer" has been around a lot
>long than IBM's PC has. IBM's use of the term PC is merely a marketing
>ploy designed to make people think of their product first when the terms
>PC or personal computer are used.
>

And see, it worked!

-- Rick

From 6023399747315518163
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d04d41028a4a46d3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-06 06:15:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!hao!hplabs!sdcrdcf!trwrb!trwrba!mdf

From: mdf@trwrba.UUCP (Mark D. Falleroni)
Newsgroups: net.micro.atari
Subject: Hippo scanf
Message-ID: <1660@trwrba.UUCP>
Date: Wed, 6-Nov-85 09:15:57 EST
Article-I.D.: trwrba.1660
Posted: Wed Nov 6 09:15:57 1985
Date-Received: Sun, 10-Nov-85 03:27:53 EST
Organization: TRW EDS, Redondo Beach, CA
Lines: 20

With regards to 'scanf' and Hippo C; it isn't included. If you look at the libraries included with the compiler, you can see what Kernighan and Richie functions were included. Hippo C does support most of the GEMDOS, AES (what's that mean?) and VDI (Virtual Device Interface) calls. However the documentation of these calls is poor. Also, the executable file is extremely large compared to source code. What I mean is, if you compile, assemble, and load a 2 or 3 line program, the executable file is about 10K in size!!! I'm not sure why, but I think that at load time, all of the libraris are loaded whether they are needed or not; not very efficient but safe.
I've been struggling to make sense out of the AES and VDI calls (since I don't have a developer's package) for about a month now. Since Atari isn't cooperating (unless you have $300.00), maybe us poor folk ought to document the AES and VDI calls on the net (if and when we discover their usage).
Maybe if we post incorrect AES and VDI documentation, someone with a developer's package will correct us (I hope).

Mark Falleroni
TRW Defense Systems
Ogden Engineering Operations
Ogden, Utah
<mdf>

From 5734513649666532369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,60abc9307edcb3f0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-06 06:26:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!gmr.CSNET!godden
From: godden@GMR.CSNET (Kurt Godden)
Newsgroups: net.micro.atari
Subject: term "Personal Computer"
Message-ID: <8511061533.AA09214@ucb-vax.berkeley.edu>
Date: Wed, 6-Nov-85 09:26:00 EST
Article-I.D.: ucb-vax.8511061533.AA09214
Posted: Wed Nov 6 09:26:00 1985
Date-Received: Fri, 8-Nov-85 20:46:41 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 11

You may not remember when the term 'personal computer' meant just that
in any generic sense, but you are in a minority of one. If you still
don't believe me, just look through any old issue of magazines such as
'Byte' in the pre-IBM-PC days, when men were men. I distinctly remember
thinking at the time when IBM announced their 'PC' that it was a shame
they called it that (although a clever marketing move). They have
forever tainted a perfectly good word, much the same as the media has
ruined the wonderful word 'hacker'.

Kurt Godden
GM Research Labs

From 6159204667473599438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e5a56538ec04223,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-06 07:05:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!edwards-2060.arpa!D-
ROGERS
From: D-ROGERS@EDWARDS-2060.ARPA
Newsgroups: net.micro.atari
Subject: PC/PDP/et al.
Message-ID: <8511061614.AA09772@ucb-vax.berkeley.edu>
Date: Wed, 6-Nov-85 10:05:47 EST
Article-I.D.: ucb-vax.8511061614.AA09772
Posted: Wed Nov 6 10:05:47 1985
Date-Received: Fri, 8-Nov-85 20:47:04 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 5

I stand corrected as to "programmed" vs. "personal".
May i offer a suggestion that we at least mitigate some of the effect of
itty bitty machine's usurpation of the term PC by referring in our written
correspondence to the generic as "pc"?   der

From -4029065267049075317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d37f7b6262d889a5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-06 09:11:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: More Cheap Modem info

Message-ID: <21443@mgweed.UUCP>
Date: Wed, 6-Nov-85 12:11:56 EST
Article-I.D.: mgweed.21443
Posted: Wed Nov 6 12:11:56 1985
Date-Received: Sun, 10-Nov-85 07:11:49 EST
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 24

Some information on modems that might be of interest to all:

The latest issue of the newsletter from CompuClub lists the Communicator II kit, which includes the 835 Modem and software, for $25.95 while the supply lasts. I believe that kit also included the CompuServe starter kit with 5 hours of free time. If so, you would get the 835 modem for free!

On October 13, Neil Harris, managing publisher of 'Atari Explorer' gave a talk at the meeting of the Northern Virginia Atari Users Group (no I wasn't there), and he said that the XM-301 modem is shipping from Atari. The software was written by Russ Wetmore and so it is very similar to HomeTerm from Batteries Included. The list price is $49.95, but it only includes one hour of free time on CompuServe. It's advantages are that it is very small and has no separate power supply. He also said that Atari is not currently working on a 1200 bps modem for the 8-bit machines.

Hope this helps...

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek
"Power Without The Price"

From 1587880925720834948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a5c4c61e5622c9bd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-06 09:54:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!decvax!ucbvax!ucdavis!lll-crg!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: C for the 8-bit Atari
Message-ID: <1661@uwmacc.UUCP>
Date: Wed, 6-Nov-85 12:54:00 EST
Article-I.D.: uwmacc.1661
Posted: Wed Nov 6 12:54:00 1985
Date-Received: Fri, 8-Nov-85 02:09:39 EST
Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 26

<>
<This was originally E-mailed out as a response to a posting by duts!bhs00.
 However, since it got returned to me, and might be of interest to others
 here, I'm taking the liberty of posting it.>

   Thanks for the info on where to find the Atari Technical Users Notes.

   As for your Deep Blue C problems... well, I recently purchased Deep Blue C, and frankly, it's lacking in several respects. First and foremost, it is *not* a true compiler. It "compiles" into pseudo-code, which is subsequently translated for execution at runtime. My admittedly non-exhaustive testing has shown that it's maybe 20% faster than interpreted Basic, and the generated command files take up a lot more disk space (I don't have the figures with me). Another large problem (why the .COM files are so large) is that the linker doesn't use libraries; if a file is listed in the .LNK file, the entire thing gets thrown in, even if you're only using one of the functions.
   As chairman of the local Atari User's Group languages SIG, I have just embarked upon the odyssey of attempting to write a "true" Small-C compiler, complete with relocating linker featuring library management. Now, it may be that I come to the conclusion the J. H. Palevich did (i.e. it's not possible, given diskspace and memory constraints), but I'll learn a lot trying. If you have any suggestions, comments, etc., let me know.

 - Joel Plutchak
   {allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

From 3676500309104218714
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d04d41028a4a46d3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-06 10:23:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!hao!hplabs!sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.atari
Subject: 520ST XBIOS calls
Message-ID: <1662@trwrba.UUCP>
Date: Wed, 6-Nov-85 13:23:23 EST
Article-I.D.: trwrba.1662
Posted: Wed Nov 6 13:23:23 1985
Date-Received: Sun, 10-Nov-85 03:28:20 EST
References: <1660@trwrba.UUCP>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Organization: TRW EDS, Redondo Beach, CA
Lines: 10

I have noticed an awful lot of questions on the net regarding
the poor documentation provided with the Hippo-C compiler. If you post
specific questions regarding any undocumented VDI, AES, and XBIOS calls

I will try and answer them as best I can. Right now, I am putting
together a list of XBIOS calls (such as Getrez, Setscreen, and Giaccess)
and their corresponding "xbios()" calls, and will post this info to
the net as soon as I am finished.

R.E. Sansom

From 759533102878371598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a477dbdd95b50e90
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-06 11:37:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site sdcc7.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!decvax!ittatc!
dcdwest!sdcsvax!sdcc3!sdcc7!ln63fcv
From: ln63fcv@sdcc7.UUCP (This is a test)
Newsgroups: net.micro.atari
Subject: Re: questions : os9,unix,rumors
Message-ID: <154@sdcc7.UUCP>
Date: Wed, 6-Nov-85 14:37:25 EST
Article-I.D.: sdcc7.154
Posted: Wed Nov 6 14:37:25 1985
Date-Received: Sat, 9-Nov-85 07:08:42 EST
References: <396@ssc-bee.UUCP> <213@l5.uucp> <1584@hammer.UUCP>, <136@sdcc7.UUCP>
<6099@utzoo.UUCP>
Organization: U.C. San Diego, Academic Computer Center
Lines: 67

In article <6099@utzoo.UUCP>, henry@utzoo.UUCP (Henry Spencer) writes:
> > I must say that I find it quite hard to believe that NatSemi is already coming
> > out with the 32332 already, when they haven't even come out with the 32132
> > or the 32232 yet(Yes, these are actual scheduled components).
>
> Last I heard, the 32232 was no longer a real part, and the 32132 is a minor
> upgrade of the 32032. The plans got reshuffled a while ago: make sure you
> have the up-to-date word. Yes, the 32332 is coming, and looks interesting.
> Non-disclosure prevents me from saying more. (Except that they'd better
> get the 32332 out fast without major bugs if they want any market share!)
>
all right, i admit i was probably wrong since i was relying on old information
but i from what i hear, nat semi is still having problems with their components
and the only thing of theirs that i would consider using is a 32081 fpu, and
this is only till motorola comes out with the 68881

> > This argument is moot anyway for one reason. The 68020 is considerably faster
> > because the original 68000 is very bus bound, while the 20 is much less so.
>
> Let me see. You're saying that because the 68000 had no prefetch queue and
> a 16-bit bus, and the 68020 fixes both of those problems, that the 68020 is
> better than the National 32-bit chips? Does not compute: the National chips
> have had prefetch queues all along, and the 32-bit ones have had a 32-bit

> bus all along. The 68020 is a vast improvement on the 68000 in this regard,
> but that is utterly irrelevant to comparing it against the 32000s.
>
that was exactly what i was saying, that the nat semi chips show no great
improvement in speed as we up to bigger bus widths, while the 020 is a lot
faster than the 000 because of the inclusion of these new features, also, im not
sure, but i think the 020 also includes pipelining while the 000 didn't(is
this right?)

> > ... Also, a memory cycle
> > on the NS series and the 68000 is 4 cycles, as opposed to the twenty, which is
> > 3 for main memory, and 2 for the 256 byte queue.
>
> Let me know if you can find a 68020 system that really does a main-memory
> fetch in 3 cycles. It's extremely difficult to build low-cost main memory
> that can run that fast (although caches can help). Don't forget to add the
> delay for memory management.
> --
>   Henry Spencer @ U of Toronto Zoology
>   {allegra,ihnp4,linus,decvax}!utzoo!henry

about that last comment, the 020 is capable of doing main memory fetch in 3
cycles, and a queue fetch in 2 cycles. the 80286 i have heard can do a main
memory fetch even faster, but that doesn't mean it will when implemented.
NOW, why should i include a delay for memory management? I mean, why should
i have memory management? we're talking a single user system here with maybe
a few small background tasks. I dont understand this idea of strapping me
with memory management when i do not want to use unix or anything similar
to it in complexity.
the simpler the os, the faster the system. and i have used att 3b2 unix
 personal computers and they are slow, even though there are provsions
 for up to four users in them. i believe this is because of the os(unix)

 ah, well, i am getting philosophical here, so

                 scott weisman
                 sdcsvax!sdcc7!ln63fcv

this is a disclaimer

the below statement is true
       ^
       |
         \/
the above statement is false

From -5572029729941696375
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cd9c7b6f5bdb6f23
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-06 12:42:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari
Subject: Re: split group to 800/ST groups?
Message-ID: <349@pedsgd.UUCP>
Date: Wed, 6-Nov-85 15:42:20 EST
Article-I.D.: pedsgd.349
Posted: Wed Nov 6 15:42:20 1985
Date-Received: Thu, 7-Nov-85 06:27:21 EST
References: <170@pluto.UUCP>
Organization: Perkin-Elmer DSG, Tinton Falls, NJ
Lines: 23

In article <170@pluto.UUCP> warren@pluto.UUCP (Warren Burstein) writes:
>I own an Atari 800. I don't own an ST. I see one message in dozens in
>this group which I want to read. Why don't we have net.micro.ST
>and net.micro.atari800? (or anything else that says it, owners of 400s,
>600s and 1200s shouldn't feel excluded.)

I currently own an 800XL I bought last year for cheap as a game/teaching
software machine for myself and my family. I currently WANT to own
an ST, because I feel it will be a viable machine for the future. Yes,
the 8-bit series seems to be getting phased out for the ST (and TT?),
but I STILL WANT to see articles on both; the 8-bit for now, the
ST for the future. The level of traffic in this group is not that
huge; is it really that burdensome for people only interested in one
or the other machine to skip past (to them) irrelevant articles?

                            Bob Halloran
                            Sr MTS, Perkin-Elmer DSG
==
UUCP: {decvax, ucbvax, most Action Central}!vax135\
                     {topaz, pesnta, princeton}!petsd!pedsgd!bobh
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724 DDD: (201) 758-7000

Disclaimer: I doubt that my employer wants anything to do with my opinions.
Quote: "When the going gets weird, the weird turn pro..." -- Duke, 'Doonesbury'

From 6601479791296747817
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e5a56538ec04223
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-06 15:18:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site l5.uucp
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!well!l5!gnu
From: gnu@l5.uucp (John Gilmore)
Newsgroups: net.micro.atari
Subject: Re: PC/PDP/et al.
Message-ID: <250@l5.uucp>
Date: Wed, 6-Nov-85 18:18:42 EST
Article-I.D.: l5.250

Posted: Wed Nov 6 18:18:42 1985
Date-Received: Sat, 9-Nov-85 04:59:30 EST
References: <8511061614.AA09772@ucb-vax.berkeley.edu>
Followup-To: general
Organization: Nebula Consultants in San Francisco
Lines: 9

In article <8511061614.AA09772@ucb-vax.berkeley.edu>, D-ROGERS@EDWARDS-2060.ARPA
writes:
> mitigate some of the effect of
> itty bitty machine's usurpation of the term PC by referring in our written
> correspondence to the generic as "pc"? der

Nobody will notice. The best idea I've seen is from Hugh Daniel, who
calls them "IBM Feces".

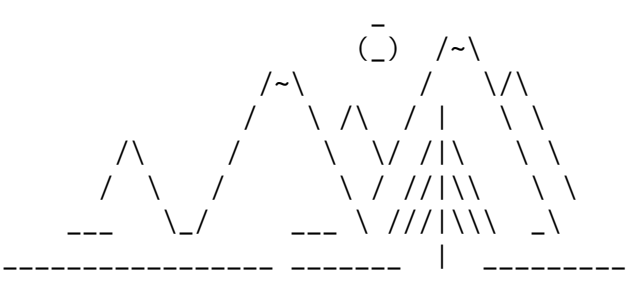
Can we go back to talking about atari computers?

From 8400170843434448626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8afee9e2e3eda6db,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-06 16:53:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: NO MORE ON SPLITTING THIS GROUP *PLEASE*!
Message-ID: <1696@druxu.UUCP>
Date: Wed, 6-Nov-85 19:53:01 EST
Article-I.D.: druxu.1696
Posted: Wed Nov 6 19:53:01 1985
Date-Received: Thu, 7-Nov-85 06:39:56 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 23

Please!! lets not turn this group into nut.audio.
Anyone who's read that group knows what I mean.

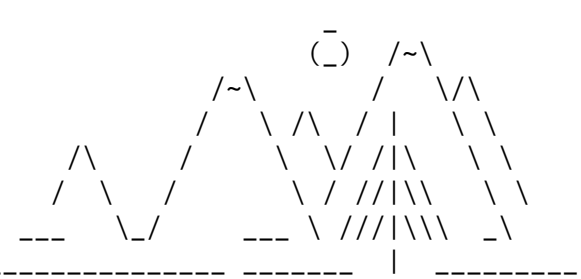
Let's use the bandwidth for ATARI discussions
for BOTH types of machines.

druxu!tlz
Terry L. Zrust
AT&T Information Systems
11900 North Pecos Street
Denver, Colorado 80234
Mail Stop 30L49
(303) 538-4547
Cornet 374-4547



--

druxu!tlz
Terry L. Zrust
AT&T Information Systems
11900 North Pecos Street
Denver, Colorado 80234
Mail Stop 30L49
(303) 538-4547
Cornet 374-4547



From 5998611197205214599
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1c7a0c8d69ab6513
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-07 05:11:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site bu-cs.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!bu-cs!hen
From: hen@bu-cs.UUCP (Bill Henneman)
Newsgroups: net.micro.atari
Subject: Re: origin of "personal computer"
Message-ID: <751@bu-cs.UUCP>
Date: Thu, 7-Nov-85 08:11:34 EST
Article-I.D.: bu-cs.751
Posted: Thu Nov 7 08:11:34 1985
Date-Received: Fri, 8-Nov-85 21:26:18 EST
References: <8511052150.AA19797@ucb-vax.berkeley.edu>
Organization: Boston Univ Comp. Sci.
Lines: 16

To the best of my recollection, DEC didn't use the word personal in
conjuction with computer until the late 70's: they certainly weren't
using it in the 60's. I qoute from my 1963 edition of the DEC PDP1
handbook:

  PDP stands for *Programmed Data Processor* and is a trademark
  of Digital Equipment Corporation.

The same quote appears in my July, 1969 edition of DEC's
  Introduction to Programming
    PDP-8 Family Computers
and my 1970 edition of DEC's
  Small Computer Handbook

I can find no expansion of the PDP acronym in any DEC manual with
a publication data later than 1970.

From 2158365069308021835
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74f4df6387e96b11,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-07 05:12:00 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ncsc.arpa!moore
From: moore@NCSC.ARPA (Jim Moore)
Newsgroups: net.micro.atari
Subject: 520ST
Message-ID: <8511071429.AA03184@ucbvax.berkeley.edu>
Date: Thu, 7-Nov-85 08:12:00 EST
Article-I.D.: ucbvax.8511071429.AA03184
Posted: Thu Nov 7 08:12:00 1985
Date-Received: Sun, 10-Nov-85 05:45:33 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 14

Please forgive me if this should be routed to net.micro.atarist, but I don't know if there is one:

I need a summary of the features of the 520ST. My brother-in-law saw a "real good deal" on an ibm-compatible (a Zenith Z-148) with a printer for $1800. I'd sure rather see him get a more capable, up-to-date machine like the Atari (btw, the Amiga is just out of his price range).

If you can summarize, please send directly to me. Thanks in advance.

Jimmy Moore

From -1082291331038193301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1f1f5e91b7a559eb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-07 06:18:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!@SU-SCORE.ARPA:moore@ncsc
From: @SU-SCORE.ARPA:moore@ncsc
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8511071526.AA03962@ucbvax.berkeley.edu>
Date: Thu, 7-Nov-85 09:18:00 EST
Article-I.D.: ucbvax.8511071526.AA03962
Posted: Thu Nov 7 09:18:00 1985
Date-Received: Sun, 10-Nov-85 05:46:08 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 31

____
Date: Thu 7 Nov 85 06:58:22-PST

From: The Mailer Daemon <Mailer@SU-SCORE.ARPA>
To: moore@NCSC.ARPA
Subject: Message of 7-Nov-85 06:23:43

Message failed for the following:
MHAMILL@SRI-CSL.ARPA.#Internet: 550 No such local mailbox as "MHAMILL", recipient rejected
         ----
Received: from ncsc by SU-SCORE.ARPA with TCP; Thu 7 Nov 85 06:23:44-PST
Date: 7 Nov 85 08:12 EST
From: Jim Moore <moore@ncsc>
Subject: 520ST
To: info-atari@su-score

Please forgive me if this should be routed to net.micro.atarist, but I don't know if there is one:

I need a summary of the features of the 520ST. My brother-in-law saw a "real good deal" on an ibm-compatible (a Zenith Z-148) with a printer for $1800. I'd sure rather see him get a more capable, up-to-date machine like the Atari (btw, the Amiga is just out of his price range).

If you can summarize, please send directly to me. Thanks in advance.

Jimmy Moore

From -5010648635324670362
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,74f4df6387e96b11
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-11-07 07:01:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ncsc.arpa!moore
From: moore@NCSC.ARPA (Jim Moore)
Newsgroups: net.micro.atari
Subject: 520ST
Message-ID: <8511071707.AA05746@ucbvax.berkeley.edu>
Date: Thu, 7-Nov-85 10:01:00 EST
Article-I.D.: ucbvax.8511071707.AA05746
Posted: Thu Nov 7 10:01:00 1985
Date-Received: Sun, 10-Nov-85 05:47:11 EST
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 7

Pardon if this ain't the place, but I don't know where else I should ask:

I need a summary of the 520ST:my brother-in-law is about to buy a PC-compatible (ugh!) Unless I can convince him to get the ST. Any help will be appreciated.

Jim

From -600154663171620340
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a8ce6dc9efee8a12,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-18 12:29:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari
Subject: Dvorak bets on ST
Message-ID: <315@pedsgd.UUCP>
Date: Fri, 18-Oct-85 15:29:07 EDT
Article-I.D.: pedsgd.315
Posted: Fri Oct 18 15:29:07 1985
Date-Received: Sat, 19-Oct-85 08:13:57 EDT
Distribution: net
Organization: Perkin-Elmer, Tinton Falls, NJ
Lines: 23

In the latest Infoworld (14 Oct), Dvorak says he thinks the ST will win out over the Amiga. He also talks about the rumored Nat'l Semi 32000-based machines being worked up at Atari; he says that Nat'l wants the business so bad that their people are taking an active hand in getting the 'TT' series designed ('ST' for Sixteen/Thirty-two, referring to the 68000's bus/internal widths vs. Thirty-two^2 for Nat'l part).

Mention is also made of the AMIE sound chip upgrade and a possible 256-color graphics chip upgrade. Couple this with the AT&T deal alluded to in the Washington Post (see the followup to the item I dragged over from net.amiga), and Atari looks real good vs. Commodore.

Now, how soon will this stuff hit the shelves?!?!

Bob Halloran
Sr MTS, Perkin-Elmer DSG
==========
UUCP: {decvax, ucbvax, most Action Central}!vax135\
{topaz, pesnta, princeton}!petsd!pedsgd!bobh
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724
DDD: (201) 758-7000
Disclaimer: They don't know, and they probably don't care.
Quote: "A bored hacker is a dangerous thing!!" -- O. W. Holmes, "Bloom County"

From 3577476091728197981
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1954bd17c39dabb5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-18 12:58:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.PCS 1/10/84; site mtgzz.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtgzz!bds
From: bds@mtgzz.UUCP (b.d.szablak)
Newsgroups: net.micro.atari
Subject: ST internals
Message-ID: <1267@mtgzz.UUCP>
Date: Fri, 18-Oct-85 15:58:31 EDT
Article-I.D.: mtgzz.1267
Posted: Fri Oct 18 15:58:31 1985
Date-Received: Sat, 19-Oct-85 07:31:44 EDT
Organization: AT&T Information Systems Labs, Holmdel NJ
Lines: 10

Question for ST developers:

Does the ST allow you to set the interrupt vectors, and can the ST
generate timed or periodic interrupts?

Any other comments about ST internals would be welcomed as well.

Bruce Szablak

ihnp4!mtgzz!bds

From -688334799852348239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,27491bfbd05fd361
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-18 14:35:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!umcp-cs!eneevax!hsu
From: hsu@eneevax.UUCP (David T. Hsu)
Newsgroups: net.micro.atari
Subject: Re: A400 Keyboard Wiring (diagram)
Message-ID: <391@eneevax.UUCP>
Date: Fri, 18-Oct-85 17:35:52 EDT
Article-I.D.: eneevax.391
Posted: Fri Oct 18 17:35:52 1985
Date-Received: Mon, 21-Oct-85 05:05:52 EDT
References: <851017-140850-1769@Xerox>
Reply-To: hsu@eneevax.UUCP (David T. Hsu)
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 51

Keywords: Radio Schlock; Atari Keyboards; silly earthlings
Summary: Wirin' them keys up

In article <851017-140850-1769@Xerox> Denber.wbst@XEROX.ARPA writes:
>...
>Adapting it for the 400 requires removing the 2 ICs on the board and
>soldering jumpers from the (now) empty holes to the keyboard socket
>in the 400. One can figure out how to do this by reverse engineering
>...
>I went out and bought one of these keyboards (they look quite nice, and
>only $4.95!), but I don't have a TR Manual. Does anyone have the
>information I need to make the connections? Thanks.
>
>   - Michel

I too bought one, and promptly set about in search of my Dec '82 Creative Computing, from which the following matrix is derived. Note that this is the original 400 keyboard circuits; I haven't finished tracing the 1200 keyboard yet to figure which pins go where.

wire #	1	2	3	4	5	6	7	8
9	brk			ctl			both shiftkeys in parallel	
10	7	6	U	Y			N	
11					J	H	spc	
12	8	5	I	T	K	G	M	B
13	9	4	O	R	L	F	,	V
14	0	3	P	E	;	D	.	C
15	<	2	-	W	+	S	/	X
16	>	1	=	Q	*	A	atr	Z
17	bs	esc	ret	tab		cap		

also, there is another set for the system keys

	18	19	20	21
22	reset	opt	selec	start

The article implies that these numbers refer to those of the wiring trunk at the 400's membrane end. I haven't figured out yet the values for the extra pf keys, but it's a pretty good bet that they sit in the blanks for rows 10 and 11.

-dave

--
David Hsu
USnail: Communications & Signal Processing Laboratory
Department of Electrical Engineering
University of Maryland
College Park, MD 20742
BITnet: CF522 @ UMDD

Across the net...
hsu @ eneevax.umd.edu
hsu @ sphinx.ee.umd.edu
hsu @ mustafa.ee.umd.edu
hsu @ umd2.arpa
hsu @ mit-prep.arpa

"You see? You SEE???"

From 2270418267103568840
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-18 14:43:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site tolerant.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!oliveb!tolerant!berry
From: berry@tolerant.UUCP (David Berry)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: Re: DRI agrees to change GEM ; why??
Message-ID: <179@tolerant.UUCP>
Date: Fri, 18-Oct-85 17:43:43 EDT
Article-I.D.: tolerant.179
Posted: Fri Oct 18 17:43:43 1985
Date-Received: Sun, 20-Oct-85 15:15:53 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
<299@ccivax.UUCP> <3251@nsc.UUCP> <533@ihlpm.UUCP>
Distribution: net
Organization: Tolerant Systems, Inc. San Jose, CA
Lines: 17
Xref: watmath net.micro.pc:5668 net.micro.atari:1430 net.micro.mac:3054

>
> My understanding of software copyright law is that someone can produce a program
> with a similar visual look, and as long as no code is pirated from the first
> program, no infringement exists. Otherwise Xerox should certainly sue Apple.
>
Once again, I might remind the net that Xerox can't sue Apple for anything
because Apple licensed the desktop/Small Talk stuff from them and paid
money for it.

    David W. Berry
    [Tolerant still doesn't know what I think and this probably
    isn't what they think...]
--

    David W. Berry
    ...!ucbvax!tolerant!berry

From -4100564414342052924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b81287de1237c3b6
X-Google-Attributes: gid1517c1,public

X-Google-Thread: 142096,99e93ec8906613e4
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-18 14:43:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!mnetor!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: In defense of J. Demar (Bit longer than I wanted)
Message-ID: <855@lsuc.UUCP>
Date: Fri, 18-Oct-85 17:43:59 EDT
Article-I.D.: lsuc.855
Posted: Fri Oct 18 17:43:59 1985
Date-Received: Fri, 18-Oct-85 19:20:04 EDT
References: <869@cvl.UUCP> <297@graffiti.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Distribution: net
Organization: Barrister & Solicitor, Toronto
Lines: 48
Xref: utcs net.micro.atari:1392 net.micro.amiga:417
Summary: Credentials Please ...

In article <297@graffiti.UUCP> peter@graffiti.UUCP (Peter da Silva) writes:
>I think what he means to say is that "DIR" is an external program, like UNIX'
>ls, not a built-in like MS-DOS' "dir". To get a directory in CLI it loads
>a file called ":/c/Dir" and executes it. Since there are disks without CLI *or*
>dir on them, and they do have directories, it's pretty obvious that they're
>not hidden inside a program. Especially not one that's itself 2 levels deep
>in the directory tree. I would like to suggest that Mr. Demar is less than
>well acquainted with the machine...

In this much I think I agree. I've said before on other systems that memory resident utilities aren't always a good idea. It impinges on user memory, whereas generally it's not critical to maximize their speed (sorry, I meant to say 'they impinge'). Most of my day is taken up using terminal emulators and word processing. On my system directory calls take a fair bit of time. It's really not that important.

If you want to razz somebody on this point you can say to them "hey man, don't you ever do any *work* with your computer, what do you do just copy and delete files all day?" -- then duck fast.

>
>And why wasn't net.micro.amiga included in the distribution of this message?
>Maybe because some people who actually *have* an Amiga and understand it are
>more likely to respond to it?
>
>Anyway... you can regain your respect for AMIGAdos. It's not UNIX by any means,
>but it is certainly an improvement over Crummy-Dos, Trash-Dos, Messy-Dos, or
>any of the other little computer "operating systems".

But I have to disagree with this. Have you ever worked on the computers you've just slighted? I don't like Commodore's DOS (I assume

that's the first one you meant), but the Shack's DOS is quite good. In
fact, probably better than the Amiga DOS from what I've heard so far.
I'll reserve judgement. MS-DOS isn't that bad either. It could have
been better, but it's development was originally an outgrowth of CP/M.

     As for other 'little computer "operating systems"', ahem, like
Unix maybe? Or OS-9? I have heard *nothing* which indicates *any*
superiority of AMIGAdos as such over OS-9 in *any* way. But, mainly
remember that even Unix *started* as a small OS. It just grew a lot.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura
Byte Information eXchange: jimomura
Compuserve: 72205,541
MTS at WU: GKL6

From 8572215703345516476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-18 14:58:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rochester.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!rochester!ray
From: ray@rochester.UUCP (Ray Frank)
Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <12454@rochester.UUCP>
Date: Fri, 18-Oct-85 17:58:09 EDT
Article-I.D.: rocheste.12454
Posted: Fri Oct 18 17:58:09 1985
Date-Received: Mon, 21-Oct-85 05:42:11 EDT
References: <3208@nsc.UUCP> <87@druhi.UUCP> <385@ssc-bee.UUCP> <1791@saber.UUCP>
Organization: U. of Rochester, CS Dept.
Lines: 20
Xref: linus net.micro.atari:1367 net.micro.mac:3040

> > > >... Apple has claimed that GEM copied
> > > >"The look and feel" or its Macintosh software and violated Apple's
> > > >copyright. GEM uses, among other things, windowns, drop-down menus, and
> > > >icons that substantially resemble the Mac.
> > >
> > >:From under the bar at Callahan's: Chuq Von Rospach
> >
> > Actually, I believe Apple has applied for a patent on the pull-down window
> > approach. I don't know if the patent has been granted, and, even if it is
> > granted, that may not guarantee the patent would hold up in court.
> >

> > --
> > Mike Eve   Boeing Aerospace, Seattle
> > ...uw-beaver!ssc-vax!ssc-bee!eve
>
I personally do not want to see Apple get a patent for there (Xerox) user
friendly operating system. What we need in the computer world is more
user friendly operating systems, not some small upstart dominating the
whole concept of user friendly machines. Granting a patent will set
computer friendliness back too many years.

From 3506442034328751604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4ae0bed3d6b10fd6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-18 14:58:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site sdcc3.UUCP
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!sdcc3!zz1cb
From: zz1cb@sdcc3.UUCP (zz1cb)
Newsgroups: net.micro.atari
Subject: VT100 for ST: what is out there?
Message-ID: <3039@sdcc3.UUCP>
Date: Fri, 18-Oct-85 17:58:44 EDT
Article-I.D.: sdcc3.3039
Posted: Fri Oct 18 17:58:44 1985
Date-Received: Sun, 20-Oct-85 09:09:28 EDT
Organization: U.C. San Diego, Academic Computer Center
Lines: 9

I am posting this question for a friend who just got an ST and wishes to use
it with his VolksModem to work on the VAX here.

What terminal programs are available now? What do they do? I am interested
in a good VT-100 emulator. We tried the VT-52 DA, but it didn't seem to use
the cursor keys, let alone the keypad, which seems a waste.

Please mail responses to me; if there are enough replies I will post them.
Thanks in advance.

From 3439289066606387860
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,27491bfbd05fd361
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-18 19:19:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!gymble!umcp-cs!eneevax!hsu
From: hsu@eneevax.UUCP (David T. Hsu)
Newsgroups: net.micro.atari
Subject: Re: A400 Keyboard Wiring (followup)
Message-ID: <392@eneevax.UUCP>

Date: Fri, 18-Oct-85 22:19:24 EDT
Article-I.D.: eneevax.392
Posted: Fri Oct 18 22:19:24 1985
Date-Received: Mon, 21-Oct-85 06:05:08 EDT
References: <851017-140850-1769@Xerox> <391@eneevax.UUCP>
Reply-To: hsu@eneevax.UUCP (David T. Hsu)
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 53
Keywords: Atari keyboards; read on bold adventurer
Summary: and now the pin correspondence

Well, I sat up and figured out the pin correspondences so you wouldn't have to. It seems Atari saved space (and wire) by moving those chips to the keyboard, and so now, here is are the translations from the new wiring to the old. Old pin numbers refer to my previous posting.

	new pin #	old posting pin #	
IC #1	14	1	
	1	2	
	2	3	
	15	4	
	4	5	
	13	6	
	12	7	
	5	8	
ribbon pin	#1	9	
IC #2	1	10	
	2	11	
	15	12	
	4	13	
	5	14	
	14	15	
	13	16	
	12	17	
ribbon pins	10	18	reset
	11	19	option
	12	20	select
	13	21	start
	14	22	(common to above)

I believe the matrix is correct, since I've tried at least two intersections for each wire number. Beset by a flakey meter, it took me nearly 20 minutes to confirm my suspicion that old pin 9 was connected to ribbon pin 1.
BTW, ic#1 refers to the one on the left, between the m and comma keys, and just in case somebody doesn't have the red stripe, ribbon numbers are numbered from the spacebar side to the edge.

Get those 400's doing something. NOW!

-dave

--

David Hsu   Across the net...
USnail: Communications & Signal Processing Laboratory   hsu @ eneevax.umd.edu
     Dept of Electr Engr, Univ Md   hsu @ mit-prep.arpa
     College Park, MD 20742   hsu @ umd2.arpa
UUCP: {seismo,allegra}!umcp-cs!eneevax!hsu   BITnet: CF522 @ UMDD

"...YOU can enjoy an EXCITING career as a diesel mechanic..."

From 3085136875568267232
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e937a3008915ece,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-18 20:39:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mitre.arpa!abrams
From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: "Inside info" on why DR is changing GEM
Message-ID: <8510190340.AA07394@mitre.ARPA>
Date: Fri, 18-Oct-85 23:39:54 EDT
Article-I.D.: mitre.8510190340.AA07394
Posted: Fri Oct 18 23:39:54 1985
Date-Received: Sun, 20-Oct-85 04:50:02 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 17

According to a friend close to the industry (quote, unquote), GEM was
designed by a formed Apple employee. When he joined Apple he executed a
standard post-employment agreement. This agreement prohibited him from
implementing look-alike products for some period after he left Apple.

For some reason he didn't inform DR of this agreement. Perhaps he forgot,
perhaps he didn't understand it, perhaps .... In any case, DR was in a
defenseless position and had to accept any quasi-reasonable terms
that Apple offered.

OK, can anybody provide further information?

Sincerely,

 - Marshall D. Abrams, phone: (703) 883-6938
   The MITRE Corporation, 1820 Dolley Madison Blvd.
   Mail Stop W458, Mc Lean, VA   22102

From -4160843636602227487

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f4cfce1941edaf8e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-19 11:50:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site reed.UUCP
Path: utzoo!linus!decvax!tektronix!reed!rosalia
From: rosalia@reed.UUCP (Mark Galassi)
Newsgroups: net.micro.atari
Subject: developer's package
Message-ID: <2023@reed.UUCP>
Date: Sat, 19-Oct-85 14:50:06 EDT
Article-I.D.: reed.2023
Posted: Sat Oct 19 14:50:06 1985
Date-Received: Mon, 21-Oct-85 06:41:14 EDT
Reply-To: rosalia@reed.UUCP (Mark Galassi)
Distribution: net
Organization: Reed College, Portland, Oregon
Lines: 52

[]

I finally got a chance to browse through the ST developer's package. I don't think I saw the full-blown package, missing were docs to "mince", the new editor "micro-emacs", "kermit" (but there are hundreds of pages of docs for "kermit"). Also missing (that I noticed) was the DDT debugger (or whatever name they gave it). Can anyone tell me if I was really missing that stuff or you didn't see it either?

My questions, having used it for a while and read the documentation, is the following:

1) the documentation really points to the OS being based on CP/M68k, there is no mention ever made of MS-DOS (except for when they say that GEM was originally meant for the PC, but can be ported to other architectures). Then why do people here say that it is not a CP/M68k derivative? The compiler-assembler-linker produce CP/M68k executable files, and then there is a utility which converts to GEM applications. Unless there is some other info that I am missing, this seems to say quite convincingly that the OS on the ST comes straight from CP/M68k.

2) Using this system I tried to compile a simple program, it worked fine and fast enough (the floppies on this system are really fast!!), then it assembled (a bit slower, but still fast compared to all compilers I've seen on the Mac with the possible exception of Rascal). Then:

HOW DO YOU INVOKE THE LINKER ON A FILE "hello.o" which uses the documented library function "printf()" and nothing else?

this is what I tried : I installed "link68" as a "tos application with arguments", which means that the program asks me for arguments. Then I called it up giving it as arguments "hello.o". It told me (quite expectably) that "_printf() was unresolved". Then I tried giving it

other files I found on the disk together with "hello.o", for example "gems.o", "acstart.o", "gemlib".... but in those cases it returned to the desktop before I could even see the error message.

    There are a couple of batch files " linka.bat" and "linkb.bat", but both of them want as input file "file.68k" rather than "file.o". In such a case, my question boils down to "how do I get a 'file.68k' rather than a 'file.o' file??????????????".

    Sorry for the long and verbose questions. One last thing is: does this system really not have floats and doubles? The documentation says NO, but then lists the function calls "atof" etc.... Other than this confusion of mine, I think the package is nice to work with and there are a lot of utilities.

     Thank you very much,
                        Mark Galassi
                  ...!tektronix!reed!rosalia
                  ...!tektronix!tekig4!rosalia

From 7206297533414590771
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2811dd137445b39c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-19 15:51:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!xerox.arpa!Fischer.pa
From: Fischer.pa@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Affordable Xerox Star?
Message-ID: <851019-155259-2179@Xerox>
Date: Sat, 19-Oct-85 18:51:00 EDT
Article-I.D.: Xerox.851019-155259-2179
Posted: Sat Oct 19 18:51:00 1985
Date-Received: Sun, 20-Oct-85 06:41:59 EDT
Sender: daemon@ucbvax.ARPA
Reply-To: Fischer.pa@Xerox.ARPA
Organization: The ARPA Internet
Lines: 28

    Good point! However, I like the object-orientation of the STAR Desktop and
    wish that SOMEONE would make it available in a consumer-affordable form,
    since Xerox apparently refuses to do so.

How about $5000 plus a tad more for the software? Xerox Office Systems announced a new 6085 machine a short while ago (month or two). Its a complete redesign of the (previous expensive) hardware that was needed to run Star. There's also a new incarnation of the Star software called

"Viewpoint" (which is even better I'm told, but I never used Star and thus don't have an opinion).

It implements (now) more or less what the Mac office promised. I've seen and used it a few times. The hardware is winning too (but I'm biased). It has a microprogrammable CPU, NOT an Intel series chip, although a slave 80186 acts as an IO processor.

I can dig up and mail an address for more information to anyone who's interested.

(ron)
PS- Although I DO work for Xerox (but in a different division) these opinions are honestly my own and hopefully won't be construed as some kind of commercial nonsense. I personally like getting information about products directly from the people who worked on them (but I did not work on the 6085 or Viewpoint).

From 812175328473173628
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f355dfd2adb5fa37
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-20 07:51:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: Electronic Arts and the Atari ST
Message-ID: <1812@saber.UUCP>
Date: Sun, 20-Oct-85 10:51:41 EDT
Article-I.D.: saber.1812
Posted: Sun Oct 20 10:51:41 1985
Date-Received: Mon, 21-Oct-85 03:43:42 EDT
References: <498@aero.ARPA> <386@aum.UUCP>
Organization: The Houses of the Holy
Lines: 21

> Regarding "Trip's" letter... It is obvious that he feels very threatened
> by the ST as well he might. Unless the Amiga gets a fanatical following
> it will probably not compete with the ST especially with the way the
> ST has caught on in Europe.

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

the story i heard was that Amiga was paying EA to develope S/W, hence the bias on EA's part. Amiga's philosophy seems to be if you spend million on advertising you can sell anything; Atari seems to believe if you save the customer money you can sell anything. i don't know about you but i'll stick with Atari.
--
god bless Lily St. Cyr

-Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From -4740435394545269668
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,78d3129811ec9dec
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 05:01:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: 256K 800xl conversion
Message-ID: <8510211204.AA03312@UCB-VAX>
Date: Mon, 21-Oct-85 08:01:16 EDT
Article-I.D.: UCB-VAX.8510211204.AA03312
Posted: Mon Oct 21 08:01:16 1985
Date-Received: Wed, 23-Oct-85 03:30:29 EDT
References: <851018-064608-1140@Xerox>
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 5

Joe,
I will soon have a 256K upgrade for the 800XL that will make it look like
a 130XE+128K for $99.95. They will be ready in a couple of weeks.
David Young

From 6919376614089161400
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fa10737386c46337
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,b6b09dd4087747
X-Google-Attributes: gid152df8,public
X-Google-Thread: 129c11,b6b09dd4087747
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-10-21 05:27:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!gymble!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro,net.micro.mac,net.micro.atari
Subject: Re: Re: Apple suing people, protection of ideas

Message-ID: <393@eneevax.UUCP>
Date: Mon, 21-Oct-85 08:27:22 EDT
Article-I.D.: eneevax.393
Posted: Mon Oct 21 08:27:22 1985
Date-Received: Wed, 23-Oct-85 06:05:51 EDT
References: <429@imsvax.UUCP> <438@looking.UUCP> <184@circadia.UUCP>
Reply-To: ravi@eneevax.UUCP (Ravi Kulkarni)
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 28
Xref: watmath net.micro:12453 net.micro.mac:3111 net.micro.atari:1458

In article <184@circadia.UUCP> dave@circadia.UUCP (David Messer) writes:
>> Now, if this is the case, doesn't Apple deserve some reward
>> (aside from flattery) for making something that somebody else copied?
>
>Don't forget the Apple stole most of the ideas in the mac (as well
>as quite a few engineers) from XEROX-PARC. Should XEROX sue Apple?
>
>> Now of course Xerox is another story. But the Mac doesn't use the same
>> sort of pictures as Xerox products like the star, and the Mac certainly
>> wasn't claiming to be "like a Xerox".
>
>No, Apple claims to have invented it all themself. Many people
>believe them.
>
>As far as looking like XEROX, take a look at some of the icons and
>compare them to the STAR.

Somebody correct me if I am wrong, but doesn't XEROX sell the AT&T PC
running GEM as their low end office automation machine? If true
apparently XEROX doesn't give much validity to Apple's copyrights,
patents, etc.

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 4967933086975162780
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4958f53b7951c2e9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 05:39:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: news being bounced off arpanet!
Message-ID: <21115@mgweed.UUCP>

Date: Mon, 21-Oct-85 08:39:49 EDT
Article-I.D.: mgweed.21115
Posted: Mon Oct 21 08:39:49 1985
Date-Received: Wed, 23-Oct-85 04:06:02 EDT
References: <846@mcvax.UUCP>
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 5

I had *10* messages waiting for me this morning (Monday) from two
articles I posted last week. All were from mailers that failed.
I'm sure I'll have several more from this posting. :-(

-Kit-

From -2072227421493741839
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 07:35:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site ccvaxa
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!
ccvaxa!preece
From: preece@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Re: DRI, GEM, and Visicalc
Message-ID: <2800012@ccvaxa>
Date: Mon, 21-Oct-85 10:35:00 EDT
Article-I.D.: ccvaxa.2800012
Posted: Mon Oct 21 10:35:00 1985
Date-Received: Wed, 23-Oct-85 06:19:17 EDT
References: <403@ssc-bee.UUCP>
Lines: 47
Nf-ID: #R:ssc-bee.UUCP:-40300:ccvaxa:2800012:000:2495
Nf-From: ccvaxa.UUCP!preece   Oct 21 09:35:00 1985

> If Apple's case against DRI is so good, I would think the case for
> Visicalc against its competitors is even better.

> The reason I bring this up, is that I think the Apple lawsuits (legally
> justified or not) are bad for the consumer. The spreadsheets now are
> vastly superior to the original visicalc. I doubt this would have
> happened if Visicalc could have suppressed competition. /* Written
> 4:28 pm Oct 17, 1985 by eve@ssc-bee.UUCP in ccvaxa:net.micro.atari */

Apples versus oranges. Visicalc's claim might be better (depends on a
lot of things: whether they tried to protect it (by registration or
copyright notice), whether it was protectable (it looks a lot like a
non-automated spreadsheet), how close the clones were (same keystrokes?
same interface actions?)) or it might not. The important question
isn't whether they had a better claim but whether they pursued it.

Copyrights are not enforced by any agency, they're enforced by the holder. I think Apple would have been a lot better off NOT pursuing the GEM similarities (suppose they had told DRI, "You can go ahead as-is, but you have to say 'Desktop interface copyright Apple Computers.' at the bottom of the screen"?).

If we had a real standard for a visual interface we would all be a lot better off. There would be a big market in porting it to other environments. It would gain in respectability. Instead everybody has to try to be enough different that they don't look, at a casual glance, like a Mac (or, presumably, anybody else). That's a waste of effort. Differentiate by features, not by feel.

Apple also ignores another possibility. DRI may spend some time thinking about the interface and come up with enough improvement that in a couple of years Apple has to license features from DRI. After all, DRI is selling across markets and is much better positioned to become a standard. Consider the relative number of PC-clones and of Macintoshes. One would think that Apple's best shot at penetrating the business market might have been to get DRI to license the exact Mac interface. Then in six months, with a significant number of PCs running GEM, the Apple marketing people could have come to corporate accounts saying "Look, your people already know how to use our interface. Why not slip our 68000 behind it -- smaller footprint, higher resolution screen, and a cheap network for department-wide laser sharing."

--
scott preece
gould/csd - urbana
ihnp4!uiucdcs!ccvaxa!preece

From 3163591648806049823
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4958f53b7951c2e9
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,4958f53b7951c2e9
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-21 07:42:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: news being bounced off arpanet!
Message-ID: <1813@saber.UUCP>
Date: Mon, 21-Oct-85 10:42:03 EDT
Article-I.D.: saber.1813
Posted: Mon Oct 21 10:42:03 1985
Date-Received: Wed, 23-Oct-85 04:25:30 EDT
References: <846@mcvax.UUCP> <1954@aecom.UUCP>
Organization: The Houses of the Holy

Lines: 17
Xref: watmath net.micro.atari:1455 net.micro.amiga:457

> > every time I post an article to this group I get a nasty
> > message from a mailer saying that arpanet refused a piece of mail.
> > what is going on?
> > simon@mcvax
>
> Ditto for me, except that it's 4 letters. UCBVAX seems to be the culprit.
> --
me three, is there a workaround ????
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From 427393835029609881
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1954bd17c39dabb5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 07:49:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site riccb.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!riccb!djb
From: djb@riccb.UUCP (Dave J. Burris)
Newsgroups: net.micro.atari
Subject: Re: ST internals
Message-ID: <565@riccb.UUCP>
Date: Mon, 21-Oct-85 10:49:03 EDT
Article-I.D.: riccb.565
Posted: Mon Oct 21 10:49:03 1985
Date-Received: Wed, 23-Oct-85 04:09:18 EDT
References: <1267@mtgzz.UUCP>
Organization: Rockwell Telecommunications, Downers Grove,Il.
Lines: 11

> Does the ST allow you to set the interrupt vectors, and can the ST
> generate timed or periodic interrupts?
>

Yes and yes. There is one programmable timer reserved for applications
programs. There is a BIOS routine that allows you to redefine vectors.

--
Dave Burris
..!ihnp4!ihopa!riccb!djb
Rockwell Switching Systems, Downers Grove, Il.

From 5003282820991637564
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4e7aa69eeac3ca35,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 07:50:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 SMI; site husky.uucp
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!ritcv!husky!jdg
From: jdg@husky.uucp (Jeff Gortatowsky)
Newsgroups: net.micro.atari
Subject: ST termcap entry
Message-ID: <240@husky.uucp>
Date: Mon, 21-Oct-85 10:50:40 EDT
Article-I.D.: husky.240
Posted: Mon Oct 21 10:50:40 1985
Date-Received: Wed, 23-Oct-85 08:12:03 EDT
Distribution: net
Organization: Eastman Kodak Company, Rochester, NY
Lines: 24

< A line in hand is worth two in the bush >

   A while back a good hearted person posted an ST termcap entry.
As our termcap's vt52 entry leaves much to be desired, I was
wonder if that person would either mail it to me or re-post it.
I had saved it, but expunged it when I bought an Amiga. However now
I have the good fortune of owning both. Thanks in advance....

Jeff Gortatowsky   {allerga,seismo}!rochester!ritcv!husky!jdg
Eastman Kodak Company {eagle,astrovax,netword!}sun!sunrise!husky!jdg

These comments are mine alone and do not reflect light very well, therefore
have poor photographic properties and (sh/c)ould not be associated at all
with Eastman Kodak or anyone else at/in this relative space and time.
--
(_O_)

Jeff Gortatowsky   {allerga,seismo}!rochester!ritcv!husky!jdg
Eastman Kodak Company {eagle,astrovax,netword!}sun!sunrise!husky!jdg

These comments are mine alone and do not reflect light very well, therefore
have poor photographic properties and (sh/c)ould not be associated at all
with Eastman Kodak or anyone else at/in this relative space and time.

From -3945683531644673180
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2a0f026c7ce7a85d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 09:12:34 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!seismo!brl-tgr!nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Re: Misc. comments about ST & ST questions
Message-ID: <824@nlm-vax.ARPA>
Date: Mon, 21-Oct-85 12:12:34 EDT
Article-I.D.: nlm-vax.824
Posted: Mon Oct 21 12:12:34 1985
Date-Received: Thu, 24-Oct-85 00:21:17 EDT
References: <757@nlm-vax.ARPA> <21045@mgweed.UUCP>
Reply-To: randy@nlm-vax.UUCP (Rand Huntzinger)
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 16

In article <21045@mgweed.UUCP> kek@mgweed.UUCP (Kit Kimes) writes:
>
>>I feel sorry for those in this
>>newsgroups who have 400/800 machines and have to wade through all
>>of this.
>
...
>Even so, I hope to own an ST some day (probably the 260STD) so I am
>greatful for all the information that is posted here every day on the
>ST line of computers.

My point was not that we should stop talking about the ST on net.micro.atari,
but that one particular discussion (a very partisan comparison of the ST vs.
Amiga) was becoming tiresome. That discussion seems to died down about now,
and I'm looking forward to seeing some more interesting technical discussions
of the ST.

From 16153894000374544
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,27491bfbd05fd361
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 10:20:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site fear.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!greipa!pesnta!amd!amdcad!cae780!weitek!fear!robert
From: robert@fear.UUCP (Robert Plamondon)
Newsgroups: net.micro.atari
Subject: Re: Atari 400 RAM/keyboard upgrade
Message-ID: <284@fear.UUCP>
Date: Mon, 21-Oct-85 13:20:04 EDT
Article-I.D.: fear.284
Posted: Mon Oct 21 13:20:04 1985
Date-Received: Thu, 24-Oct-85 01:14:56 EDT

References: <8510111401.AA10939@mitre.ARPA>
Organization: Weitek Corp. Sunnyvale Ca.
Lines: 11
Summary: Replacing the A400 instead of upgrading

Stores around here (Silicon Valley) are closing out Atari 800XLs at
$69.95, and some ads in Antic have Atari 1200XLs at the same price.
At these prices, it would probably be better to get a new Atari (with
more RAM and a better keyboard) than upgrade the 400.

One company is giving a free atari 1200 with every purchase of an
inexpensive dot-matrix printer!
--

Robert Plamondon
{turtlevax, resonex, cae780}!weitek!robert

From -8636127365327358091
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f4cfce1941edaf8e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 10:35:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!brl-tgr!nlm-mcs!nlm-vax!
randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Re: developer's package
Message-ID: <825@nlm-vax.ARPA>
Date: Mon, 21-Oct-85 13:35:16 EDT
Article-I.D.: nlm-vax.825
Posted: Mon Oct 21 13:35:16 1985
Date-Received: Wed, 23-Oct-85 07:29:36 EDT
References: <2023@reed.UUCP>
Reply-To: randy@nlm-vax.UUCP (Rand Huntzinger)
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 53

In article <2023@reed.UUCP> rosalia@reed.UUCP (Mark Galassi) writes:
>1) the documentation really points to the OS being based on CP/M68k,
>there is no mention ever made of MS-DOS (except for when they say that
>GEM was originally meant for the PC, but can be ported to other
>architectures). Then why do people here say that it is not a CP/M68k
>derivative? The compiler-assembler-linker produce CP/M68k executable
>files, and then there is a utility which converts to GEM applications.
>Unless there is some other info that I am missing, this seems to say
>quite convincingly that the OS on the ST comes straight from CP/M68k.

There are several sets of documentation in the package, two of which document
CPM-68K and GEMDOS. MS-DOS is never mentioned, but the GEMDOS system calls

are almost identical to the corresponding MS-DOS calls. The CPM-68K system calls are indeed present, and the development software present came from CPM-68K; however, you are free to use the more powerful GEMDOS calls.
[NOTE: MS-DOS also includes CPM/86 entry points as a subset]

> HOW DO YOU INVOKE THE LINKER ON A FILE "hello.o" which uses the
> documented library function "printf()" and nothing else?

It sounds like your development kit doesn't contain the same files my does. I have batch files to do most of the linking, but not with the titles you mentioned in your note. [I omitted most of your question above because it is so long] Anyway, the answer is:

    To link a TOS application, the basic command is:

    link68 [u] file.68k=gemstart,file.o,gemlib,osbind
    relmod file

Note that all files should be prefixed with whatever drive they are on unless all the files are on the currently selected drive. You can also substitute gems for gemstart, I think some developer's packages have that name. I don't know for sure if osbind is required. You have to add "libf" to the line if you use floating point. [All this was adequately documented in my package, but you didn't seem to get everything from what you said]. Some of the docs were online (like MicroEmacs and the README file). The latter had the linking docs.

The 68K file is the output of the linker, not it's input. The "_printf" symbol, which you couldn't find, is in gemlib. The relmod program takes the CPM 68K output file converts it into a file TOS can load.

**** Additional Note ****

The big "gotcha" in the developer's kit is the fact that the gemstart module only allocates a total of 1K of stack+heap space. You have to edit and reassemble the source to get any more! If you're like me, and try to keep most of your data on the stack (within procedures), that's just not enough. If you run out, you don't get an error message, you just clobber yourself, so I'd suggest you edit the file to give yourself a more liberal workspace before you start on anything fancier than "hello world".

Randy

From -1229225511641850163
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1954bd17c39dabb5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 11:16:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!xerox.arpa!Felton.PA
From: Felton.PA@XEROX.ARPA
Newsgroups: net.micro.atari

Subject: Re: ST internals
Message-ID: <851021-111649-2924@Xerox>
Date: Mon, 21-Oct-85 14:16:47 EDT
Article-I.D.: Xerox.851021-111649-2924
Posted: Mon Oct 21 14:16:47 1985
Date-Received: Wed, 23-Oct-85 03:41:52 EDT
References: <1267@mtgzz.UUCP>
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 13

I don't have the technical information to answer the question of interrupt vectors with specifics. But, I do know that the ST can change the color registers scan line by scan line just as the Amiga and old Atari 800 could. This is usually done with "periodic interrupts".

I am trying to program the ST in Hippo C with grossly inadequate documentation about the machine. Can anyone tell me how to read the joystick ports. Also, if any one knows, how do you use the BitBlt capabilities.

John

From -2811928840790380136
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,81624ac06ae702e3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 11:21:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site puff.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!uwvax!puff!wirch
From: wirch@puff.UUCP
Newsgroups: net.micro.atari
Subject: Atari's AMY chip
Message-ID: <486@puff.UUCP>
Date: Mon, 21-Oct-85 14:21:52 EDT
Article-I.D.: puff.486
Posted: Mon Oct 21 14:21:52 1985
Date-Received: Wed, 23-Oct-85 07:36:43 EDT
Distribution: net
Organization: U of Wisconsin CS Dept
Lines: 16

I work for the company that bought the AMY chip and sound lab from Atari - Sight & Sound Music Software, Inc.

We bought the chip from Atari this summer. Slightly contrary to what John Dvorak and that editor of Atari Explorer says, S & S owns the chip, but Atari reserved the right to buy them from us at foundry prices.

However, that means they can buy the chip at cost, but the deal says
nothing about software drivers and support, so Atari will have to do
this themselves, or contract someone to do it, if they want to put
it in future computers.

We have an XEM prototype board sitting in a box, gathering dust, up
at the office.

Rick

From 8126857092039067925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,78d3129811ec9dec
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 12:57:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site uiucuxa
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!
uiucuxc!uiucuxa!djk611
From: djk611@uiucuxa.CSO.UIUC.EDU
Newsgroups: net.micro.atari
Subject: Re: 256K 800xl conversion
Message-ID: <9900008@uiucuxa>
Date: Mon, 21-Oct-85 15:57:00 EDT
Article-I.D.: uiucuxa.9900008
Posted: Mon Oct 21 15:57:00 1985
Date-Received: Wed, 23-Oct-85 06:17:40 EDT
References: <427@imsvax.UUCP>
Lines: 2
Nf-ID: #R:imsvax.UUCP:-42700:uiucuxa:9900008:000:58
Nf-From: uiucuxa.CSO.UIUC.EDU!djk611   Oct 21 14:57:00 1985

yes the mod works...be careful when assembling the code

From -2081086137972287951
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,84634a4664af1798,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 13:14:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!decvax!ucbvax!ucdavis!lll-crg!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Music and sound
Message-ID: <1580@uwmacc.UUCP>
Date: Mon, 21-Oct-85 16:14:59 EDT
Article-I.D.: uwmacc.1580
Posted: Mon Oct 21 16:14:59 1985
Date-Received: Tue, 22-Oct-85 16:33:34 EDT

Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 16

<Bug-eater line>

Having come across a short program which creates music using fractals, and motivated by a program a friend found for generating speech-like sounds on an IBM PC (and having heard an Apple II speak in the distant past), I'm currently beginning to attempt to seek out the outer limits of sound capability of the 8-bit Atari's. I'd like to know of any interesting things you may have done, or may have considered doing but never quite got around to, as a starting point for my investigations. Any programs, algorithms, ideas, or whatnot that you may have lying around would be much appreciated. Please respond by e-mail. I'll post a summary if anyone is interested (and if anybody responds).

- joel "vo" plutchak
{allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

From 8924555318694277526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,30cf54dd5e016d16,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 13:58:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!cit-hex.arpa!cel
From: cel@CIT-HEX.ARPA
Newsgroups: net.micro.atari
Subject: Disk drives, etc.
Message-ID: <851021135822.00o@CITHex>
Date: Mon, 21-Oct-85 16:58:22 EDT
Article-I.D.: CITHex.851021135822.00o
Posted: Mon Oct 21 16:58:22 1985
Date-Received: Wed, 23-Oct-85 03:42:26 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 20

I have a certain amount of experience in hooking up extra drives to the Percom...last year I got one of those surplus RX180AB's, and interfaced it without much problem. The same drive was also purchased by friends of mine to hook onto Radio Shack color computers and others. Apple uses a strange disk format/data encoding scheme, but that's all in the controller board and I think the drives are standard.

If you can find a Percom, by the way, BNF Electronics is still selling the RX180's (still in their DEC boxes) .... 2 double density

single sided drives in a very nice cabinet with power supply for
$200 according to the last catalog I have. They're surplus but
brand new. Apparently DEC dumped them when the "stick a micro in
your VT100" campaign flopped.

Drop a line if I can help with more information.

         --Chuck Lane
             cel@cithex (or CIT-HEX for arpa)

From -3038603027065239896
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,372a073dd235d578,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 17:28:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site spice.cs.cmu.edu
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!pt.cs.cmu.edu!spice.cs.cmu.edu!
tdn
From: tdn@spice.cs.cmu.edu (Thomas Newton)
Newsgroups: net.micro.atari
Subject: Re: *Cheap* modems revisited (800 series)
Message-ID: <470@spice.cs.cmu.edu>
Date: Mon, 21-Oct-85 20:28:27 EDT
Article-I.D.: spice.470
Posted: Mon Oct 21 20:28:27 1985
Date-Received: Wed, 23-Oct-85 08:03:42 EDT
Organization: Carnegie-Mellon University, CS/RI
Lines: 7

The Atari 830 modem is just a standard Novation CAT 300-baud acoustic modem
with Atari's name on it. The modem has a DB-25 connector and it comes with
a DB-25 to DB-9 cable which is meant for connecting it to an Atari 850 (the
850's serial ports don't use normal-size connectors).

                                        -- Thomas Newton
                                           Thomas.Newton@spice.cs.cmu.edu

From 1806043136634699112
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,a6549292e6674ba9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 18:13:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!UCB-VAX.BERKELEY!usenet
From: usenet@UCB-VAX.BERKELEY (USENET News Administration)
Newsgroups: net.micro.atari
Subject: (none)
Message-ID: <8510220113.AA18705@UCB-VAX>
Date: Mon, 21-Oct-85 21:13:15 EDT

Article-I.D.: UCB-VAX.8510220113.AA18705
Posted: Mon Oct 21 21:13:15 1985
Date-Received: Wed, 23-Oct-85 03:50:56 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 0

From 8968566759953205938
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a62668805fefd038
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 18:25:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!ritcv!ccivax!guest
From: guest@ccivax.UUCP (What's in a name ?)
Newsgroups: net.micro.atari
Subject: Re: More ST info -Unix?
Message-ID: <321@ccivax.UUCP>
Date: Mon, 21-Oct-85 21:25:36 EDT
Article-I.D.: ccivax.321
Posted: Mon Oct 21 21:25:36 1985
Date-Received: Wed, 23-Oct-85 08:15:45 EDT
References: <388@eneevax.UUCP>
Distribution: net
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 7

>
> Neil Harris who is the publisher of Atari Explorer gave a little
> talk at the local atari users group meeting about the XE and ST
> line of computers. The following are a few interesting tidbits.

An ST developer locally (Users group) said that Atari had just liscenced
SYS-V Unix from AT&T. Can anybody confirm?

From 5233277578939377029
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f727774bf0bdf934
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-21 19:08:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site uiucuxc
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!
uiucuxc!hamilton
From: hamilton@uiucuxc.CSO.UIUC.EDU
Newsgroups: net.micro.atari
Subject: Re: More on PC Itercomm
Message-ID: <21800002@uiucuxc>
Date: Mon, 21-Oct-85 22:08:00 EDT

Article-I.D.: uiucuxc.21800002
Posted: Mon Oct 21 22:08:00 1985
Date-Received: Wed, 23-Oct-85 06:17:52 EDT
References: <534@ihlpm.UUCP>
Lines: 8
Nf-ID: #R:ihlpm.UUCP:-53400:uiucuxc:21800002:000:348
Nf-From: uiucuxc.CSO.UIUC.EDU!hamilton   Oct 21 21:08:00 1985

>The nicest touch is the smooth
>scrolling feature. To get that on an IBM you will have to spend
>a lot of money for an EGA graphics adapter (probably more than the
>cost of an entire 520ST system) and then you would have to wait
>for some software company to write a comm program to support it.

but, why would you want it? smooth crawl is slow!

From 4527048609384102728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d82c91c8d9be49be
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-22 03:40:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site mcvax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!simon
From: simon@mcvax.UUCP (Simon Kenyon)
Newsgroups: net.micro.atari
Subject: Re: ST programs without AES & VDI?
Message-ID: <854@mcvax.UUCP>
Date: Tue, 22-Oct-85 06:40:23 EDT
Article-I.D.: mcvax.854
Posted: Tue Oct 22 06:40:23 1985
Date-Received: Thu, 24-Oct-85 06:14:01 EDT
References: <10613@ucbvax.ARPA> <558@riccb.UUCP> <312@graffiti.UUCP>
Distribution: net
Organization: CWI, Amsterdam
Lines: 5

because 16-bit ints are faster
--
simon kenyon
NSC, Dublin, IRELAND.
simon@mcvax.UUCP

From 7365338036460587674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebde0bb84fc6470f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-22 05:03:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site ark.UUCP

Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!vu44!botter!ark!Raoul
From: Raoul@ark.UUCP (Raoul Boomsma)
Newsgroups: net.micro.atari
Subject: ST Music and MIDI
Message-ID: <565@ark.UUCP>
Date: Tue, 22-Oct-85 08:03:29 EDT
Article-I.D.: ark.565
Posted: Tue Oct 22 08:03:29 1985
Date-Received: Thu, 24-Oct-85 06:14:17 EDT
Reply-To: boomsma@ark.UUCP (Raoul Boomsma)
Organization: VU Informatica, Amsterdam
Lines: 27
Keywords: Sounds, Music, MIDI

And now for something completely different...

I am very interested in the sound and MIDI-features of the
ST, but I have some questions:

- What are the possibilities of the built in music chip and
  what are the builtin GEMDOS system calls to use them?
  I already recovered the sound(x,vol,pitch,oct) and wave()
  calls, but I don't know yet how to use different voices etc.

- Is this chip really as bad as some people suggest? Then I
  would rather use the MIDI-connections, since I have in mind
  to buy a MIDI-synthesizer soon. Anybody knows of some
  (coming) software for MIDI-applications?

I'd appreciate the experiences and opinions of some other (music)-
interested ST-owners. Thanx,

Raoul.

--

  Raoul Boomsma
  Vrije Universiteit
  Amsterdam
  ...!mcvax!boomsma@ark.UUCP

From -714781842073366880
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6ed4e89c23fd7f2c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-22 09:26:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!ssc-bee!eve
From: eve@ssc-bee.UUCP (Michael Eve)

Newsgroups: net.micro.atari
Subject: Re: unix on atari?
Message-ID: <405@ssc-bee.UUCP>
Date: Tue, 22-Oct-85 12:26:45 EDT
Article-I.D.: ssc-bee.405
Posted: Tue Oct 22 12:26:45 1985
Date-Received: Wed, 23-Oct-85 06:33:27 EDT
References: <1223@mhuxt.UUCP>
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 8

Just went to a meeting where the president of atari software, Sigmund
Hartmann, said an Atari Unix machine is on the way (did he say in 5-6
months?) as well as other models with more memory (1 MB or more) and
improved graphics.

--
     Mike Eve   Boeing Aerospace, Seattle
     ...uw-beaver!ssc-vax!ssc-bee!eve

From -3809502916141520945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fa10737386c46337
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-22 10:53:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!xerox.arpa!GMeredith.ES
From: GMeredith.ES@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Apple suing people, protection of ideas
Message-ID: <851022-112944-1102@Xerox>
Date: Tue, 22-Oct-85 13:53:02 EDT
Article-I.D.: Xerox.851022-112944-1102
Posted: Tue Oct 22 13:53:02 1985
Date-Received: Wed, 23-Oct-85 23:59:48 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Organization: The ARPA Internet
Lines: 10

Patents can only be granted for an invention which is clearly "new" and
"not readily obvious to one familiar with the art" based on previous
inventions in the field.

What areas are covered in the Apple patent on the Mac style screen?
Much of what appears has been in use by Xerox, for one, for some time
either on the Alto, where the screen layout for Draw appears to be very
close to that for Mac's graphics, and on the 8010.

Guy

From 8160451323078727429
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e5b7e3443ef567b7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-22 11:10:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!ihnp4!ihlpa!
freak
From: freak@ihlpa.UUCP (c e malloy)
Newsgroups: net.micro.atari
Subject: The Atari 830 modem
Message-ID: <844@ihlpa.UUCP>
Date: Tue, 22-Oct-85 14:10:33 EDT
Article-I.D.: ihlpa.844
Posted: Tue Oct 22 14:10:33 1985
Date-Received: Wed, 23-Oct-85 06:23:25 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 28

> In the October ANALOG, Atari advertises an 830 modem for US$24.99. The
> "Blue Book" (a catalogue of Atari-related things (of unknown
> reliability)) says that this modem requires an 850 interface unit. The
> cheapest I have seen an 850 is about US$100.
>
> - Is the Blue Book right?
> - If so, does this mean the 830 is an ordinary RS232C-to-Bell202 modem,
>   usable on an ordinary (non-Atari) computer or terminal?
> - Is this also true of the 835 that is no longer available from
>   Computer Mail Order (see October ANALOG ad)?

YES!!! IT IS TRUE!!!

In reality the Atari 830 modem is nothing more than a NovaCat 300 baud
modem. It requires the Atari 850 Interface (or other identical device)
to make it work. As for availability, Who Knows? With the exception
of the new Atari ST and XE computers everything else is on a first come
first served basis, since nothing else is being made by Atari, Corp.

From inside the Tesseract of
     Clancy Malloy
     (ihnp4!ihlpa!freak)

| Everyone looked up and realized that we were only tenants of this world; |
| We have been given a new lease, and a warning, from the landlord. |

From 6219597507505527426
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,f381395236e25d3c,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-22 16:23:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2d.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!hou2d!xxajtxx
From: xxajtxx@hou2d.UUCP (A.THANGARAJ)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM
Message-ID: <799@hou2d.UUCP>
Date: Tue, 22-Oct-85 19:23:52 EDT
Article-I.D.: hou2d.799
Posted: Tue Oct 22 19:23:52 1985
Date-Received: Wed, 23-Oct-85 06:30:10 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP>
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 42
Xref: watmath net.micro.pc:5692 net.micro.atari:1463 net.micro.mac:3114
net.micro.amiga:460

<<<<<<<%%%%%%%#######|||||$$$$!!!&&(line^eater)&&!!!$$$$|||||#######%%%%%%%>>>>>>>

The visionary light has gone out of Apple. The company has become yet another short-sighted next-quarter-oriented concern. Does Apple really believe that by forcing DRI to cripple GEMDRAW they are going to sell more MACS? People who buy IBM PCs or compatibles will continue to do so for whatever reasons they buy them today - they are not going to rush out and buy MACS because DRI crippled GEM.

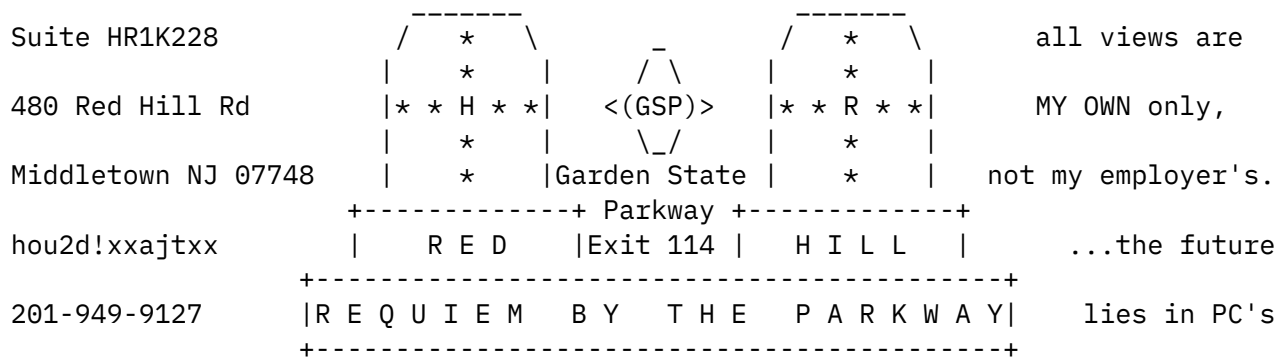
A more visionary Apple might have forseen that GEM, by introducing IBM PC and compatible users to a MAC-like interface, was helping to propagate a standard user interface in the PC industry; in an industry full of incompatibilities, standards are sorely needed, and GEM is/was helping to bring together the MAC world and the IBM compatible world, at least at the user interface level. If only all drawing, painting and desktop programs would confirm to a standard screen display (scroll bars, close boxes, windows of variable size, multiple overlaid windows, etc.) the personal computer industry as a whole would benefit: when users are confronted by a bewildering array of choices, they are turned off and tend to postpone purchase; when faced with an industry standard, they feel more comfortable in going ahead and taking the plunge. This would, in the long run, benefit Apple itself!

Instead, Apple has earned the resentment of personal computer users by its heavy-handed actions. Its efforts at denying user-friendly interfaces for the masses will backfire: Whereas the "MAC-like User Interface" may have soon become the industry standard, displacing anything put out by IBM or Microsoft, Apple has now forfeited that position.

Maybe its not too late. Apple, could you please offer to license your user-interface to all-comers for a nominal sum? You will benefit in the

long run.

....arun.



From 4558005078676029155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5c8f61bbf235a610,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-22 17:39:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.BERKELEY.EDU
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Copying Pac-Man ---
Message-ID: <8510230038.AA00819@UCB-VAX>
Date: Tue, 22-Oct-85 20:39:00 EDT
Article-I.D.: UCB-VAX.8510230038.AA00819
Posted: Tue Oct 22 20:39:00 1985
Date-Received: Thu, 24-Oct-85 00:07:19 EDT
Sender: daemon@ucbvax.BERKELEY.EDU
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 10

> Ok, what if I wrote an exact copy of pacman and then gave it away. Would
> anyone be able to sue me?

They would be able, but unlikely unless you were selling it, or distribution
of your version could be proved to be cutting in on their profits.

-Richard Hartman
max.hartman@ames-vmsb

From -157803690180003192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a477dbdd95b50e90
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-23 04:06:34 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site l5.uucp
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!l5!gnu
From: gnu@l5.uucp (John Gilmore)
Newsgroups: net.micro.atari
Subject: Re: questions : os9,unix,rumors
Message-ID: <213@l5.uucp>
Date: Wed, 23-Oct-85 07:06:34 EDT
Article-I.D.: l5.213
Posted: Wed Oct 23 07:06:34 1985
Date-Received: Fri, 25-Oct-85 01:51:09 EDT
References: <396@ssc-bee.UUCP>
Organization: Nebula Consultants in San Francisco
Lines: 28

In article <396@ssc-bee.UUCP>, ditzel@ssc-bee.UUCP (Charles L Ditzel) writes:
> Does anyone know for a *fact* (as opposed to rumor) if anyone is working
> on porting os9 or some unixlike environment to the ST?

I know for a fact that Atari has a project to port Unix to the ST.
It's not very far along yet but it is real Unix. Jack Tramiel is
negotiating with AT&T to hack back the arcane licensing requirements
so he can afford to sell it cheap and still make a profit.

> There has been a *rumor* drifting about (especially among sales people)
> that Atari is working on module for the ST that will snap into that side
> expansion slot. The rumor continues that the module contains : 1) a full
> 32 bit National Semiconductor chip (NS320xx ?) that becomes the main
> processor (?) and 2) the 68000 thereafter is used for i/o only???? Anyone
> know if this is 1)possible and 2)if anything remotely close to this is
> being worked on?

This is definitely possible but it would be stupid, I think. If
they're going to a 32-bit CPU they should go 68020 since it would be
software compatible. Also if they go to a 32-bit version, they should
let it handle the user interface because (if it's a 68020) it's 2-3
times as fast as the 68000. (Today's buggy National chips are roughly
68000 speed +/- 30%, and their future ones don't touch the 68020.) If
you let the big chip numbercrunch and leave the 68000 moving bits on
the screen, the user interface runs at the same old speed, and face it
guys, what percentage of the time do you crunch numbers versus moving
screen bits anyway? If the 32-bit CPU did both, then both would run
quickly...

From -2533827418451908656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a62668805fefd038
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-23 09:26:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: $Revision: 1.6.2.16 $; site inmet.UUCP

Path: utzoo!linus!decvax!cca!inmet!ted
From: ted@inmet.UUCP
Newsgroups: net.micro.atari
Subject: Re: Re: More ST info -Unix?
Message-ID: <6100009@inmet.UUCP>
Date: Wed, 23-Oct-85 12:26:00 EDT
Article-I.D.: inmet.6100009
Posted: Wed Oct 23 12:26:00 1985
Date-Received: Sat, 26-Oct-85 06:27:27 EDT
References: <321@ccivax.UUCP>
Lines: 7
Nf-ID: #R:ccivax:-32100:inmet:6100009:000:324
Nf-From: inmet!ted   Oct 23 12:26:00 1985

  According to the information I got from an ATARI users group meeting earlier this week, ATARI has indeed brought the rights to the UNIX system-V. Nothing is really known, for sure anyway, about AT&T becoming an OEM for the 520ST, but the possibility exists.
  As an aside, the 520TT (32-bit/32-bit) is in the works!!

From 2491403398397470463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4958f53b7951c2e9
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 143145,22b7726a54e557ec,start
X-Google-Attributes: gid143145,public
X-Google-ArrivalTime: 1985-10-23 12:54:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!sean
From: sean@ukma.UUCP (Sean Casey)
Newsgroups: net.micro.atari,net.news.sa
Subject: Re: news being bounced off arpanet!
Message-ID: <2323@ukma.UUCP>
Date: Wed, 23-Oct-85 15:54:41 EDT
Article-I.D.: ukma.2323
Posted: Wed Oct 23 15:54:41 1985
Date-Received: Thu, 24-Oct-85 01:10:51 EDT
References: <846@mcvax.UUCP> <1954@aecom.UUCP> <1813@saber.UUCP>
Reply-To: sean@ukma.UUCP (Sean Casey)
Organization: The White Tower @ The Univ. of KY
Lines: 37
Xref: watmath net.micro.atari:1476 net.news.sa:195

>Various complaints about arpanet messages sent to usenet people because
>some arpanet machine couldn't contact another to forward a mailing list.

(Put on your asbestos suit. Here it comes.)

This is happening to me too. I once had this happen on net.micro.amiga to

the point where I was getting 8 junk mail messages a day. This happened for two weeks (until the involved computers decided to give up). Frankly, this pisses me off. This is not the way the software should behave. I would think that arpa sites would be more responsible than that. This is not something that needs to be handled on an individual basis. The software needs to be changed to do more intelligent things when a mailing list can't go to a particular machine. The obviously correct thing to do would be to mail notices to the person responsible for the forwarding instead of sending personal mail to the poster of the message. Gatewaying articles into arpanet is a Nice Thing, but this brain-damaged behavior is costing Usenet people a lot of money. They have to pay real phone bills!

I am quite seriously thinking of writing a program to pull such messages out of my mailbox and mail them back to the offending machine. I think maybe if something like that got posted and people started using it then the people responsible would take action to correct it. I wonder how much money has been wasted because of these messages? Think about my case. Eight messages a day containing the entire source of my postings repeated for two weeks. That's 112 junk mails. You want to pay for it? I don't.

(You can remove the asbestos suit now.)

Sean

--

```
-------------------------------------------------------------------------------
Sean Casey                                UUCP:  sean@ukma.UUCP   or
915 Patterson Office Tower                       {cbosgd,anlams,hasmed}!ukma!sean
University of Kentucky                    ARPA:  ukma!sean@ANL-MCS.ARPA
Lexington, Ky. 40506-0027               BITNET:  sean@UKMA.BITNET
-------------------------------------------------------------------------------
```



```
From 3150520502768022836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-Thread: 142096,f381395236e25d3c
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-23 14:49:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ut-ngp.UTEXAS
Path: utzoo!linus!philabs!cmcl2!seismo!ut-sally!ut-ngp!awd
From: awd@ut-ngp.UTEXAS (Andrew W. Donoho)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM
Message-ID: <2523@ut-ngp.UTEXAS>
Date: Wed, 23-Oct-85 17:49:15 EDT
Article-I.D.: ut-ngp.2523
```

Posted: Wed Oct 23 17:49:15 1985
Date-Received: Fri, 25-Oct-85 07:31:57 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP>
Organization: UTexas Computation Center, Austin, Texas
Lines: 15
Xref: linus net.micro.pc:5423 net.micro.atari:1406 net.micro.mac:3103
net.micro.amiga:4337

Many of the folks who are criticizing Apple for givin DRI trouble may
not be aware of what some Apple employees have told me is one reason for
this action. GEM just isn't a good system. The fact that it resembles
the Macintosh/Lisa cosmetically could easily turn a lot of people off
to that whole style of working just because of the inadequacy of
the DRI design/implementation. I don't think that this has any
bearing on the legal issues, but from the standpoint of Apple's
motivation, I find it easy to believe that they would not want what I
(and apparently, they) consider a second-rate "desktop-style" system
to be the standard on many machines. No one is going to switch to a
Macintosh if they are led to believe that GEM is typical of a state of
the art desktop system.

Darin Adler

From -1191722125720939365
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b81287de1237c3b6
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,99e93ec8906613e4
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-23 15:18:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!ut-sally!ut-ngp!shell!
graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: In defense of J. Demar (Bit longer than I wanted)
Message-ID: <349@graffiti.UUCP>
Date: Wed, 23-Oct-85 17:18:22 EST
Article-I.D.: graffiti.349
Posted: Wed Oct 23 17:18:22 1985
Date-Received: Thu, 31-Oct-85 01:35:12 EST
References: <869@cvl.UUCP> <297@graffiti.UUCP> <855@lsuc.UUCP>
Distribution: net
Organization: The Power Elite, Houston, TX
Lines: 33
Xref: linus net.micro.atari:1429 net.micro.amiga:4357

> >Anyway... you can regain your respect for AMIGAdos. It's not UNIX by any means,
> >but it is certainly an improvement over Crummy-Dos, Trash-Dos, Messy-Dos, or
> >any of the other little computer "operating systems".

>
>   But I have to disagree with this. Have you ever worked on the
> computers you've just slighted?

Yes. All of them. As well as ATARI and APPLE. I just haven't thought of any
good slanderous names for theit operating systems yet.

> I don't like Commodore's DOS (I assume
> that's the first one you meant), but the Shack's DOS is quite good. In
> fact, probably better than the Amiga DOS from what I've heard so far.

Not if it doesn't multitask it isn't. If it doesn't multitask it doesn't
qualify for the name "operating system". An operating system should have
a memory manager and a scheduler as well as a file server and device drivers.

> I'll reserve judgement. MS-DOS isn't that bad either. It could have
> been better, but it's development was originally an outgrowth of CP/M.

I rest my case (good thing, too. It was getting pretty heavy).

>   As for other 'little computer "operating systems"', ahem, like
> Unix maybe? Or OS-9? I have heard *nothing* which indicates *any*
> superiority of AMIGAdos as such over OS-9 in *any* way. But, mainly
> remember that even Unix *started* as a small OS. It just grew a lot.

Both of them are real operating systems, instead of "DOS"es. And neither of
them are widely available on a home computer. I know you can get OS/9 on a
CoCo, but I still have yet to see one in action... and it's severely limited
on that little machine. I'd much prefer a 68000 with OS/9 or UNIX, but I'm
not likely to afford one on my budget.

From -3938149598746029274
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6ed4e89c23fd7f2c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-24 05:30:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: $Revision: 1.6.2.16 $; site inmet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!decvax!cca!inmet!ted
From: ted@inmet.UUCP
Newsgroups: net.micro.atari
Subject: Re: unix on atari?
Message-ID: <6100010@inmet.UUCP>
Date: Thu, 24-Oct-85 08:30:00 EDT
Article-I.D.: inmet.6100010
Posted: Thu Oct 24 08:30:00 1985
Date-Received: Sat, 26-Oct-85 19:11:07 EDT
References: <1223@mhuxt.UUCP>
Lines: 6
Nf-ID: #R:mhuxt:-122300:inmet:6100010:000:245
Nf-From: inmet!ted   Oct 24 08:30:00 1985

Atari Corp. has purchased the licence for unix system V, but I don't
really know what they intend to do with it. They may try to host a
derivative on the 520ST or they may target it for the 520TT (32/32bit).
Time will tell...
                        ted@inmet

From 5511198419102157364
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5d1fe4c0db6b94bd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-24 06:59:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lanl.ARPA
Path: utzoo!linus!decvax!decwrl!greipa!pesnta!phri!cmcl2!lanl!dxm
From: dxm@lanl.ARPA
Newsgroups: net.micro.atari
Subject: Is there another keyboard available for the ST?
Message-ID: <32364@lanl.ARPA>
Date: Thu, 24-Oct-85 09:59:59 EDT
Article-I.D.: lanl.32364
Posted: Thu Oct 24 09:59:59 1985
Date-Received: Sat, 26-Oct-85 06:47:29 EDT
Distribution: net
Organization: Los Alamos National Laboratory
Lines: 12

   I am on the verge of buying an ST. I've seen it and was impressed with
   everything except the keyboard, which drove me nuts. *Why* don't
   PC manufacturers *understand* that a good keyboard is invaluable?
   Does anyone know if there is a better 3rd party keyboard made that
   can be attached to the 520_ST?

   Please mail any responses, I'll summarize and post to the net in about
   a week.

   Thanks in advance,
   Doug Miller   ....!ihnp4!lanl!dxm   or   dxm@lanl.arpa

From -4549537132579534576
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5c8f61bbf235a610
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-24 08:03:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2.fluke 9/24/84; site vax2.fluke.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
fluke!kurt
From: kurt@fluke.UUCP (Kurt Guntheroth)
Newsgroups: net.micro.atari

Subject: Re: --- Copying Pac-Man ---
Message-ID: <987@vax2.fluke.UUCP>
Date: Thu, 24-Oct-85 11:03:36 EDT
Article-I.D.: vax2.987
Posted: Thu Oct 24 11:03:36 1985
Date-Received: Fri, 25-Oct-85 04:40:21 EDT
References: <8510230038.AA00819@UCB-VAX>
Organization: John Fluke Mfg. Co., Inc., Everett, WA
Lines: 9

If you copied pac man and gave it away, they can still sue you and sometimes
they do. There are various precedents in the copyright laws where people
were fined substantial (c 10,000 dollar) amounts for photocopying literary
works and posting the copies on bulletin boards. (Watch out Dave Berry
posters...) I am not sure just what has happened in the software world yet.
--
Kurt Guntheroth
John Fluke Mfg. Co., Inc.
{uw-beaver,decvax!microsof,ucbvax!lbl-csam,allegra,ssc-vax}!fluke!kurt

From 2458568558469861797
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6ed4e89c23fd7f2c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-24 08:27:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ptsfa.UUCP
Path: utzoo!linus!decvax!decwrl!Glacier!well!ptsfa!jmc
From: jmc@ptsfa.UUCP (Jerry Carlin)
Newsgroups: net.micro.atari
Subject: Re: unix on atari?
Message-ID: <932@ptsfa.UUCP>
Date: Thu, 24-Oct-85 11:27:15 EDT
Article-I.D.: ptsfa.932
Posted: Thu Oct 24 11:27:15 1985
Date-Received: Sat, 26-Oct-85 07:06:45 EDT
References: <1223@mhuxt.UUCP>
Reply-To: jmc@ptsfa.UUCP (Jerry Carlin-4e750)
Organization: Pacific Bell, San Francisco
Lines: 13

In article <1223@mhuxt.UUCP> rfc@mhuxt.UUCP (CMELIK) writes:
>does anyone know if somebody is porting unix
>to the atari 520 st?
>

According to Computer Systems News, 10/21/85, page 8 Atari has signed
a Unix System V source license. The article states that Unix will
be on the 1040ST (1040??) which "is slated to be unveiled during the
first quarter of 1986" and "on the company's long-promised 32 bit line."
It will not be on the 520ST (unless a third party does it).
--

voice= 415 823-2441
uucp={ihnp4,dual,qantel}!ptsfa!jmc

From -3354523235399053302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,27491bfbd05fd361
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-24 08:52:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2g.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!hou2g!stekas
From: stekas@hou2g.UUCP (J.STEKAS)
Newsgroups: net.micro.atari
Subject: Re: Atari 400 RAM/keyboard upgrade (& cheap machines)
Message-ID: <687@hou2g.UUCP>
Date: Thu, 24-Oct-85 11:52:21 EDT
Article-I.D.: hou2g.687
Posted: Thu Oct 24 11:52:21 1985
Date-Received: Fri, 25-Oct-85 04:14:16 EDT
References: <8510111401.AA10939@mitre.ARPA>, <284@fear.UUCP>
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 15

Sears is selling Ataris real cheap - 600XL for $34.99, and 800XL
for $49.99. Oddly, the prices on the display models had not been
changed for months. One sign for the 800XL read $179.99 and
another $69.99. Is this a sophisticated marketing technique?

Since the 600XL ($35) and 1200XL (free) are so cheap they are
great candidates for modification/augmentation. For about $5
one should be able to bring the 600XL up to 64K giving it 800XL
capability (but no monitor output) in a smaller package. Another
idea is to "compatibalize" the 1200XL by replacing the OS ROM
with 400/800 ROMS (widely and cheaply available).

Has anyone undertaken either of these projects?

Jim

From -8898728738024017043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a62668805fefd038
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-24 09:11:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site shark.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!tektronix!orca!shark!davecl
From: davecl@shark.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: Re: Re: More ST info -Unix?

Message-ID: <1589@shark.UUCP>
Date: Thu, 24-Oct-85 12:11:49 EDT
Article-I.D.: shark.1589
Posted: Thu Oct 24 12:11:49 1985
Date-Received: Sat, 26-Oct-85 05:22:41 EDT
References: <388@eneevax.UUCP> <321@ccivax.UUCP>
Organization: Tektronix, Wilsonville OR
Lines: 8

At an users group meeting in Seattle last Monday attended by some
Atari brass (including Leonard Tramiel) they said that Unix will
be coming in 5-6 months. From my understanding of their answers
to several questions the Unix system will be primarily directed
towards the next ST (the 1040???) but it will run on the 520 if
you have expanded its memory.

dgc

From -6426094417038957862
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a477dbdd95b50e90
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-24 09:20:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site shark.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!tektronix!orca!shark!davecl
From: davecl@shark.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: Re: questions : os9,unix,rumors
Message-ID: <1590@shark.UUCP>
Date: Thu, 24-Oct-85 12:20:06 EDT
Article-I.D.: shark.1590
Posted: Thu Oct 24 12:20:06 1985
Date-Received: Sat, 26-Oct-85 05:23:01 EDT
References: <396@ssc-bee.UUCP>
Organization: Tektronix, Wilsonville OR
Lines: 17

There is a company in Connecticut (CT. Microsystems?) that is seriously
considering porting OS9/68K to the ST. I have not heard whether or not
a final decision has been made yet.

Atari has announced (at least informally; it was at an users group meeting
attended by some of their top executives) that they will be supporting
Unix in 5-6 months.

The 32-bit add on to the ST will attach to the 10 Megabit DMA channel
on the back of the ST. The 68020 is under consideration for the system;
its main drawbacks are compatibility problems for system mode software
(and presumably price).

The "50,000 sales" number is supposedly the rough sales figure for ST's worldwide as of 1-2 months ago.

dgc

From 2410307764344381299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cf7d3da8cfc51b25
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-10 18:19:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site uiucuxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!uiucuxc!uiucuxa!djk611
From: djk611@uiucuxa.CSO.UIUC.EDU
Newsgroups: net.micro.atari
Subject: Re: *Cheap* modems revisited
Message-ID: <9900007@uiucuxa>
Date: Thu, 10-Oct-85 21:19:00 EDT
Article-I.D.: uiucuxa.9900007
Posted: Thu Oct 10 21:19:00 1985
Date-Received: Sat, 12-Oct-85 19:43:26 EDT
References: <804@nmtvax.UUCP>
Lines: 4
Nf-ID: #R:nmtvax.UUCP:-80400:uiucuxa:9900007:000:395
Nf-From: uiucuxa.CSO.UIUC.EDU!djk611   Oct 10 20:19:00 1985

the micro bits mpp 1000e will plug into the 2nd joystick port and will work with everything up too and including an 800xl, i havent got my 130xe yet but will expect it to work with it also....i had some trouble with mine....power spikes coming through the tv and rf modulator would knock the modem off line...loose carrier...anyone else have that problem?...the software is pretty good also

From -6249895963149892372
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,773654a3dd3aae8a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-10 20:45:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!decvax!ucbvax!ucbzooey!c160-3ay
From: c160-3ay@ucbzooey.BERKELEY.EDU (Ranjit Bhatnagar)
Newsgroups: net.micro.atari
Subject: 520ST Sound generation
Message-ID: <10615@ucbvax.ARPA>
Date: Thu, 10-Oct-85 23:45:51 EDT
Article-I.D.: ucbvax.10615
Posted: Thu Oct 10 23:45:51 1985
Date-Received: Sat, 12-Oct-85 06:23:44 EDT

Sender: usenet@ucbvax.ARPA
Reply-To: c160-3ay@ucbzooey.BERKELEY.EDU (Ranjit Bhatnagar)
Organization: University of California, Berkeley
Lines: 13

****

I have read zillions of messages concerning the audio chips of the Amiga,
but nothing about the ST. The ST's I've played with have been absolutely
silent. Is there any sound capability at all? If so, is there an internal
speaker, or must (can) the sounds be played through a stereo or amplifier?
(Does the RGB monitor have a built in speaker?)

...I'll summarize mail responses to the net.

...Ranjit Bhatnagar

From -7195744223999161622
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,754cd31ce762775c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-11 04:30:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!decvax!ucbvax!spice.cs.cmu.edu!Thomas.Newton
From: Thomas.Newton@SPICE.CS.CMU.EDU
Newsgroups: net.micro.atari
Subject: mailing list
Message-ID: <1985.10.11.11.28.57.Thomas.Newton@spice.cs.cmu.edu>
Date: Fri, 11-Oct-85 07:30:16 EDT
Article-I.D.: spice.1985.10.11.11.28.57.Thomas.Newton
Posted: Fri Oct 11 07:30:16 1985
Date-Received: Sat, 12-Oct-85 08:17:32 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 4

Please take me off the mailing list; I can read net.micro.atari directly.

<Sorry for posting this message to info-atari; I tried sending mail to
 info-atari-request but didn't get a reply.>

From -4667749913135722416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,27491bfbd05fd361,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-11 07:00:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!decvax!ucbvax!mitre.arpa!abrams

From: abrams@MITRE.ARPA (Marshall D. Abrams)
Newsgroups: net.micro.atari
Subject: Re: A400 RAM upgrade
Message-ID: <8510111401.AA10939@mitre.ARPA>
Date: Fri, 11-Oct-85 10:00:31 EDT
Article-I.D.: mitre.8510111401.AA10939
Posted: Fri Oct 11 10:00:31 1985
Date-Received: Sat, 12-Oct-85 07:24:27 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 8

I believe it is a 1200XL keyboard. It is not compatible as-is with your
400. Probably you could strip off the components and wire your own
matrix. I didn't find that to be too difficult, but I started with a
clean keyboard.

- Marshall D. Abrams, phone: (703) 883-6938
   The MITRE Corporation, 1820 Dolley Madison Blvd.
   Mail Stop W458, Mc Lean, VA   22102

From -4390924232826034671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,78d3129811ec9dec
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-11 07:10:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: 256K 800xl conversion
Message-ID: <1545@uwmacc.UUCP>
Date: Fri, 11-Oct-85 10:10:10 EDT
Article-I.D.: uwmacc.1545
Posted: Fri Oct 11 10:10:10 1985
Date-Received: Mon, 14-Oct-85 04:09:25 EDT
References: <427@imsvax.UUCP>
Reply-To: oyster@maccunix.UUCP (betty thompson)
Organization: UWisconsin-Madison Academic Comp Center
Lines: 47

In article <427@imsvax.UUCP> bob@imsvax.UUCP (Bob Burch) writes:
>
>   Myself and others are interested in performing the modifications
>   specified in "The Quarter-Meg Atari 800XL" article as featured in
>   BYTE 9/85.   We currently have the necessary parts on order and have
>   acquired the BYTEnet code.
 ...
>   Among our questions are:
>   1) Does this mod actually work?

>   2) Will DOS 2.5 perform the proper bank switching?
>   3) Is there any applicable Public Domain software
>   available?
>   4) and lastly, HELP!!!

   The local Atari user's group Hardware SIG has two working 256K 800XLs.
I saw them demo'd at both the SIG and general meetings. They work;
however, I think they found that the Byte article wasn't 100% accurate,
but since they have the hardware knowledge, have done there own modifications,
and also have modified DOS 2.5 to work properly. The good news is that
we (the User's Group) have made both the circuit diagrams and the DOS
patches Public Domain. I'm not sure how you, as a member of the public,
would go about getting this information, but since I'm here on the net
and a member of the AUG, I'll take names of interested people and see what
I can do. (If you ARE a member of some Atari user's group, it might be easier
to ask your chairman or secretary or whatever to get ahold of my chairman or
secretary or whatever, and request the info. Here's the address:

          Madison Area Atari Users Group (MAAUG)
          Post Office Box 56191
          Madison, WI 53705

Further news: they haven't yet made a 256K 1200XL, but they've opened one
up and said it can be done, but you also have to buy, um, it was either an
Antic or GTIA chip (I forgot which one; probably the former). Also, they
believe it's possible to cram an *extra* 256K into these machines. Yup!
That's 512K! And as the icing on the cake, our chairman, when last seen,
was mumbling something about "Directly accessing memory... forget about
ramdisks... piece o' cake..."

 - joel "vo" plutchak
   {allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

Can you say "opinion"? I *knew* you could!

Disclaimer: the Academic Computing Center, the State of Wisconsin, and the
Madison Area Atari Users Group cannot be held responsible for anything I,
an employee and/or member of said organizations, say, post, or do.

From 5430330782618934604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d82c91c8d9be49be
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-11 07:24:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site riccb.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!riccb!djb
From: djb@riccb.UUCP (Dave J. Burris)
Newsgroups: net.micro.atari
Subject: Re: ST programs without AES & VDI?
Message-ID: <558@riccb.UUCP>
Date: Fri, 11-Oct-85 10:24:51 EDT

Article-I.D.: riccb.558
Posted: Fri Oct 11 10:24:51 1985
Date-Received: Sat, 12-Oct-85 18:31:58 EDT
References: <10613@ucbvax.ARPA>
Distribution: net
Organization: Rockwell Telecommunications, Downers Grove,Il.
Lines: 39

> Has anybody gotton any non-AES&VDI programs to run on the ST? Even
> the following program bombs for me:
>
>   #include <stdio.h>
>   main()
>   {
>   }
>
> I'm linking it with gemstart. I've also tried it with gems. Anybody
> out there know what is wrong?
>
> --Bob Mayo
>
>   ...!ucbvax!mayo
>   mayo@ucbkim.berkeley.edu

Try this:

     link68 [s,u] gemstart,PROG,gemlib,libf

I think that's all of them. I've managed to get a simple program that reads the MIDI port and prints the hex byte to the screen working. The libf library resolves the atof() and etoa() undefined errors.

You also have to be careful when passing arguments because the C compiler does not automatically convert everything to long words when passing arguments on the stack. chars and ints use MOV.W data,(SP)- and pointers and longs use MOV.L data,(SP)-. This can can a crash due to bus errors because if you're not careful you could pick up an invalid pointer.

Don't ask me why they decided to do it this way, probably just to cut down on generated code and improve speed, but it definately will cause problems with LOTS of software that assumes that arguments passed to function are the same size and resized to the proper size by the called function.

--
Dave Burris
..!ihnp4!ihopa!riccb!djb
Rockwell Switching Systems, Downers Grove, Il.

From -8194810568881523811
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cf7d3da8cfc51b25
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-10-11 08:38:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: *Cheap* modems revisited
Message-ID: <1799@saber.UUCP>
Date: Fri, 11-Oct-85 11:38:08 EDT
Article-I.D.: saber.1799
Posted: Fri Oct 11 11:38:08 1985
Date-Received: Sat, 12-Oct-85 20:20:18 EDT
References: <804@nmtvax.UUCP>
Distribution: net
Organization: The Houses of the Holy
Lines: 29

>
>   A while back I posted an article about the Atari modem advertised in
> Computer Mail Order for $30.00 and asked for info. For the folks who
> were wondering, here's a short overview of what all happened....
> Thanx for all the help,
> Patrick H. Madden | "Dan said 'You're a 20-Hack', and I said 'No, I'm not a
> New Mexico Tech | Hack, could you get me a DSR?' and he said 'No, you're a
> Box 2244 | hack.' All I wanted was a DSR, but Dan wouldn't give it
> Socorro, NM 87801 | to me. Just one DSR, and he wouldn't give it to me."
>   -- Sung to the tune of "Institutionalized."
>   {Reality}!cmcl2!lanl!unm-cvax!nmtvax!pickle **I've moved again.   **
>   !ucbvax!unmvax!nmtvax!pickle **So, like now I'm here.**

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
I was just over at the Atari store looking at the $27 modem, it looks good,
it plugs into the serial loop (back of the disk drive) and comes with window
software on disk which allows you to configure, print screen and xfer files
using xmodem protocal, it also has autodial with the ability to save a
directory of numbers. it also comes with a packet of free time on
compu-serve and dow-jones new retrival service. only one down side, best i
can tell its 300 baud only but for $27 who cares !!!!!--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From 2448586563450895783
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,773654a3dd3aae8a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-11 08:58:52 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: 520ST Sound generation
Message-ID: <1800@saber.UUCP>
Date: Fri, 11-Oct-85 11:58:52 EDT
Article-I.D.: saber.1800
Posted: Fri Oct 11 11:58:52 1985
Date-Received: Sat, 12-Oct-85 20:21:40 EDT
References: <10615@ucbvax.ARPA>
Organization: The Houses of the Holy
Lines: 28

>
> ********
>
> I have read zillions of messages concerning the audio chips of the Amiga,
> but nothing about the ST. The ST's I've played with have been absolutely
> silent. Is there any sound capability at all? If so, is there an internal
> speaker, or must (can) the sounds be played through a stereo or amplifier?
> (Does the RGB monitor have a built in speaker?)
>
> ...I'll summarize mail responses to the net.
>
> ...Ranjit Bhatnagar

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
the ST uses a standard video game type chip from GI (general instruments) i
cant remember the number right now but i have the user manual and will be
glad to send you a copy if you wish. it is a 2 voice chip and can produce
music and decent video game type sounds, but sure aint the Amiga or even the
C64 sound chip.
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From -3282591701739247944
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c4ffd117d2154bac,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,c4ffd117d2154bac,start
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,c4ffd117d2154bac,start
X-Google-Attributes: gid142096,public

X-Google-ArrivalTime: 1985-10-11 09:49:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site iddic.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
orca!iddic!richr
From: richr@iddic.UUCP (Rich Rodgers)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Facts (and a challenge)
Message-ID: <2231@iddic.UUCP>
Date: Fri, 11-Oct-85 12:49:40 EDT
Article-I.D.: iddic.2231
Posted: Fri Oct 11 12:49:40 1985
Date-Received: Sun, 13-Oct-85 04:37:36 EDT
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 116
Xref: watmath net.micro.amiga:368 net.micro.atari:1340 net.micro.mac:2930

*** REPLACE THIS LINE WITH YOUR RESULTS ***

Some Facts:

The Amiga reads a 32K file in
     4.39 seconds

The Amiga writes a 32K file in
     6.20 seconds

The Amiga draws
     142,020 pixels/second

A Challenge
     Do the following tests on your favorite computer, and POST the results.
     May the best computer win!!!

The Algorithms:

The following algorithm was done on the Amiga with the native Lattice C
Compiler. It writes 64 512 byte buffers, then reads 64 512 byte buffers.

```
for (i = 0; i < 512; i++) p[i] = 'a';
fp = fopen("df0:data", "w");
CurrentTime(&Seconds, &Micros);
for (i = 0; i < 64; i++)
  nact = fwrite(p, 512, 1, fp);
ret = fclose(fp);
CurrentTime(&Seconds2, &Micros2);
printf("%d %d %d %d", Seconds, Seconds2, Micros, Micros2);

fp = fopen("df0:data", "r");
CurrentTime(&Seconds, &Micros);
for (i = 0; i < 64; i++)
  nact = fread(p, 512, 1, fp);
```

```
ret = fclose(fp);
CurrentTime(&Seconds2, &Micros2);
printf("%d %d %d %d", Seconds, Seconds2, Micros, Micros2);
```

A while back the following message was posted to net.micro.mac:

```
>From: saldana@cernvax.UUCP (saldana)
Newsgroups: net.micro.mac
Subject: Mac line drawspeed
Message-ID: <198@cernvax.UUCP>
Date: 9 Aug 85 00:56:15 GMT

I made a benchmark to find out how many pixel/sec a Mac
could draw. I also ran the same benchmark on the Apollo
workstations we have.

Algorithm:
/* draw 8000 vectors of 200 pixels long with a skew. set by offset */

x1 = 100 - offset;
y1 = 100
x2 = 100 + offset
y2 = 300

for (i = 0; i < 20; i++) {
        PenPat(black);
        for (j = 0; j < 200; j++) {
                MoveTo(x1, y1);
                LineTo(x2, y2);
                x1++;
                x2++;
        }
        PenPat(white);
        for (j = 0; j < 200; j++) {
                MoveTo(x1, y1);
                LineTo(x2, y2);
                x1--;
                x2--;
        }
}



results:

****************** Rich Rodgers Amiga results ******************************

Amiga (68000, Lattice C)
                   offset = 0    139,542 pix/sec
                          = 1    142,020 pix/sec
                          = 20   142,020 pix/sec
                          = 100  142,020 pix/sec
```

****************** Rich Rodgers Amiga results ******************************

```
Mac (68000, Aztec C)            offset = 0     121000 pix/sec
                                       = 1       8500 pix/sec  !!!
                                       > 1       8500 pix/sec  !!!

Apollo DN300 (68010, domain C)  offset = 0      83000 pix/sec
                                       = 1      69500 pix/sec
                                       = 20     68500 pix/sec
                                       = 100    60000 pix/sec

Apollo DN550 (68010+graph.processor)   = 0     327000 pix/sec
                                       = 1     327000 pix/sec
                                       = 20    327000 pix/sec
                                       = 100   327000 pix/sec
```

Fons Rademakers

p-mail: EP Division
        CERN
        CH-1211 Geneva 23
        Switzerland
e-mail: ...{seismo,philabs,decvax,...}!mcvax!cernvax!saldana

--

Rich Rodgers

tektronix!iddic!richr

From 6041298054280722579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,36ba70b61c68f2a3,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,36ba70b61c68f2a3,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-11 09:50:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!seismo!uwvax!uwmacc!rick
From: rick@uwmacc.UUCP (the absurdist)
Newsgroups: net.micro.mac,net.micro.atari
Subject: Re: DRI agrees to change GEM
Message-ID: <1551@uwmacc.UUCP>
Date: Fri, 11-Oct-85 12:50:37 EDT
Article-I.D.: uwmacc.1551
Posted: Fri Oct 11 12:50:37 1985
Date-Received: Mon, 14-Oct-85 06:23:02 EDT
Reply-To: rick@maccunix.UUCP (Rick Keir)
Distribution: net
Organization: UWisconsin-Madison Academic Comp Center
Lines: 24

Xref: watmath net.micro.mac:2947 net.micro.atari:1355

[sacrifice to line eater bug -- patent pending]

Yesterday I got a first hand example of why Apple is upset about
GEM. I was out at one of the national computer chain's store
here in town, and found all the Macintosh software shoved in
with the IBM versions of GEM software.

I went to 3 other stores, where they barely seemed to have heard
of the Macintosh (but were happy to sell me all the copies of
1-2-3 I could handle).

While they may not be justified in claiming the "look" as a
thing which can be owned (tho there *is* some legal precedent for
such claims), they are certainly justified in
worrying about people thinking it runs on a Macintosh.
Every week I talk to people who want to know if you can put
a Macintosh disk into an Apple II, or if their old Commodore
software can work on an IBM PC.
--
"PCs do not fit comfortably in the DEC computing environment".
         -- from an ad for "Logicraft" in Digital Review
Rick Keir -- MicroComputer Information Center, MACC
1210 West Dayton St/U Wisconsin Madison/Mad WI 53706
{allegra, ihnp4, seismo}!uwvax!uwmacc!rick

From -8415046724331017791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7d111cd4cb1fe5ba,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-11 10:28:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cvl.UUCP
Path: utzoo!linus!decvax!decuac!cvl!gyuri
From: gyuri@cvl.UUCP (Gyorgy Fekete)
Newsgroups: net.micro.atari
Subject: how to find built-in commands to COMMAND.PRG
Message-ID: <868@cvl.UUCP>
Date: Fri, 11-Oct-85 13:28:41 EDT
Article-I.D.: cvl.868
Posted: Fri Oct 11 13:28:41 1985
Date-Received: Sat, 12-Oct-85 08:24:31 EDT
Distribution: net
Organization: Computer Vision Lab, U. of Maryland, College Park
Lines: 15

Article 1173 of net.atari inquires:

     Does anybody know of any other built-in commands
     within COMMAND.PRG ...?

I found them all using DUMP68 COMMAND.PRG. Look int the right column as it scrolls by.
--
Gyorgy Fekete --- University of MD, Computer Vision Lab, (301) 454-4526

gyuri@cvl.{ARPA,CSNet}

...seismo \
...allegra +-- !umcp-cs!cvl!gyuri.UUCP
...brl-bmd /

From 4301894960095090916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b81287de1237c3b6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-11 10:30:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cvl.UUCP
Path: utzoo!linus!decvax!decuac!cvl!gyuri
From: gyuri@cvl.UUCP (Gyorgy Fekete)
Newsgroups: net.micro.atari
Subject: In defense of J. Demar (Bit longer than I wanted)
Message-ID: <869@cvl.UUCP>
Date: Fri, 11-Oct-85 13:30:51 EDT
Article-I.D.: cvl.869
Posted: Fri Oct 11 13:30:51 1985
Date-Received: Sat, 12-Oct-85 08:24:46 EDT
Distribution: net
Organization: Computer Vision Lab, U. of Maryland, College Park
Lines: 80

In response to the flame to John Demar's comments,

John Demar (JD):
     The ST brings in a 32K file
     in less than 4 seconds, including drive start up,
     directory search, etc. The Amiga takes almost 20 seconds!!

Gary Girzon (GG):
     That is just not true! The BYTE Basic benchmark for reading and
     writting a 64k file takes 25 seconds. And this is in basic!
     Please check or tell us how you arrived at these figures.

JD: I'm a software/hardware developer and an electronics engineer.
     I've seen and used computers from $50 to $5Million and have designed
     VLSI chips for 6 years at GE until starting my business last year.
     So, the following is said from technical expertise and not
     first-impression judgments from marketing "fluff"...
     I own (or have owned) both the Atari 520ST and Amiga PC. I've given
     them both a good bit of work and inspection, including o/s design and
     hardware architecture. Here are some facts and my conclusion:...

I: Under these circumstances I tend to believe Demar more so than BYTE.
    Without citing, I have read some of Byte's previous benchmarks, that
    were misleading, but this is really irrelevant.
    By the way, Is this J. Demar the same J. Demar who wrote some of those
    Blackburg series books?

JD(cont):...the amiga has a non-standard disk configuration and does
    much of the disk support in software (ie. slow). The drives have
    slightly more capacity than the the ST's DS drives (880K to 720K) but
    this is at the expense of speed. The Amiga directory format (or
    lack of) is done much like a commodore-64. In fact, to get a
    directory, the Amiga goes out and finds a program called DIR,
    loads it and goes back searching!

I: If that is true, I have lost all respect for AmigaDOS.

GG: ...Unless the ST has some sort of dual-ported RAM, the screen data
    must come from the same data bus in the ST as well.

JD: ..First, there are a pair of chips working together to optimize
    data bus and screen data access. The memory controller
    prefetches 16-bit data directly for the 68000 and also places
    screen data onto a separate bus for the screen refresh chip. This
    operation only steals 8-18% of the available true CPU time.

GG: If you measure a computer's worth by the number of chips,
    you might as well pick an IBM over a Mac. Perhaps the custom chips
    in the AMIGA are better integrated to perform several functions in one
    chip. Thus you do not need MORE chips if three can do the job.

I: non sequatur (sp?)

JD: In the low res mode, those fantastic graphics chips
    steal almost 70% (yes!) of the possible CPU time that the 68000
    could be using to do real computer things like calculate,
    move/sort data...

GG: How does one arrive at the magic 70% time figure? Also, the 68000
    in the Amiga does not draw lines, polygons or fill areas.
    It is done by one of the coprocessors. SO the 6800 (???) can
    do "real" computer things.

I: I would also like to know how Demar got the 70% figure.

JD: The windows are poorly configured and move with flicker.

GG: They do? Not in my AMIGA.

I: Maybe they do in his AMIGA.

Sorry for the redundancy in the quotes.
--
Gyorgy Fekete --- University of MD, Computer Vision Lab, (301) 454-4526

gyuri@cvl.{ARPA,CSNet}

...seismo \
...allegra +-- !umcp-cs!cvl!gyuri.UUCP
...brl-bmd /

From 8892079190274897222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c3382e12e0177d99,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-11 11:27:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!xerox.arpa!Fischer.pa
From: Fischer.pa@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Digital Sampling Software for the S
Message-ID: <851011-112746-2809@Xerox>
Date: Fri, 11-Oct-85 14:27:00 EDT
Article-I.D.: Xerox.851011-112746-2809
Posted: Fri Oct 11 14:27:00 1985
Date-Received: Sat, 12-Oct-85 20:11:57 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 12

The ST would make a nice sampler if it had enough resolution. The
Emu-lator for instance has 12 bit resolution, the ST only 8 (but, was it
the old Atari machines that had a 16 bit playback mode?). Of course the
68000 at 8MHz is pretty powerful; one could imagine a trivial board that
would do adequate conversion.

Bear in mind that the ST gives you the inexpensive part of a
synthesizer, the board with the chips on it. A keyboard instrument
usually also has a keyboard. Good ones are expensive. Unless you'd
like to play your next piece on a QWERTY?

(ron)

From 5490832698013237320
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,94bfd71e0535f2cc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-11 11:44:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!druhi!lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari
Subject: Re: ST Developer's Kit

Message-ID: <120@druhi.UUCP>
Date: Fri, 11-Oct-85 14:44:27 EDT
Article-I.D.: druhi.120
Posted: Fri Oct 11 14:44:27 1985
Date-Received: Sat, 12-Oct-85 18:49:30 EDT
References: <496@aero.ARPA>
Organization: AT&T Information Systems Laboratories, Denver
Lines: 25
Keywords: ST Development Kit Contents, Comments

>Software development is almost unbearable with only one drive,
>but with one drive and a RAM disk it gets quite nice.
>
>
>-------------------------
>the opinions expressed above do not represent my company or even somebody
>else's company, etc., etc.
>
>Lee Mendoza, The Aerospace Corporation, Los Angeles, California

Could you please post more information about your RAM disk?
In particular I would like to know what you did for a memory upgrade -
did you buy a kit or was it a homebrew project?
Also, where did you get the software for the RAM disk? Is someone selling
it, or did you write it yourself?

Sorry for all of the questions, but I am getting my developers kit next week
and I need all the information that I can get. Any pointers would be
appreciated.

Thanks in advance,

Barry Locklear
AT&T Information Systems Labs
ihnp4!druhi!lbl

From -322165810571689770
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,de464782c8fb299,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-11 11:56:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!mtuxo!drutx!druhi!lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari
Subject: any more memory upgrade news?
Message-ID: <119@druhi.UUCP>
Date: Fri, 11-Oct-85 14:56:05 EDT
Article-I.D.: druhi.119
Posted: Fri Oct 11 14:56:05 1985
Date-Received: Sat, 12-Oct-85 18:48:37 EDT

Organization: AT&T Information Systems Laboratories, Denver
Lines: 13

A couple of weeks ago a news article appeared in this newsgroup concerning
a 1MB memory upgrade board that someone was going to build and sell.
This board would be upgradeable to a 4MB expansion when 1Mbit chips
become readily available. The artice consisted of some correspondence
that had taken place on Compuserve. This product was to have been
available sometime in October.

Does anyone have any more news of this development? I, for one,
would be very interested in such a product.

Barry Locklear
AT&T Information Systems
ihnp4!druhi!lbl

From 7743471718386296549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2abff5e70b3bb832,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,2abff5e70b3bb832,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-11 15:00:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site alice.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!aer
From: aer@alice.UucP (A. E. Rosenberg)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: more Amiga vs. ST (ST)
Message-ID: <4421@alice.UUCP>
Date: Fri, 11-Oct-85 18:00:29 EDT
Article-I.D.: alice.4421
Posted: Fri Oct 11 18:00:29 1985
Date-Received: Mon, 14-Oct-85 03:21:00 EDT
Organization: Bell Labs, Murray Hill
Lines: 59
Xref: watmath net.micro.amiga:372 net.micro.atari:1341

(To add more fuel to the Amiga vs. Atari 520ST debate.)

Excerpted from the November _Creative Computing_, in
"Outpost: Atari" - of all places:

   "After months of waiting for my new Atari 520ST system, it arrival was
almost anticlimactic.... As with any new computer product, the first units
would have more problems and less software than more established machines.
The price would no doubt be higher at first...."

   "...As I hooked up the system and turned it on, my disinterested facade
began to crumble. Since the operating system is not yet available in ROM,
I had ample opportunity to check the transfer speed of the disk drive as it

loaded TOS from disk. The ST loaded the entire 200K+ file in about 25 seconds...."

"[Author states the monochrome screen is very nice...]"

"Unfortunately, the feeling of euphoria did not last long, as I realized I had no way toput the ST through its paces. The only software I had was Logo- a version so slow that I wondered if the interpreter was written in Logo. The fact that I had sprung $1700 to buy the developer's package hardly made me better off than the average buyer. Although the package came with development software like a C compiler and assembler, it was essentially useless out of the box, because the text editor needed for writing programs was to be sent out later by the manufacturer (apparently much later, since six weeks after getting the machine, I'm still waiting.)

"Moreover, the celebrated 6" stack of documentation that comes with the development package turned out to contain more hints than answers. The bulk of the material consisted mainly of photocopies of Digital Research document-ation, that, though somewhat related to the machine, was by no means ST specific

These included a CP/M 68K manual and the full manual for development of GEM on the IBM PC. Only a few pages of the documentation came from Atari, including some sketchy material on the BIOS routines, the keyboard, printer codes, and source code listing for the boot ROMS. Of the 1500 or so pages included, more material was devoted to the Kermit protocol file transfer program than to the ST."

What I mean to say by all this is... a $1700 ST development system like that presented above is by *no means* superior to a comparable $1700 Amiga Developer's system. A lot of 'Atarians' though have spat hellfire, though, trying to substantiate that claim.

The ST appears to be a nice, homey monochrome, and some-color graphics machine, when compared to the more expensive, but certainly more powerful Amiga. ST drives really are slower, and hold less- than the Amiga's- no matter what some 'special' people say.

Both of the speed problems, as an example, will probably be fixed once the software of both machines can get a decent looking over by technicians who were rushing the machines to the marketplace.

D. Rosenberg @ ATT/BTL Murray Hill "These Are... My Opinions."
uucp: ..!ihnp4!alice!aer

From -5319260356506527983
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fa10737386c46337,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-11 15:02:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.1 6/24/83; site imsvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!seismo!elsie!imsvax!ted
From: ted@imsvax.UUCP (Ted Holden)
Newsgroups: net.micro.atari
Subject: dog in manger
Message-ID: <429@imsvax.UUCP>
Date: Fri, 11-Oct-85 18:02:55 EDT
Article-I.D.: imsvax.429
Posted: Fri Oct 11 18:02:55 1985
Date-Received: Mon, 14-Oct-85 06:18:43 EDT
Organization: IMS Inc, Rockville MD
Lines: 26

The October 7 issue of Infoworld carries an article on the Apple-DRI affair which notes that:

> "DRI has agreed to pay an undisclosed monetary settlement to Apple as well as provide programming services for Apple at a reduced rate."

The article also notes the observation of Batteries Included's Michael Reichmann that:

> "Apple is going after everybody. Commodore and Amiga, Microsoft for Windows - even Mouse Systems for PC Paint, because it looks like MacPaint."

Unless I am missing something, it appears to me that Apple is giving up on attempting to compete in the American small computer market, for which it very obviously lacks the brains and talent, and simply intends to survive by preying upon and extorting money from companies such as Atari and Commodore which have no such lack.

THE 64,000 DOLLAR QUESTION: Is anybody from Xerox reading this? I would, upon recieving a request from an official representative of Xerox, gladly donate $25 to a fund to be used for the purpose of suing Apple for their flagrant copying of the "look and feel" of the 8010 Star. I could very easily justify such a donation as an investment in the American free-enterprise system.

From -8438616514000296 79
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,be6c407da685f62a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-11 15:11:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site alice.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!aer
From: aer@alice.UucP (A. E. Rosenberg)
Newsgroups: net.micro.atari
Subject: Re: ST problems vs. Amiga problems

Message-ID: <4422@alice.UUCP>
Date: Fri, 11-Oct-85 18:11:48 EDT
Article-I.D.: alice.4422
Posted: Fri Oct 11 18:11:48 1985
Date-Received: Mon, 14-Oct-85 03:21:15 EDT
References: <1692@islenet.UUCP>
Organization: Bell Labs, Murray Hill
Lines: 4

And in an ST article in _Creative Computing_...

"The more I rebooted the machine [ST], the more it crashed."

From 1991200373185809408
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1249e54f2f7eb0c8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-11 23:35:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 UW 5/3/83; site uw-june
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!uw-june!
rling
From: rling@uw-june (Robert Ling)
Newsgroups: net.micro.atari
Subject: Mysterious Errors on ST
Message-ID: <364@uw-june>
Date: Sat, 12-Oct-85 02:35:41 EDT
Article-I.D.: uw-june.364
Posted: Sat Oct 12 02:35:41 1985
Date-Received: Sun, 13-Oct-85 04:37:22 EDT
Organization: U of Washington Computer Science
Lines: 16

A week or two ago, someone posted an article describing errors during
start-up of the ST. I had the same problems when I first got my ST; a
row of little bugs would appear across the middle of the screen and
everything stopped. One POSSIBLE explanation for this is that the disk
is too close to the video monitor.

In an article re-posted to the net concerning the use of 5.25" floppies on
the ST, the author mentioned that the ST video monitor puts out unusally
high magnetic fields. This might affect the read/write heads on the drive.

I had my floppy drive right next to the monitor when I got these errors
and after I moved the drive a foot or so away from the monitor I have
not had any more problems.

- Robert Ling <rling@uw-june.arpa>

From -9027527571048633323

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b752b0c09679627f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,b752b0c09679627f
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-12 01:32:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rochester.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!seismo!rochester!parker
From: parker@rochester.UUCP (Clint Parker)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: re: Amiga and ST (important comparisons?)
Message-ID: <12285@rochester.UUCP>
Date: Sat, 12-Oct-85 04:32:06 EDT
Article-I.D.: rocheste.12285
Posted: Sat Oct 12 04:32:06 1985
Date-Received: Mon, 14-Oct-85 06:25:58 EDT
References: <377@eneevax.UUCP> <219@cirl.UUCP>
Distribution: net
Organization: U. of Rochester, CS Dept.
Lines: 79
Xref: watmath net.micro.atari:1356 net.micro.amiga:383

> In response to John Demar's comments,
>
> *FLAME ON:
> >
> > In the low res mode, those fantastic graphics chips
> > steal almost 70% (yes!) of the possible CPU time that the 68000 could be
> > using to do real computer things like calculate, move/sort data, and
> > plot graphics on your screen.
>
>   How does one arrive at the magic 70% time figure? Also, the 68000
> in the Amiga does not draw lines, polygons or fill areas. It is done by
> one of the coprocessors. SO the 6800 can do "real" computer things.
>
> > Since the complicated screen data for the
> > Amiga must come from the same ram on the same bus as the CPU, there are
> > excessive wait-cycles imposed on the 68000.
>
>   Unless the ST has some sort of dual-ported RAM, the screen data
> must come from the same data bus in the ST as well.
>
> >   Inside the ST, you will find MORE custom IC's than the Amiga and MORE
> > powerful chips 'off the shelf' than the Amiga. This adds up to a real
> > optimized, fast and versatile computer.
>
>   If you measure a computer's worth by the number of chips,
> you might as well pick an IBM over a Mac. Perhaps the custom chips
> in the AMIGA are better integrated to perform several functions in one
> chip. Thus you do not need MORE chips if three can do the job.
>

> > The ST brings in a 32K file
> > in less than 4 seconds, including drive start up, directory search, etc.
> > The Amiga takes almost 20 seconds!!
>
>   That is just not true! The BYTE Basic benchmark for reading and
> writting a 64k file takes 25 seconds. And this is in basic! Please check
> or tell us how you arrived at these figures. The Atari may be faster in
> disk accesses for some operations, but please do not misrepresent the
> Amiga.
>
> > The windows are poorly configured and move with flicker.
>
>   They do? Not in my AMIGA.
>
> I feel that if one is to compare the AMIGA and the ST, at least one should
> have used them both. I get a feeling from the previous article that you
> have only used an ST and have ignored the AMIGA. While the ATARI hardware
> is glorified, we do not hear much about the inner workings of the AMIGA.
> I have not used an ST, so I cannot really compare the two architectures.
> The ST, however, does not have any expansion slots. All that is
> available is the DMA slot which is a byte wide interface. Thus to
> expand the ST requires a hardware hack. The ST does not offer an
> alternative to GEM for a "real" user environment. Icons may be more user
> friendly for applications, but real software development is much more
> efficient given a "shell" environment.
>
> I think the Amiga speaks for itself (no pun intended). If there is a
> problem with the AMIGA (I am surprised it was never mentioned) is the
> non-interlace screen resolution. The ST wins hands down with a 640 by 400
> text display.
>
> *FLAME OFF
>
> UUCP: ...{ihnp4,harvard}!think!cirl!gary

Funny, you complain 'that if one is to compare the AMIGA and the ST, at
least one should have used both', but you say you don't have an ST, so how
can you compare the two. I talked to John about this (before I saw this
message) and I can tell you that he had both machines and did side by side
comparisons. AMIGA user's might not like to hear it, but the ST is faster
(at least in raw computing power, it remain to be seen how graphic programs
would compare, but I would put my money on the ST for most aplications due
to the AMIGA losing so many cycles for commands to the graphics chips). I
don't have any direct experience with the AMIGA, so I can't make any direct
claims. I think there is a place for both machines, but I'm putting my money
on (an into) the ST.

       - Clint

These are my own opinions and those of my employer :-)

From -3366918896373962827

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,7dccdd2ffc405d23,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-12 06:59:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!ut-sally!ut-ngp!shell!graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM ; why??
Message-ID: <290@graffiti.UUCP>
Date: Sat, 12-Oct-85 09:59:54 EDT
Article-I.D.: graffiti.290
Posted: Sat Oct 12 09:59:54 1985
Date-Received: Tue, 15-Oct-85 06:41:11 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
<299@ccivax.UUCP>
Distribution: net
Organization: The Power Elite, Houston, TX
Lines: 16
Xref: linus net.micro.pc:5333 net.micro.atari:1305 net.micro.mac:2937
net.micro.amiga:4252

> I find it rather hard to believe that Apple would really have a case against
> DRI. Anyone who has worked with "Object Oriented" systems like the Mac,
> and "Action Oriented" systems like the PC, Un*x, CP/M... knows how difficult
> it is to get "Dynamic Run-time Binding" from the "Action Oriented" systems.

Could you clarify this point? I was under the impression that the Mac operating system was simply a standard CP/M like system with a BIOS/BDOS (whatever they call the DOS), a CCP (the finder), and a TPA. The way Switcher works (almost exactly like DoubleDos on the IBM) makes this painfully obvious. I was also under the impression that an Object Oriented system would be capable of many things the Mac isn't able to do, such as allowing an arbitrary number of co-resident programs ala SmallTalk, which would of course make Switcher rather redundant. Are you implying that the Mac is an Object Oriented system of the SmallTalk genre, as well as having a SmallTalk-like user interface?

Also, what is an "Action Oriented" system in this context?

From 7531723717991772789
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cc750712ffde8914,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-12 09:13:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!mit-multics.arpa!Hess
From: Hess@MIT-MULTICS.ARPA
Newsgroups: net.micro.atari
Subject: Why pay $125 for PC/InterComm if Kermit is/will be free?
Message-ID: <851012161300.222438@MIT-MULTICS.ARPA>
Date: Sat, 12-Oct-85 12:13:00 EDT
Article-I.D.: MIT-MULT.851012161300.222438
Posted: Sat Oct 12 12:13:00 1985
Date-Received: Mon, 14-Oct-85 04:29:58 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 13

Because it is a VT100 emulator, mostly. It has ASCII upload and
download capabilities, with delays, echo prompts, etc. Also Modem7, and
as you mention, Kermit. Auto-dial strings programmable, function keys
can send pre-defined key sequences, "history" mode where you can scroll
back through the stuff you've been sent, printer controller mode, and
some other less important stuff. But mostly because it is a VT100
emulator.

I work for Mark of the Unicorn, so the things I say might be biased.
But I'm only allowed to answer technical questions, so there's little
enough room for bias.

Brian

From 1635720582185925078
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,905fa48f46af4109,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-12 09:14:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: November 1985 ANTIC TOC
Message-ID: <20948@mgweed.UUCP>
Date: Sat, 12-Oct-85 12:14:42 EDT
Article-I.D.: mgweed.20948
Posted: Sat Oct 12 12:14:42 1985
Date-Received: Mon, 14-Oct-85 04:22:13 EDT
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 94

              November, 1985 ANTIC TOC
              Theme: New Communications

Page Article

10 ANTIC ONLINE
Regular monthly feature on BBS's including PALTO's new toll free number (800-328-7104) and rates ($7.75 per hour for either 300 or 1200 baud). Does anyone know whatever happened to the Learning Cartridge?
12 ST USES IBM DISK FILES
A description of how to hook a generic 5.25 inch disk drive up to your ST and how to transfer IBM PC text and binary files into the ST.
16 ST SOUND
A discussion of the AY-3-8910 sound chip used in the ST and a type-in demo written in C.
20 C.O.L.R. OBJECT EDITOR
A discussion of the object editor developed by the Rugby Circle company. They are converting some software for the ST (including JOUST) and developed this editor for their own use but it is now available through ANTIC as a program in their catalog.
22 READER'S FIRST ST PROGRAMS
Two very short demos written by Fred Hatfield.
26 TYPO II DOUBLE FEATURE
Two updated enhanced versions of the error checker that ANTIC readers use to check the programs they type in from ANTIC magazine.
28 130XE MEMORY MANAGEMENT
A complete explanation of the extended 64K RAM in the ATARI 130XE, by Ian Chadwick, author of 'Mapping The Atari'. Includes a tutorial program showing how to access the extra memory from BASIC.
33 RAPID GRAPHICS CONVERTER
Convert your picture files between any commercial ATARI graphics formats--in less than 60 seconds. Supports Micro Illustrator, Micropainter, Fun With Art, Paint, Visualizer, Moviemaker, Graphics Master, Atarigraphics and Graphics Machine.
36 RADIO ATARI CALLING
A discussion of how HAMS are using computers to control and use satellites, slow scan video, repeater stations and more.
38 RADIO MODEMS AND SOFTWARE
A discussion of the hardware and software available to allow you to receive RTTY using your ATARI.
41 MORSE CODE RECEIVER
Software that translates Morse Code into ASCII values which your ATARI displays as characters or numbers. BASIC. Need to build hardware interface.
44 KYAN PASCAL
A review of this software by Kyan Software. ANTIC calls it "true PASCAL for ATARI, at last".
49 GAME OF THE MONTH: VAMPIRE RATS
In honor of Halloween, one of the strangest arcade games ANTIC has ever published. BASIC.
51 SOFTWARE LIBRARY

All the listings for the programs in this Issue are located together for easy finding.

70 ASSEMBLY LANGUAGE: FAST MOVES
Learn how to change the keyboard repeat rate on your XL or XE and speed up the cursor on any 8-bit ATARI. BASIC makes autorun.sys file when run.

74 PRODUCT REVIEWS
Software:
- Great Cross-Country Road Race (Activision,Inc)
- ANKH (Datamost)
- Simax Video Signmaker (Jack Bellis)
- Mindwheel (Synapse Software division of Broderbund)
- Final Legacy (Atari Corp)
- Chopper Hunt (Imagic)

81 NEW PRODUCTS
Announcements of some of the latest available software and hardware for ATARI.

Comments: ANTIC states that Microbits Peripheral Products (MMP) legally went out of business but were bought by SUPRA CORP which is run by the same two guys that started MMP (confused?). They still carry the same products and still plan to release the 1200 bps modem, MicroNet and the $800 10MEG hard disk. The use of the 5.25 disk drive mentioned in the article on page 12 requires the modifying of the 3.25 disk drive that will void the warranty. There are other ways to do this as mentioned on the net. This issue is a must for HAM radio operators. There are several additions to the ANTIC software catalog including C.O.L.R. and two public domain disks for the ST. I will be updating my listing for their catalog soon (promise). Happy reading. See you next month.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 4947395811418312772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-12 10:06:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site nsc.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!chuqui
From: chuqui@nsc.UUCP (Chuq Von Rospach)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM ; why??

Message-ID: <3251@nsc.UUCP>
Date: Sat, 12-Oct-85 13:06:51 EDT
Article-I.D.: nsc.3251
Posted: Sat Oct 12 13:06:51 1985
Date-Received: Mon, 14-Oct-85 04:24:02 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
<299@ccivax.UUCP>
Reply-To: chuqui@nsc.UUCP (Chuq Von Rospach)
Distribution: net
Organization: Cultural Fugue, Ltd.
Lines: 66
Xref: watmath net.micro.pc:5579 net.micro.atari:1345 net.micro.mac:2934

In article <299@ccivax.UUCP> rb@ccivax.UUCP (rex ballard) writes:
>I find it rather hard to believe that Apple would really have a case against
>DRI.

>True, in terms of it's external appearance, the GEM interface looks very
>much like the Mac interface.

These comments are mutually exclusive.... The case was specifically for the visual copyright, so looking too much like the Mac was exactly what Apple was (deservedly) upset about. If you spend 25 man years making someone, and someone else borrows your design, does it in 5 many years, charges less, and puts you out of business, wouldn't you be upset? Business needs to be able to protect its R&D or R&D simply won't get done.

>But things like binding (install application)
>are much different.

This also has nothing to do with the visual copyright....

> I see Apple's possiveness of "Pull Down Menus" and
>such as a little like trying to Trademark each letter of the alphabet
>and expecting to collect royalties.

Why? If I was the first to design an algorithm and got protection for it, I'd expect to be able to protect it.... If I invented an alphabet, I'd sure want royalties for it... That is an easy statement to make, I'd love to see you back it up with a good reason.

>Patent, Trademark, and Copywright laws were designed to promote creativity.
>In fact, the current laws, as used and interpreted by the computer industry
>are being used to stifle creativity.

Can you prove that? Again, if I spend my R&D budget designing a new nifty, and someone else takes a copy of my nifty, redesigns it, and puts me out of business, how in the hell was that creative? That is what apple is trying to prevent -- if they wrote GEM to be better than Mac, fine -- but if all they did was take what Mac developed and carry it across, that is frankly illegal.

>If a playwright wants to create a script from a novelist, he gets a "royalty

>agreement" from the novelist. Often, patent rights are "traded" between
>competing companies.

If GEM had set up an agreement with Apple, they wouldn't be IN this
position. They just took.

>Apple (Jobs) wanted to dictate the industry standards for this
>(Icons & windows) generation of computers. They succeded to a point,
>now they want to collect. It's a little like putting Kermit or FIDO
>in public domain for a few years, then expecting to collect royalties
>for those copies distributed as public domain.

Huh? Apple never put ANY of that stuff in the public domain, and never
pretended to. Also, there happens to be a good precedent for public domain
stuff -- Emacs. You can still get an old, crufty version of PD emacs if you
want it, or you can buy a significantly improved version from CCA or
Unipress (or you can hack on GNU, just to be complete). But that has
NOTHING to do with what apple is doing... I wish we could keep our facts
straight, folks, instead of these purely emotional rantings...
--
:From the caverns of the Crystal Cave: Chuq Von Rospach
Currently: nsc!chuqui@decwrl.ARPA   {decwrl,hplabs,ihnp4,pyramid}!nsc!chuqui
Soon to be: ..!sun!<somethingorother>

Our time is past -- it is a time for men, not magic. Come, let us leave
this world to the usurpers and rest our weary bones....

From 7129835535778391290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-12 16:57:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site meccts.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!stolaf!umn-cs!
dicomed!meccts!ahby
From: ahby@meccts.UUCP (Shane P. McCarron)
Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <240@meccts.UUCP>
Date: Sat, 12-Oct-85 19:57:02 EDT
Article-I.D.: meccts.240
Posted: Sat Oct 12 19:57:02 1985
Date-Received: Mon, 14-Oct-85 06:30:38 EDT
References: <3208@nsc.UUCP> <87@druhi.UUCP> <1790@saber.UUCP>
Reply-To: ahby@meccts.UUCP (Shane P. McCarron)
Organization: MECC Technical Services, St.Paul, MN
Lines: 28
Xref: watmath net.micro.atari:1357 net.micro.mac:2949
Summary:

In article <1790@saber.UUCP> turner@saber.UUCP (D'arc Angel @ The Houses of the Holy) writes:
>> >Apple has claimed that GEM copied
>> >"The look and feel" or its Macintosh software and violated Apple's
>> >copyright. GEM uses, among other things, windowns, drop-down menus, and
>> >icons that substantially resemble the Mac.
>>
>> Is this for real????!!!!!??? How in the world can Apple claim to have a
>> copyright on the "look and feel" of its Macintosh software when it is such a
>> close copy of work done at Xerox Parc?
>>
>> I don't have any legal expertise, but it looks like Apple doesn't have a leg
>> to stand on. I hope that someone with some legal knowledge will comment on
>> this because I don't see how Apple can get away with it.
>>
>from what i hear (from inside a certain company involved in this) DRI is
>just plain chicken and doesnt want to risk a lawsuit

When I was out at Apple last fall, they told me they had a patent on
that type of interface. I'm not sure that this is correct, but that's
what they said. If it is the case, they could certainly claim that
DRI was copying the "look and feel" of the Mac interface.

--

Shane P. McCarron
Minnesota Educational Computing Corporation - Technical Services

UUCP ihnp4!dicomed!meccts!ahby

From -8143830294908199158
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b81287de1237c3b6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-12 20:29:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!umcp-cs!eneevax!hsu
From: hsu@eneevax.UUCP (David T. Hsu)
Newsgroups: net.micro.atari
Subject: Re: In defense of J. Demar (excessively long)
Message-ID: <384@eneevax.UUCP>
Date: Sat, 12-Oct-85 23:29:30 EDT
Article-I.D.: eneevax.384
Posted: Sat Oct 12 23:29:30 1985
Date-Received: Tue, 15-Oct-85 05:35:48 EDT
References: <869@cvl.UUCP>
Reply-To: hsu@eneevax.UUCP (David T. Hsu)
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 77

Well, there was an Amiga at our (somewhat sucessful) computerfest today, sponsored by the University Personal Computing Assoc. (of which I am an officer) as well as 5 or 6 ST's and a lot of demos, so I'd like to expand on some of this discussion.

GG: ...Unless the ST has some sort of dual-ported RAM, the screen data must come from the same data bus in the ST as well.

JD: ..First, there are a pair of chips working together to optimize data bus and screen data access. The memory controller prefetches 16-bit data directly for the 68000 and also places screen data onto a separate bus for the screen refresh chip. This operation only steals 8-18% of the available true CPU time.

GG: If you measure a computer's worth by the number of chips, you might as well pick an IBM over a Mac. Perhaps the custom chips in the AMIGA are better integrated to perform several functions in one chip. Thus you do not need MORE chips if three can do the job.

GF: non sequatur (sp?)

myself: Regardless of the memory arrangement, I found the ST's graphics to appear intrinsically clearer. Perhaps Atari uses a better monitor, or maybe they tighten up the dot edges, but the amiga's graphics had a fuzzier, blurrier, yet warmer appearance. For data, I would have gone with the Atari's no-nonsense display, but the Amiga DOES do an impressive job on pre-drawn graphics, and the color text display is less objectionable than Atari's. As for the chips, well, maybe the IBM DOES have more chips than a Mac, or than the //e, but remember...all those PALs and semicustom gate arrays DO replace lots of so-called-glue. Remember how Apple's MMU and IOU replace some 140-odd chips? And since when did manufacturers stop bragging about how many gates and transistors they've packed into the latest design?

JD: The windows are poorly configured and move with flicker.

GG: They do? Not in my AMIGA.

GF: Maybe they do in his AMIGA.

myself: They sure didn't in the Amiga at the 'fest. In fact, I was very impressed (in terms of graphics power) when, while running the 'robo-city' demo (two characters and a dog walk across the screen behind an animated hydrant) the person at the Amiga 'grabbed' the entire page and slid it off the bottom of the screen while the demo was running. No flicker. No redrawing. In fact, the demo kept running at the same pace while we ran its window all over the place. Very nice, but there was severe flicker on horizontal white lines in 640x400 mode, and while not apparent in solid areas, a violent flicker appeared in heavily colored/dithered spots on some screen captured shots. No, I don't mean slightly grey edges. The dots literally shook.

caveats...the salesman tried to explain that the system unit had 512k in it,
     but he included the ram in the kickstart. Unlike the Atari, when you
     get your system roms, you'll find yourself back to 256k. Because they
     won't build the extra in after it's served its usefulness. Also, the
     much-ballyhooed bouncing ball demo, although fun to look at, was not
     that impressive. The 'thud' sound probably contributed to 60% of the
     effect, simply because it sounded massive. But the shadow and ball
     both moved on the same path, at fixed velocity, and the only surface
     animation was a set of checkerboard bands rotating constantly on the
     ball. Reminded me of a Mindset without flicker. The Atari booth,
     on the other hand, showed some simpler, safer graphics, but then
     again, what do you use real-time graphics for? I found the Atari
     to be adequate (and very cheap).

overrunning my expected line-limit,
-dave
--

David Hsu   hsu @ eneevax.umd.edu
Communications & Signal Processing Laboratory   hsu @ sphinx.ee.umd.edu
Department of Electrical Engineering   hsu @ mit-prep.arpa
University of Maryland   hsu @ umd2.arpa

"You see? You SEE???"

From 2159454829993376520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2abff5e70b3bb832
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,2abff5e70b3bb832
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-12 20:45:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: more Amiga vs. ST (ST)
Message-ID: <385@eneevax.UUCP>
Date: Sat, 12-Oct-85 23:45:29 EDT
Article-I.D.: eneevax.385
Posted: Sat Oct 12 23:45:29 1985
Date-Received: Tue, 15-Oct-85 05:36:04 EDT
References: <4421@alice.UUCP>
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 71
Xref: linus net.micro.amiga:4240 net.micro.atari:1289

Re: Creative Computing Review

>   "...As I hooked up the system and turned it on, my disinterested facade

>began to crumble. Since the operating system is not yet available in ROM,
>I had ample opportunity to check the transfer speed of the disk drive as it
>loaded TOS from disk. The ST loaded the entire 200K+ file in about 25
>seconds...."
> .
> .
> .
>The ST appears to be a nice, homey monochrome, and some-color graphics
>machine, when compared to the more expensive, but certainly more powerful
>Amiga. ST drives really are slower, and hold less- than the Amiga's- no
>matter what some 'special' people say.

Either this guy did a sloppy review or it is a combination of things
that he has heard from other people as evidenced by the above
contradiction. Yes the ST disks have marginally less capacity 720k(DSDD)
vs 880k(DSDD) but having seen both systems reboot and startup programs
the amiga seems a factor of two slower. Since both computers use
dma for disk access the only explanation for this must lie in the
software or the disk format.

>   "Unfortunately, the feeling of euphoria did not last long, as I realized
>I had no way toput the ST through its paces. The only software I had was
>Logo- a version so slow that I wondered if the interpreter was written in
>Logo. The fact that I had sprung $1700 to buy the developer's package hardly
>made me better off than the average buyer. Although the package came with
>development software like a C compiler and assembler, it was essentially
>useless out of the box, because the text editor needed for writing programs
>was to be sent out later by the manufacturer (apparently much later, since
>six weeks after getting the machine, I'm still waiting.)

This seems to be very dated. When I recieved my developers package I
also did not get an editor, but a call to atari solved that problem
as they sent an updated bios guide and a copy of micro emacs. They
were probably in the middle of switching from mince to micro emacs.
In any case this fellow seems more interested in creating gripes than
attempting to resolve his problem through proper channels. A recent
article outlines what is in the developers package and an editor is
certainly listed.

>These included a CP/M 68K manual and the full manual for development of GEM
>on the IBM PC. Only a few pages of the documentation came from Atari,
>including some sketchy material on the BIOS routines, the keyboard, printer
>codes, and source code listing for the boot ROMS. Of the 1500 or so pages
>included, more material was devoted to the Kermit protocol file transfer
>program than to the ST."

My initial reaction to seeing the entire kermit manual was similar. But
again this fellow seems to have never bothered to dig any deeper. Yes,
the GEM examples are for the ibm pc but the description of the bindings
are entirely applicable to the ST. The few routines that are not
available are clearly marked as optional and not necessary to an
implementation of GEM. I have found that most things work as
advertised except for a few compiler bugs that could be worked

around. The bios routines are clearly specified although a few of
the names were modified slightly in the header files. My only
complaint is that compiles take so long on a floppy system. I
have solved that problem however by upgrading to 1meg and doing
everything on the ramdisk.

I have no objection to people posting reviews, but may I suggest
a little quality control. I think misinformation confuses what
should be an open and healthy debate.

-ravi

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From -6471580868027498992
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b752b0c09679627f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-12 21:05:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!ssc-vax!ssc-
bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: re: Amiga and ST (important comparisons?)
Message-ID: <395@ssc-bee.UUCP>
Date: Sun, 13-Oct-85 00:05:52 EDT
Article-I.D.: ssc-bee.395
Posted: Sun Oct 13 00:05:52 1985
Date-Received: Mon, 14-Oct-85 05:27:56 EDT
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 42

[a sacrifice for the net line eater]

>From: gary@cirl.UUCP (Gary Girzon)
>Newsgroups: net.micro.atari,net.micro.amiga
>Subject: re: Amiga and ST (important comparisons?)
Re: Demar's comparisons:
>How does one arrive at the magic 70% time figure?
I would be interested in knowing this too.

>The ST does not offer an alternative to GEM for a "real" user
>environment. Icons may be more user friendly for applications,
>but real software development is much more efficient given a
>"shell" environment.

The ST *does* have an alternative to GEM in two forms (that i know of):

1) Command.com - which is included with the developer's kit.
2) commercial shells - for example a shell is supplied with Haba C and allows various unix-like commands such as ls,rm,mv,cp,etc...and redirection. It also includes a set of unix-like directories such as usr,bin,lib, etc. You may add commands to your shell by putting the executable to your new commands in bin.

These are the only two shells I am aware of but they do offer an alternative to GEM.

I believe Aztec C offers a very nice unix-like shell for the Mac and will soon offer it for the Amiga (according to the sales rep i talked to they are also planning on Aztec C for the ST).
(by the way i am in NO way affiliated with Aztec...)

By the way I am one of those people that believe both Commodore/Amiga and Atari made a mistake by not putting some form of windowing OS9 into their machines. Hopefully this will come but why didn't they save us all alot of trouble.

Sidelight: in command.com - ls and cat seem to work on my version?? One day i forgot i was no longer on unix typed in ls and it worked! must be some kind of alias.

cd

From -8682717785695844265
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5645ea49a6310f44
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,5645ea49a6310f44
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-12 21:40:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Atari vs. Amiga vs. Mac (Semi-Flame)
Message-ID: <1802@saber.UUCP>
Date: Sun, 13-Oct-85 00:40:14 EDT
Article-I.D.: saber.1802
Posted: Sun Oct 13 00:40:14 1985
Date-Received: Mon, 14-Oct-85 05:36:13 EDT
References: <2228@iddic.UUCP>
Distribution: net
Organization: The Houses of the Holy
Lines: 81
Xref: watmath net.micro.amiga:376 net.micro.atari:1348

> *** REPLACE THIS LINE WITH YOUR FAVORITE COMPUTER ***
>
> FLAME ON
>
> I for one am getting tired of the silly comparisons of the ST and the Amiga.
> Please keep the articles that say "I bought an ST and the Amiga sucks"
> out of net.micro.amiga. Send them to /dev/null. If you insist on posting
> them please substantiate your claims by posting algorithms that were used to
> achieve your results. (If the processor is only 30% effective, why and how?)
> Did you run a test with 520 ST assembly language and compare it with ABasiC?
> List all the variables involved. Valid comparisons are more than welcome.
>
> FLAME OFF
>
> In reply to an article that was posted.
>
> The person that had problems hooking speakers to his Amiga, had problems
> because he was not running software that used sound. Not because of problems
> with his machine or the speaker interface.
>
> The person that could not copy a disk at the dealers could not do so because
> the version of Intuition he was using did not support that feature. The
> released version does this fine.
>
> It is relatively easy to crash preliminary versions of the OS. I have done so
> many times at my local dealer. The released version that came with my
> developers kit has only crashed when I instructed it to :-).
>
> My personal (hopefully non-biased) opinion of these three machines.
>
> Apple Macintosh-
>   Excellent user interface, especially among differing applications. Well
> thought out. Excellent machine for documentation, probably the best I have
> seen to date. Needs a great spread sheet program and a hard disk to become the
> business machine it could be. Closed architecture hurts it.
>
> Atari 520ST-
>   Superb machine in monochrome mode. Very good color graphics possibilities
> in color mode. Acceptable sound. Machine has yet to prove itself. As
> software becomes available, this machine may find a niche in the home market.
> The closed box approach may hurt this machine more than Atari realizes. (Do
> they never learn?) Excellent price for performance.
>
> Amiga-
>   Most powerful graphics/sound computer ever introduced for the low end
> microcomputer market. (If you do not believe it, you are biased) Has the
> ability to revive PC market. Arcade quality games will finally be available
> for the home. Is powerful enough to become a business machine, but Commodore
> name may kill off that market. Open architecture expands power. Price is
> the biggest barrier.
>
> The price performance issue can be heavily debated over these three machines.
> In my opinion, they are mostly equal. The decision over what is most

> valuable to you is a personal one that once made will probably be a good one.
> I personally want the best graphics/sound available and so for me the Amiga was
> worth the extra money. Once you use the multitasking on a microcomputer you
> will never want to go back to single tasking. I made the choice that was best
> for me, hopefully you can make the choice that is best for you. When you do
> that, I am pleased for you, but please do not force me to listen to you
> saying that I made the wrong one. (I realize I do not have to read the
> articles, but I keep believing that some useful comparisons will be posted.)
>
> P.S. Anybody interested in forming an Amiga Users Group in the Portland, OR
> area please contact me via email. I have two other friends also interested.
> --
>   Rich Rodgers
>
>   tektronix!iddic!richr

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

here, here, quote facts not conjecture !!!!!!!
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From -1791620615689182812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b81287de1237c3b6
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,99e93ec8906613e4,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-13 07:42:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!ut-sally!ut-ngp!shell!graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: In defense of J. Demar (Bit longer than I wanted)
Message-ID: <297@graffiti.UUCP>
Date: Sun, 13-Oct-85 10:42:03 EDT
Article-I.D.: graffiti.297
Posted: Sun Oct 13 10:42:03 1985
Date-Received: Tue, 15-Oct-85 06:31:09 EDT
References: <869@cvl.UUCP>
Distribution: net
Organization: The Power Elite, Houston, TX
Lines: 25
Xref: linus net.micro.atari:1304 net.micro.amiga:4251

> JD(cont):...the amiga has a non-standard disk configuration and does
>   much of the disk support in software (ie. slow). The drives have
>   slightly more capacity than the the ST's DS drives (880K to 720K) but
>   this is at the expense of speed. The Amiga directory format (or
>   lack of) is done much like a commodore-64. In fact, to get a
>   directory, the Amiga goes out and finds a program called DIR,
>   loads it and goes back searching!
>
> I: If that is true, I have lost all respect for AmigaDOS.

I think what he means to say is that "DIR" is an external program, like UNIX' ls, not a built-in like MS-DOS' "dir". To get a directory in CLI it loads a file called ":/c/Dir" and executes it. Since there are disks without CLI *or* dir on them, and they do have directories, it's pretty obvious that they're not hidden inside a program. Especially not one that's itself 2 levels deep in the directory tree. I would like to suggest that Mr. Demar is less than well acquainted with the machine...

And why wasn't net.micro.amiga included in the distribution of this message? Maybe because some people who actually *have* an Amiga and understand it are more likely to respond to it?

Anyway... you can regain your respect for AMIGAdos. It's not UNIX by any means, but it is certainly an improvement over Crummy-Dos, Trash-Dos, Messy-Dos, or any of the other little computer "operating systems".

From 192425791558840398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d82c91c8d9be49be
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-13 13:16:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!ap
From: ap@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: ST programs without AES & VDI?
Message-ID: <15700027@unido.UUCP>
Date: Sun, 13-Oct-85 16:16:00 EDT
Article-I.D.: unido.15700027
Posted: Sun Oct 13 16:16:00 1985
Date-Received: Tue, 15-Oct-85 07:29:02 EDT
References: <10613@ucbvax.UUCP>
Sender: notes@unido.UUCP
Lines: 13
Nf-ID: #R:ucbvax:-1061300:unido:15700027:000:290
Nf-From: unido!ap   Oct 13 19:16:00 1985

 try including osbind.h.
 link like this:

```
 [u] test.68k=gems,test,gemlib
 link together with libf for floating point applications.
 install program as *tos* or *tos taking parameters* application.

     good luck!

             Axel Pawlik
             Univ. of Dortmund
             ( ...mcvax!unido!ap )


From 5447818091336839444
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cc750712ffde8914
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-13 21:08:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!linus!decvax!decwrl!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: Why pay $125 for PC/InterComm if Kermit is/will be free?
Message-ID: <1803@saber.UUCP>
Date: Mon, 14-Oct-85 00:08:40 EDT
Article-I.D.: saber.1803
Posted: Mon Oct 14 00:08:40 1985
Date-Received: Tue, 15-Oct-85 06:09:22 EDT
References: <851012161300.222438@MIT-MULTICS.ARPA>
Organization: The Houses of the Holy
Lines: 26

> Because it is a VT100 emulator, mostly.  It has ASCII upload and
> download capabilities, with delays, echo prompts, etc.  Also Modem7, and
> as you mention, Kermit.  Auto-dial strings programmable, function keys
> can send pre-defined key sequences, "history" mode where you can scroll
> back through the stuff you've been sent, printer controller mode, and
> some other less important stuff.  But mostly because it is a VT100
> emulator.
>
> I work for Mark of the Unicorn, so the things I say might be biased.
> But I'm only allowed to answer technical questions, so there's little
> enough room for bias.
>
> Brian

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
On the other hand the 520 emulates a vt52 (vt100 is coming)  gratis as part
of the OS, so kermit automatically runs in vt52 emulation mode
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name:    James Turner
```

Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From 7293663330163911760
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fa10737386c46337
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-13 21:18:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!linus!decvax!decwrl!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: dog in manger
Message-ID: <1804@saber.UUCP>
Date: Mon, 14-Oct-85 00:18:06 EDT
Article-I.D.: saber.1804
Posted: Mon Oct 14 00:18:06 1985
Date-Received: Tue, 15-Oct-85 06:09:47 EDT
References: <429@imsvax.UUCP>
Organization: The Houses of the Holy
Lines: 41

>
> The October 7 issue of Infoworld carries an article on the Apple-DRI affair
> which notes that:
>
>   "DRI has agreed to pay an undisclosed monetary settlement to Apple as
>   well as provide programming services for Apple at a reduced rate."
>
> The article also notes the observation of Batteries Included's Michael
> Reichmann that:
>
>   "Apple is going after everybody. Commodore and Amiga, Microsoft for
>   Windows - even Mouse Systems for PC Paint, because it looks like
>   MacPaint."
>
>
> Unless I am missing something, it appears to me that Apple is giving up on
> attempting to compete in the American small computer market, for which it
> very obviously lacks the brains and talent, and simply intends to survive
> by preying upon and extorting money from companies such as Atari and Commodore
> which have no such lack.
>
> THE 64,000 DOLLAR QUESTION: Is anybody from Xerox reading this? I would, upon
> recieving a request from an official representative of Xerox, gladly donate $25
> to a fund to be used for the purpose of suing Apple for their flagrant copying
> of the "look and feel" of the 8010 Star. I could very easily justify such a
> donation as an investment in the American free-enterprise system.

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
If memory serves me right, in the final days of the old Atari, they spent
more time sueing (suing?) companies than anything else. Maybe its a kinda
final gasp....

--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From 6606977868766679648
X-Google-Language: Unknown,Unknown
X-Google-Thread: 1517c1,43b7f1cd5c1dfc4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-14 01:26:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!usenet
From: usenet@ucbvax.ARPA (USENET News Administration)
Newsgroups: net.micro.atari
Subject: ST Sound Chip is AY3-8910 : YUCK!
Message-ID: <10647@ucbvax.ARPA>
Date: Mon, 14-Oct-85 04:26:21 EDT
Article-I.D.: ucbvax.10647
Posted: Mon Oct 14 04:26:21 1985
Date-Received: Tue, 15-Oct-85 06:00:25 EDT
Reply-To: c160-3ay@ucbzooey.UUCP (Ranjit Bhatnagar)
Organization: University of California, Berkeley
Lines: 0

From -6286087471597283166
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,527270d5faf4872d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-14 02:01:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!ucbzooey!c160-3ay
From: c160-3ay@ucbzooey.BERKELEY.EDU (Ranjit Bhatnagar)
Newsgroups: net.micro.atari
Subject: ST Sound Chip Is AY-3-8910? YUCK!
Message-ID: <10648@ucbvax.ARPA>
Date: Mon, 14-Oct-85 05:01:25 EDT
Article-I.D.: ucbvax.10648
Posted: Mon Oct 14 05:01:25 1985

Date-Received: Tue, 15-Oct-85 06:01:37 EDT
Sender: usenet@ucbvax.ARPA
Organization: University of California, Berkeley
Lines: 52
Keywords: ST, sound, yuck

(Put this in your pipe and smoke it, Line Eater.)

Warning: almost-flame---

I'm sorry my previous message turned out blank. Here it is again:

Thanks to those of you who responded to my query about the ST sound chip!
However, I was dismayed when I learned that it is an AY-3-8910. I have
used this (or similar) chip for several years in peripherals for my Apple.
It is better than what's built in to the Apple, but for Atari it's a step
backwards. The Atari 800 Pokey chip was definitely much better.

Pokey	AY-3-8910
4 voices	3 voices
or 2 voices with 65536 possible frequencies	only 4096 frequencies
programmable waveform (with some difficulty)	icky square waves only

After reading about the Amiga with FM synthesis, and playing with a Mac with
completely programmable waveforms and 4 voices, I was depressed to see that
the ST chip could produce only square waves.

Since it produces only square waves, the 8910 can not make realistic or
pleasant sounds. Since it has only 4096 possible "tone periods", high
pitched notes are inherently out of tune. The white noise generator is
not random enough- you can sometimes hear tones in it. The built-in
envelope generator is handy when you are first learning to use the 8910,
but its envelopes turn out not to be very useful in general- the shapes
are not natural, and they can only be applied to all 3 voices together.
Happily, it is possible to manually produce any envelope by changing the
amplitude parameters "on the fly". With only 16 possible amplitudes,
you can hear the steps in volume as a note decays slowly.

In summary: the 8910 is easy to use but not at all suitable for music or
realistic/natural sounds.

I may have some tutorial articles that I wrote on programming the 8910
on a disk somewhere... I will post or mail them if anyone's interested.
They are intended for the Apple Mockingboard, but the same concepts apply.

I hope that someone comes out with a cheap MIDI device which is to the ST
what the Mockinboard was to the Apple... becoming a defacto standard for
better sound effects so programmers will have something nice to work with.
If it's not cheap enough, nobody will buy it and programmers won't bother.
On the other hand, it must be good enough to be worthwhile (at LEAST

should have programmable waveforms) and good enough that it does not have
any competition- competition would ruin the possibility of a standard for
ST sound appearing quickly.

......Ranjit Bhatnagar   (hoping to buy an ST or Amiga soon!)

From 8515685375380576763
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,605d6c4d21cc285e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-14 05:02:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: 80-column 800XL ??
Message-ID: <8510141204.AA08592@UCB-VAX>
Date: Mon, 14-Oct-85 08:02:06 EDT
Article-I.D.: UCB-VAX.8510141204.AA08592
Posted: Mon Oct 14 08:02:06 1985
Date-Received: Tue, 15-Oct-85 06:19:49 EDT
References: <802@houxa.UUCP>
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 7

Sam,
OMNIVIEW XL is the only 80 column conversion available for your 800XL.
It costs $59.95 and will work with amodem but will require some work.
See my add (CDY Consulting) in the latest Analog.

David Young

From 1129110336930131719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,27491bfbd05fd361
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-14 05:38:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2g.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!hou2g!stekas
From: stekas@hou2g.UUCP (J.STEKAS)
Newsgroups: net.micro.atari
Subject: Re: A400 RAM upgrade
Message-ID: <672@hou2g.UUCP>
Date: Mon, 14-Oct-85 08:38:50 EDT
Article-I.D.: hou2g.672
Posted: Mon Oct 14 08:38:50 1985
Date-Received: Tue, 15-Oct-85 10:28:07 EDT

References: <8510111401.AA10939@mitre.ARPA>
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 11

> I believe it is a 1200XL keyboard. It is not compatible as-is with your
> 400. Probably you could strip off the components and wire your own
> matrix. I didn't find that to be too difficult, but I started with a
> clean keyboard.   - Marshall D. Abrams

In fact, the matrix on the 1200XL keyboard is the same as for the 400.
Adapting it for the 400 requires removing the 2 ICs on the board and
soldering jumpers from the (now) empty holes to the keyboard socket
in the 400. One can figure out how to do this by reverse engineering
the membrane keyboard or via the Tech. Ref. Manual.
                                -Jim

From -7674292168444144641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1249e54f2f7eb0c8
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-14 06:37:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!xerox.arpa!
Fleysher.wbst
From: Fleysher.wbst@XEROX.ARPA (Dan Fleysher)
Newsgroups: net.micro.atari
Subject: Re: Mysterious Errors on ST
Message-ID: <851014-063806-4009@Xerox>
Date: Mon, 14-Oct-85 09:37:59 EDT
Article-I.D.: Xerox.851014-063806-4009
Posted: Mon Oct 14 09:37:59 1985
Date-Received: Tue, 15-Oct-85 06:27:07 EDT
References: <364@uw-june>
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 16

Sorry if this is a reposting: I haven't been able to keep up with all
the ST mail lately. However,   Robert Ling <rling@uw-june.arpa>
mentioned seeing funnies on the screen upon booting.

According to our local Atari Club (ACORN) newsletter (the "Kernel"),
ST's have been shipped with two-sided sticky tape holding some of the
chips into their sockets. Unfortunately during shipping the tape
expands, forcing these chips OUT of their sockets. The solution is to
open the case (after getting the go-ahead from your warrantor), remove
the chips, peal off the sticky tape, and reseat the chips. Do this for
one chip at a time so you don't swap chips, and be sure to note the
orientation.

     Dan

From -1166475538633657215
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,78d3129811ec9dec
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-14 07:14:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!xerox.arpa!
BillHolland.ES
From: BillHolland.ES@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: 256K 800xl conversion
Message-ID: <851014-071513-4100@Xerox>
Date: Mon, 14-Oct-85 10:14:59 EDT
Article-I.D.: Xerox.851014-071513-4100
Posted: Mon Oct 14 10:14:59 1985
Date-Received: Tue, 15-Oct-85 06:26:54 EDT
References: <1545@uwmacc.UUCP>
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 3

Please copy me in on all answers, THANKS

Bill

From 6803993566791319594
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4beff6bb1cfebf34
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-14 08:50:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!linus!decvax!decwrl!greipa!pesnta!hplabs!sdcrdcf!trwrb!trwrba!sansom
From: sansom@trwrba.UUCP (Richard E. Sansom)
Newsgroups: net.micro.atari
Subject: Re: 520ST Mailing list
Message-ID: <1629@trwrba.UUCP>
Date: Mon, 14-Oct-85 11:50:50 EDT
Article-I.D.: trwrba.1629
Posted: Mon Oct 14 11:50:50 1985
Date-Received: Thu, 17-Oct-85 20:55:07 EDT
References: <8509261653.AA15632@UCB-VAX.ARPA> <31@drutx.UUCP>
Reply-To: sansom@trwrba.UUCP (Richard E. Sansom)
Distribution: net.micro.atari,net.micro.amiga
Organization: TRW EDS, Redondo Beach, CA
Lines: 22
Summary:

Please add my name to the mailing list.

Richard E. Sansom
One Space Park R3/1028
Redondo Beach, CA 90278
213.535.0833

Thank you very much.

Incidently, I am currently developing software for the 520ST and will eventually be doing so for the Amiga as well. Does anyone out there agree with me that this whole 520ST v.s. Amiga thing is ridiculous? After all, if you were originally an "Atarian", then perhaps you should realize that the Amiga was designed in part by one of the original designers of the old 400/800 series. And for those of you who consider themselves "Commodorians", remember that Jack Tramiel is now the owner and driving force of Atari.

It does seem a bit silly, does it not?

From -8714340491385637888
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,527270d5faf4872d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-14 10:24:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: ST Sound Chip Is AY-3-8910? YUCK!
Message-ID: <20985@mgweed.UUCP>
Date: Mon, 14-Oct-85 13:24:11 EDT
Article-I.D.: mgweed.20985
Posted: Mon Oct 14 13:24:11 1985
Date-Received: Tue, 15-Oct-85 20:28:16 EDT
References: <10648@ucbvax.ARPA>
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 13
Keywords: ST, sound, yuck

Remember, ATARI is trying to shed the 'game machine' image. I believe they deliberately avoided the sprites (not needed anyway) and super sound to show they are serious about producing a machine that will be considered for business and other serious applications. I think this will hurt a little bit when they bring out the 260STD because that machine will be bought primarily for people to use at home and they will want to play games and have great sound. Only time will tell.

Kit Kimes

AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -6815592473082766416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c4ffd117d2154bac
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-14 11:22:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!ucdavis!ucbvax!xerox.arpa!
Denber.wbst
From: Denber.wbst@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Facts (and a challenge)
Message-ID: <851014-112244-4419@Xerox>
Date: Mon, 14-Oct-85 14:22:00 EDT
Article-I.D.: Xerox.851014-112244-4419
Posted: Mon Oct 14 14:22:00 1985
Date-Received: Tue, 15-Oct-85 06:47:10 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 43

"Do the following tests on your favorite computer, and POST the results. ... /* draw 8000 vectors of 200 pixels long with a skew. set by offset */"

Well, here are some numbers from my favorite computer, a Xerox 1108 (Dandelion) running Interlisp-D (Intermezzo release) with the following translation of the C code given:

```
(LAMBDA (OFFSET)
     (PROG ((X1 100)
          (Y1 100)
          (X2 100)
          (Y2 300))
          (add X1 (IMINUS OFFSET))
          (add X2 OFFSET)
          (for I to 20
             do (for J to 200 do (DRAWLINE X1 Y1 X2 Y2 1 (QUOTE REPLACE)
TWINDOW)
                  (add X1 1)
                  (add X2 1))
                  (for J to 200 do (DRAWLINE X1 Y1 X2 Y2 1 (QUOTE ERASE)
TWINDOW)
                  (add X1 -1)
                  (add X2 -1)))))
```

offset   pix/sec.

  0   45,198
  1   5000
  20   4863
  100   4336

I understand that the 1109 (Dandetiger) is supposed to draw lines an
order of magnitude faster than the 1108.

Disclaimer: The above does not reflect the opinions of my employer, or
maybe even me either. In fact, it may only be a hallucination and have
no connection with any events in the real world at all. Or maybe a
monkey escaped from the zoo, broke into my office, booted my machine,
and pounded it out on the keyboard.

               - Michel

From -4646728846206084548
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,d9d9d99aab687b4f
X-Google-Attributes: gid142096,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-14 11:23:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site Shasta.ARPA
Path: utzoo!linus!decvax!decwrl!Glacier!Shasta!gus
From: gus@Shasta.ARPA
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM
Message-ID: <1147@Shasta.ARPA>
Date: Mon, 14-Oct-85 14:23:17 EDT
Article-I.D.: Shasta.1147
Posted: Mon Oct 14 14:23:17 1985
Date-Received: Tue, 15-Oct-85 08:11:56 EDT
References: <282@graffiti.UUCP>
Distribution: net
Organization: Stanford University
Lines: 15
Xref: linus net.micro.pc:5335 net.micro.atari:1307 net.micro.mac:2945
net.micro.amiga:4254

> Apropos to this... could anyone post the addresses (physical) to send
> impassioned pleas for intelligence and imagination in the changes to
> GEM, Intuition, and so on? There was a suggestion that we test the power
> of USENET by creating Cheese Triscuits. How about saving it for
> something more useful: either getting Apple to back down on this new idiocy

> or getting AMIGA and DRI to implement the STAR desktop instead of the
> MAC desktop & give Apple the finger. The AMIGA is very close as it is.

Why can't DRI make the GEM desktop? If you all want to send letters to DRI
giving suggestions for the "new" GEM look, that's all well and good, but
there is still plenty of room for creativity in window oriented interfaces
without stepping on someone elses toes. I see Sun Windows, Microsoft Windows,
Xerox Cedar, and Xerox Smalltalk as four different interpretations of the
desktop metaphor which look nothing like the Mac. If there is anyone lackiing
is creativity, it's DRI.

From 6479517017172343946
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a477dbdd95b50e90,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-14 15:33:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
fluke!ssc-vax!ssc-bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: questions : os9,unix,rumors
Message-ID: <396@ssc-bee.UUCP>
Date: Mon, 14-Oct-85 18:33:12 EDT
Article-I.D.: ssc-bee.396
Posted: Mon Oct 14 18:33:12 1985
Date-Received: Wed, 16-Oct-85 06:13:48 EDT
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 19

Question 1 :
Does anyone know for a *fact* (as opposed to rumor) if anyone is working
on porting os9 or some unixlike environment to the ST?

Question 2 :
There has been a *rumor* drifting about (especially among sales people)
that Atari is working on module for the ST that will snap into that side
expansion slot. The rumor continues that the module contains : 1) a full
32 bit National Semiconductor chip (NS320xx ?) that becomes the main
processor (?) and 2) the 68000 thereafter is used for i/o only???? Anyone
know if this is 1)possible and 2)if anything remotely close to this is
being worked on?

Question 3 :
Does anyone know where the '50,000+ Atari's sold' number is coming from?

Trying to pin down hype versus fact.

From -3016721800400994319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-14 16:21:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpm!kvk
From: kvk@ihlpm.UUCP (Kevin)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM ; why??
Message-ID: <533@ihlpm.UUCP>
Date: Mon, 14-Oct-85 19:21:54 EDT
Article-I.D.: ihlpm.533
Posted: Mon Oct 14 19:21:54 1985
Date-Received: Wed, 16-Oct-85 05:21:58 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
<299@ccivax.UUCP> <3251@nsc.UUCP>
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 34
Xref: watmath net.micro.pc:5612 net.micro.atari:1378 net.micro.mac:2977

> In article <299@ccivax.UUCP> rb@ccivax.UUCP (rex ballard) writes:
> >I find it rather hard to believe that Apple would really have a case against
> >DRI.
>
> >True, in terms of it's external appearance, the GEM interface looks very
> >much like the Mac interface.
>
> These comments are mutually exclusive.... The case was specifically for the
> visual copyright, so looking too much like the Mac was exactly what Apple
> was (deservedly) upset about. If you spend 25 man years making someone, and
> someone else borrows your design, does it in 5 many years, charges less,
> and puts you out of business, wouldn't you be upset? Business needs to be
> able to protect its R&D or R&D simply won't get done.
>
> >But things like binding (install application)
> >are much different.
>
> This also has nothing to do with the visual copyright....

Huh? Visual copyright?! I doubt such a thing exists - Imagine IBM copyrighting not only their ROM code but the look (the top is a plastic rectangle with these little metal pins sticking out... :-)).

My understanding of software copyright law is that someone can produce a program with a similar visual look, and as long as no code is pirated from the first

program, no infringement exists. Otherwise Xerox should certainly sue Apple.

Anyone know if DRI employed people from the Mac development team? This was my guess on why DRI gave in.

These are my personal opinions, such as they are.

Kevin Kinder
ihnp4!ihlpm!kvk

From -3476784923528948363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f9d7839b82709124
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,f9d7839b82709124
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-10-14 19:44:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro,net.micro.atari
Subject: Re: (FASI), SASI, SCSI - General info on SCSI (PLEASE READ)
Message-ID: <311@ccivax.UUCP>
Date: Mon, 14-Oct-85 22:44:23 EDT
Article-I.D.: ccivax.311
Posted: Mon Oct 14 22:44:23 1985
Date-Received: Fri, 18-Oct-85 21:00:31 EDT
References: <123@apr.UUCP> <279@ccivax.UUCP> <268@aum.UUCP>, <297@ccivax.UUCP>
<553@oakhill.UUCP>
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 66
Xref: linus net.micro:11163 net.micro.atari:1337

> I would like to correct some misnomers presented in the following article
> concerning the relationships of the so called "FASI" and SASI/SCSI
> interfaces.

I would like to thank Brian for Doing so, I had intended to post the correction myself but was unable to do so. Brian's posting is much more informative.

> SASI has only one data bus used to transfer both commands and data.
> Message and status information is also transferred over the same data bus.
> I am hopeful that all new products, including CD-ROMs, will be SCSI
> compatible.

> The Atari DMA port is just that - a DMA port - and nothing more. Its only
> resemblence to SASI/SCSI is the REQ/ACK handshake lines and the 8 data
> lines.

> I disagree. The Atari Port is nothing more than a DMA channel. The

> circuit shown below is a SCSI Host Adapter for the Atari. It might work.

The CS is not under DMA it is triggered only when the CPU has control of the bus. This is important, considering that interfacing to a controller requires at least some non-DMA initialization/set up. You are correct in stating that the Atari port is NOT a SCSI/SASI port.

> >BE CERTAIN THE DEVICE IS SCSI, AND NOT SASI, THEY ARE NOT THE SAME!!!!!
>
> This is not true. A SCSI controller will work as well in a SASI bus
> environment as will a SASI controller in a SCSI bus environment. The
> protocol for the physical aspect of both busses allows for this. Now it is
> true that the firmware aspect of SASI is different from the SCSI but only
> in terms of the command implementation. For example both SASI and SCSI
> send commands over the data bus in 6 byte command blocks (SCSI also has 10
> and 12 byte command blocks which allow for a 32 bit logical block address
> and a 16 bit transfer length).
> What all this boils down to is the device drivers for SASI are slightly
> different from the device drivers for SCSI.

The important question here is, what kind of "Boot Rom" is installed?
Would a SASI peripheral respond correctly to SCSI commands? Once you're booted, you can use a little of both. The current ROM doesn't support either.

>>By the way, there are kits to put SCSI on the MacIntosh (Xebec I believe).
>>There are SCSI Adapter boards for most IBM compatibles (from almost anyone).
>>Apple has announced plans to incorporate SCSI into the MAC (probably Jonathan)

> >My guess is that when Peripheral manufacturers see that they can get the
> >IBM, MacIntosh, Atari ST, and the Amiga market with the same product,
> >"SCSI compatibility" will become more important than "IBM compatibility".
> >
> >Fortunately, SCSI compatibility is MUCH easier to accomplish.
>
> I agree - SCSI is a great interface and would be a boon for the types of
> machines listed.
>
> ---
> Brian D. Wolf
> Motorola MCU Division
> William Cannon at US 290 West
> Austin, Texas
> ---

Motorola was not on my previous posting of those making support chips for SCSI. Obviously, they do support it very well! Does Motorola offer a chip that would be Atari compatible in some way?

From 9024577843746285644
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f

X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-14 21:25:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site aecom.UUCP
Path: utzoo!linus!philabs!aecom!werner
From: werner@aecom.UUCP (Craig Werner)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI/GEM ;CDC/1s complement
Message-ID: <1945@aecom.UUCP>
Date: Tue, 15-Oct-85 00:25:12 EDT
Article-I.D.: aecom.1945
Posted: Tue Oct 15 00:25:12 1985
Date-Received: Wed, 16-Oct-85 07:01:32 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>,
<299@ccivax.UUCP> <3487@utah-cs.UUCP>
Organization: Albert Einstein Coll. of Med., NY
Lines: 23
Xref: linus net.micro.pc:5338 net.micro.atari:1308 net.micro.mac:2948

> When I was first learning about computers (around '68) I asked a teacher
> why it was that CDC machines used 1's complement arithmetic. He replied
> that IBM held hefty patents on two's complement algorithms that Control
> Data did not want to pay for. I have no idea whether or not this story
> is true,
> Henry M. Halff

This may be closer to the truth: Someone was once describing how the Cray machines used One's complement because Seymour Cray could wire it a certain way to get a speed advantage.

Cray started at CDC, so if the above is true, it may explain the CDC architecture without having to invoke patent rights.

Speaking of patent rights, the original Mauchly/Eckert ENIAC patent, one of, if not, the longest in US history, patented Digital Logic, binary AND,ORs, adders, the works. It proved possible to circumvent, but kept lawyers busy for a decade.

--

Craig Werner
!philabs!aecom!werner
"When I was your age, I did it for half an hour every day."

From -2457775021592374935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a62668805fefd038,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-15 02:04:56 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!gymble!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: More ST info ... (long)
Message-ID: <388@eneevax.UUCP>
Date: Tue, 15-Oct-85 05:04:56 EDT
Article-I.D.: eneevax.388
Posted: Tue Oct 15 05:04:56 1985
Date-Received: Thu, 17-Oct-85 01:35:56 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 123

Neil Harris who is the publisher of Atari Explorer gave a little
talk at the local atari users group meeting about the XE and ST
line of computers. The following are a few interesting tidbits.

Regarding the 8 bit line:

1) The new pocket size 300 baud modem is out and includes free
   time on the major information networks. Also included is
   "sophisticated" terminal software with autodial, upload&
   download. He indicated it was similar to Hometerm. The
   price given was $49.95 retail.

2) Atariwriter+ is finished and the manuals are being printed up.
   Should be available in a few weeks. He also mentioned other
   software but I can't remember now.

3) The XEM music micro has hit a few snags. Apparently they have
   been having a few problems getting working silicon on the vlsi
   amy synthesizer chip. They have contracted out the remaining
   development on the chip to another company which eventually
   plans to use it in forthcoming synthesizer products. He said
   atari retains rights to the chip and when the bugs are worked
   out may come out with a product based on it.

4) He indicated that this christmas sales season is critical to
   the future of the 8 bit line and that if it does well that
   there would be new products for the 8 bit line. He did not
   confirm or deny rumors of a christmas sales spectacular to
   clear out the large numbers of 800xl(~$49.95) computers. He
   also said that atari has a 3 1/2 inch disk drive for the
   800 series but that he didn't know whether it was a viable
   product this late in the product cycle.

Being a former commodore employee he said that he had been born again
with regards to the capability of the 800 series vs the c64.

Comments on the ST:

1) He said atari had a chance to use the amiga chip set, but turned it down. Atari felt that the amiga chip set was based on 3 year old technology for a $700 video game machine and that it could do better. He questioned the marketability of the amiga(in its price range) based on its animation capabilities in the current market. The analogy with mindset which had similar capabilities at a similar price was made.

2) The atari ST basic is done and will be shipped out to all owners that mailed in their warranty card. Also 1 copy will be shipped to dealers and user groups. The time frame for this should be a few weeks. Stwriter is also almost done and would be distributed in a week or so. Also in the works is a Stcalc which would also be distributed as a freebie. This is a stopgap measure until the wave of commercial software hits the stores.

3) He indicated that several companies were working on IBM software emulators and that also some atari engineers were looking into a hardware coprocessor off the dma port. He questioned whether people would want to use "inferior" ibm pc software relative to the user friendly interface of GEM and the speed of the 68000.

4) He said that the roms were almost done and that they should be out in the december time frame. He didn't think that the DRI settlement with Apple would have any effect but that he would check about the official company position. He indicated that atari would not be so ready to cave in to Apple regarding copyrights, etc.

5) In response to a question about the education market he said atari is interested but not ready to commit in a big way until the consumer market is taken care of. He mentioned a time frame of sometime in 1986. Several local area net are being looked into. The low cost version would address up to 255 ST's and operate through the midi ports at 31kbaud. A higher cost ethernet based version off the dma port is also being worked on.

6) Regarding the 260STD he indicated that atari would continue to use the present channels(dealers) of distribution. He didn't know whether the 260STD would be marketed in the current form or as maybe a 1meg machine.

7) He said there were several expansion boxes planned to hook up to the ST dma port. One would just have 8 slots to allow expansion cards from atari or third party manufacturers. The other one was a 32 bit machine that would also hook up to the dma port. The ST would then be used as i/o processor to handle the screen,disk, and keyboard. He

said the 32032 was basically ruled out due to performance problems. It didn't really outperform the 68000 in the ST by very much. There are 3-4 microprocessors under consideration including the 68020. The 32 bit machine would be shown no earlier than the Jan CES.

8) Atari will be attending the COMDEX and will most likely be showing a finished version of the CD rom. He said atari was having problems finding parts suppliers that would do sufficient error checking, but that these have been solved and a december time frame was mentioned for initial shipments.

9) He said that atari was basically shipping ST's as fast as it could make them and that atari would not advertise on national tv until it was sure people could walk in and buy one. He indicated that many people are interested in the machine but are waiting for the first wave of commercial software to hit before committing to buy.

10) About Byte not providing a balanced view of the ST vs the Amiga, he said that atari was partly to blame in not providing machines to byte. He says they have ST's now and that they should have a review in an upcoming issue.

I guess that's it. If atari can produce it should do very well.

-ravi

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 7388454770985423283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5192f62fd7d962,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,5192f62fd7d962,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-15 03:42:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site mcvax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!simon
From: simon@mcvax.UUCP (Simon Kenyon)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: duplicate news
Message-ID: <844@mcvax.UUCP>
Date: Tue, 15-Oct-85 06:42:15 EDT
Article-I.D.: mcvax.844
Posted: Tue Oct 15 06:42:15 1985
Date-Received: Thu, 17-Oct-85 20:12:47 EDT

Reply-To: simon@mcvax.UUCP (Simon Kenyon)
Organization: CWI, Amsterdam
Lines: 21
Xref: linus net.micro.atari:1322 net.micro.amiga:4266

I am very interested in both the 520st and the amiga.
When I see an article claiming to comtain useful information
I am naturally interested, especially when it says it is n (n>50) lines long.
What do I usually find.
Three previous articles indented one column in, with perhaps 5 lines of
original content.
If you must quote other articles, please take the trouble to edit out all the
blank lines, signatures etc. This network costs a lot of money and your just
wasting it! (I am not paying for the priviledge, but will shortly)
I am afraid netnews is like a party. There is lots of drivel being talked.
Fortunately at a party, there is so much noise that you can talk rubbish
and very few people will notice.
I should point out that there is a lot of good stuff in this news group so keep
it up. However let us accept the fact that Apple has a lot of money and can
afford to sue DR if it so desires. Next topic!!!!.
--
Simon Kenyon
simon@mcvax
+353-1-716255x222
The National Software Centre, Dublin, IRELAND.

From -6653638939946535264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f727774bf0bdf934,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-15 05:07:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpm!rtb
From: rtb@ihlpm.UUCP (Todd)
Newsgroups: net.micro.atari
Subject: More on PC Itercomm
Message-ID: <534@ihlpm.UUCP>
Date: Tue, 15-Oct-85 08:07:32 EDT
Article-I.D.: ihlpm.534
Posted: Tue Oct 15 08:07:32 1985
Date-Received: Thu, 17-Oct-85 00:17:36 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 19

******

Well, I don't have to be as modest as the person from Mark Of the
Unicorn. PC-Intercomm is the finest terminal package I have used

on ANY micro-computer, and I use these programs on a day to
day basis. A 520ST coupled with a Prometheus Pro-modem (equipped with
options board) makes one of the most powerful communications
packages you can buy at any price. I have used IBM PC's with
all the popular comm programs and none of them comes near the power
or convience of PC-Intercomm. The nicest touch is the smooth
scrolling feature. To get that on an IBM you will have to spend
a lot of money for an EGA graphics adapter (probably more than the
cost of an entire 520ST system) and then you would have to wait
for some software company to write a comm program to support it.
Hats off to Mark of the Unicorn for taking an important step in
making the 520ST a serious contender in the micro market.

R.T. Bradstrum

From 7979478202652111099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2a0f026c7ce7a85d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-15 08:30:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!brl-tgr!nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Misc. comments about ST & ST questions
Message-ID: <757@nlm-vax.ARPA>
Date: Tue, 15-Oct-85 11:30:51 EDT
Article-I.D.: nlm-vax.757
Posted: Tue Oct 15 11:30:51 1985
Date-Received: Thu, 17-Oct-85 07:44:39 EDT
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 20

I want to keep this short and sweet:

1. I think it's time we stopped comparing the ST and the Amiga and
   get down to business. Both are nice machines, and this 'which is
better' discussion is tiresome. I feel sorry for those in this
newsgroups who have 400/800 machines and have to wade through all
of this.

2. I will post the source of my program to make a bootable DS/DD disk
for the ST as soon as I can upload it and provide minimal docs.

3. The TOS system calls are similar to the MS-DOS version 2.x calls.
If you have Hippo C and don't understand their terse docs, MS-DOS
documentation could fill in the blanks until ST internal docs can
be had. The developer's license agreement keeps us mum on this.

4. The developer's package has Kermit, but I don't know if is a public

domain implementation.

Too much talk already. Randy.

From -8833906239788450031
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8538913bd5ae4927,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-15 09:24:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!gandalf.cs.cmu.edu!Daryll.Strauss
From: Daryll.Strauss@GANDALF.CS.CMU.EDU
Newsgroups: net.micro.atari
Subject: Remove my name, please.
Message-ID: <498241475.strauss@GANDALF.CS.CMU.EDU>
Date: Tue, 15-Oct-85 12:24:00 EDT
Article-I.D.: GANDALF.498241475.strauss
Posted: Tue Oct 15 12:24:00 1985
Date-Received: Thu, 17-Oct-85 00:39:56 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 7

I have sent mail through info-atari-request and directly to MRC
requesting that my name be removed from the info-atari mailing list.
I appologize for having to send this message to the entire net, but I
would like my name removed from the list.
                                Thanks,
                                Daryll
                            Strauss@Gandalf.CS.CMU.EDU

From -6522013439134871812
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f355dfd2adb5fa37
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-15 09:24:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!ut-sally!ut-ngp!shell!
graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.micro.atari
Subject: Re: Electronic Arts and the Atari ST, Cut&Paste.
Message-ID: <305@graffiti.UUCP>
Date: Tue, 15-Oct-85 12:24:48 EDT
Article-I.D.: graffiti.305
Posted: Tue Oct 15 12:24:48 1985
Date-Received: Thu, 17-Oct-85 08:04:34 EDT
References: <498@aero.ARPA>
Organization: The Power Elite, Houston, TX

Lines: 7

It seems that EA, like many other people, have learned from past association
with Jack (Of *course* it's really 64K) Tramiel. I hope the new C= management
is sufficiently intelligent that they don't just follow in Jack's footsteps.

Does anyone know how to use Cut&Paste with normal ATARI-dos files on the 800?

     -- Peter (of course the 800 is the better machine) da Silva.

From -4486499016276571984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-15 11:19:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!xerox.arpa!Fischer.pa
From: Fischer.pa@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: DRI agrees to change GEM
Message-ID: <851015-112044-5321@Xerox>
Date: Tue, 15-Oct-85 14:19:00 EDT
Article-I.D.: Xerox.851015-112044-5321
Posted: Tue Oct 15 14:19:00 1985
Date-Received: Thu, 17-Oct-85 00:49:57 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 12

No offense to SUN, they are planning improved interfaces, but I wouldn't
suggest using their "top level" as a model for anyone's window oriented
user interface. They provide reasonable tools for building your own
(but these have weird limitations and...).

I could provide specific examples but I doubt anyone would be
interested.

The point: don't bother running out to look at a SUN's user interface,
it is not at all interesting.

(ron)

From 3783958184943024177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,64521918d70b4663,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-15 12:08:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mitre-gateway.arpa!schaen

From: schaen@MITRE-GATEWAY.ARPA (Sam Schaen, MS W458)
Newsgroups: net.micro.atari
Subject: Requests for information
Message-ID: <8510152045.AA04277@UCB-VAX>
Date: Tue, 15-Oct-85 15:08:25 EDT
Article-I.D.: UCB-VAX.8510152045.AA04277
Posted: Tue Oct 15 15:08:25 1985
Date-Received: Thu, 17-Oct-85 00:50:36 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 22

Has anyone who uses a C70/UNIX host
with their Atari as a terminal found a
good way to handle the conversion of
output for the smaller line size
available when using a color TV as a
monitor?

A colleague has suggested that there
may be a TERM CAP already in
existence. Alternatively, some sort
of filter might prove useful.

Does anyone use the Pocket Modem by
Digital Devices? If so, have you
found a way to use the modem with
software other than the software that
comes with the modem?

I just found out about info-atari and
may not yet be on the mailing list. I
would appreciate it if any answers are
sent directly to schaen at mitre-gw.

From 6168235241401196382
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c3790aeb274c60fe,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-15 13:22:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: BBS for ST computers
Message-ID: <21006@mgweed.UUCP>
Date: Tue, 15-Oct-85 16:22:19 EDT
Article-I.D.: mgweed.21006
Posted: Tue Oct 15 16:22:19 1985
Date-Received: Thu, 17-Oct-85 01:20:28 EDT
Organization: AT&T Information Systems - Montgomery Illinois

Lines: 19

According to The November issue of Analog Computing magazine, there
is a bulletin board specifically for the ST computers. It is the
Sixteen-Thirty-Two Atari Network (S.T.A.N.) and it can be reached
by calling (415)-552-8924.

This information was in the middle of another article so the details
are schetchy but it contains downloadable demos, news and other information
of interest to ST owners. The programs are transfered via ST Kermit.
Someone asked if there was a Kermit for the ST. Evidently there is
but I don't know where you could get a copy and the article didn't
mention either.

Hope this helps someone.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 5918750188624595015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b5ece30173d7af90,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-15 13:23:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!uiowa.CSNET!zimmermn
From: zimmermn@UIOWA.CSNET
Newsgroups: net.micro.atari
Subject: Networking
Message-ID: <8510160055.AA09665@UCB-VAX>
Date: Tue, 15-Oct-85 16:23:46 EDT
Article-I.D.: UCB-VAX.8510160055.AA09665
Posted: Tue Oct 15 16:23:46 1985
Date-Received: Thu, 17-Oct-85 01:06:34 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 5

Du to the low costs of the old 400/800 computers, I now own 2 Ataris.
I would like to know if anyone knows of references or work that discusses
the use of Ataris in multiprocessing or networking with multiprocessing
abilities.
Thanks in advance, Scott Zimmerman at zimmermn@uiowa.

From 2386553161796099366
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2abff5e70b3bb832

X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,2abff5e70b3bb832
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-15 14:26:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site alice.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!aer
From: aer@alice.UucP (A. E. Rosenberg)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: more Amiga vs. ST (ST)
Message-ID: <4444@alice.UUCP>
Date: Tue, 15-Oct-85 17:26:33 EDT
Article-I.D.: alice.4444
Posted: Tue Oct 15 17:26:33 1985
Date-Received: Thu, 17-Oct-85 00:28:36 EDT
References: <4421@alice.UUCP>, <385@eneevax.UUCP>
Organization: Bell Labs, Murray Hill
Lines: 26
Xref: watmath net.micro.amiga:402 net.micro.atari:1381

In re to posting damagin reviews: I kept the most damaging stuff out, but left in what related to the 'review' someone did to the Amiga in much the same way. From the same article in _Creative_, listen:

"...Even this idle exploration was not to last. After a few short hours of poking around, my ST started acting like it had eaten too much cotton candy and was looking for the men's room. I started to get duplicate images of the Busy Bee icon all over the screen. Then, random dots started speckling the screen as if bees were really the cause of yellow rain. I knew the end was near when mushroom clouds began to appear. The more I rebooted, the faster the machine would crash, until finally I turned it on and nothing happened. Sure, I had had fun a couple of hours, but I really didn't feel as though I had gotten my money's worth."

This was from the very _latest_ issue of _Creative_. It probably was written little more than a few weeks ago.

D. Rosenberg ..!ihnp4!alice!aer

--

D. Rosenberg on Murray Hill /-\|/-\|//\|/-\ ATT/BTL
..ihnp4!alice!aer --- "These are My Opinions."

From -7219349412545543752
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f355dfd2adb5fa37
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-15 16:09:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/18/84; site bnrmtv.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!oliveb!3comvax!bnrmtv!zarifes
From: zarifes@bnrmtv.UUCP (Kenneth Zarifes)
Newsgroups: net.micro.atari
Subject: Re: Electronic Arts and the Atari ST
Message-ID: <193@bnrmtv.UUCP>
Date: Tue, 15-Oct-85 19:09:00 EDT
Article-I.D.: bnrmtv.193
Posted: Tue Oct 15 19:09:00 1985
Date-Received: Thu, 17-Oct-85 23:48:39 EDT
References: <498@aero.ARPA>
Organization: Bell Northern Research, Mtn. View, CA
Lines: 29

> --
>
>   Well ST fans there's not much I can say about this note,(it pretty much
> speaks for itself) except to say that this came across our internal net the
> other day and I felt obligated to pass it on....
>
>   I would be very interested in any comments anyone might have concerning
> this note. Please post responses to net.micro.atari.
>
>   _Mike Boiko_
>
> **
>
> The following text is comprised of a letter sent to this store from a
> customer. Obviously Mr. McClary had written Electronic Arts about their
> product line for the 520ST, and got the following response. Mr. McClary
> attached a note to the copy of this letter sent to me that said; "Hope you
> will share this with your users group or upload it on BBS's and get people
> to write EA." Well, I found the letter quite appalling, and I am sure that
> the majority of the Atari community will also. So, in response to Mr.

   Trip Hawkin's letter sounds reasonable and accurate to me. It seems like
a very rational stand for a company to take. I cannot see anything "appalling"
anywhere in the letter.
   I am *very* interested in why this letter offends you. I have some guesses
but I could be wrong.

Kenneth Zarifes
amdhal!bnrmtv!zarifes

From -8125134021652878478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4636dea6ce6e392e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-15 16:14:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihwpt.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihwpt!knudsen

From: knudsen@ihwpt.UUCP (mike knudsen)
Newsgroups: net.micro.atari
Subject: 520 ST uses GI 8910???
Message-ID: <519@ihwpt.UUCP>
Date: Tue, 15-Oct-85 19:14:17 EDT
Article-I.D.: ihwpt.519
Posted: Tue Oct 15 19:14:17 1985
Date-Received: Thu, 17-Oct-85 01:49:29 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 17

Well, I guess it's official. According to the posted TOC
of ANTIC magazine, the great new ST uses the GI-8910
sound chip.
     How could this have happened? This chip is inferior
to the original Atari 800 chip, let alone anything that
could be designed today! I have just started working with
the 8910-8913 series and know what the limitations are
(there are some good points too, but ...)
Ya know, my 8910 docs are dated 1979 or so.
     I'm just surprised that such a neat new machine
would use such an old chip.
     Now, does the ST have D-A converters and DMA
and hardware timers to play sampled audio thru them?
Because that's how you'll get any decent 4-part
music out of that box.
     mike k

From 6958824733256001431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8538913bd5ae4927
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-15 17:14:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!simtel20.arpa!MRC
From: MRC@SIMTEL20.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: Re: Remove my name, please.
Message-ID: <12151425698.16.MRC@SIMTEL20.ARPA>
Date: Tue, 15-Oct-85 20:14:57 EDT
Article-I.D.: SIMTEL20.12151425698.16.MRC
Posted: Tue Oct 15 20:14:57 1985
Date-Received: Thu, 17-Oct-85 00:56:57 EDT
References: <498241475/strauss@GANDALF.CS.CMU.EDU>
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 7

There is no longer an INFO-ATARI moderator. I asked several weeks ago

for somebody to volunteer to take over. The only volunteer was a guest
user who doesn't have enough disk space to maintain the archives. Until
somebody volunteers no INFO-ATARI-REQUEST messages will be acted on.

Hint hint.

From 2648077565728041321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4958f53b7951c2e9,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,4958f53b7951c2e9,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-16 03:29:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site mcvax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!simon
From: simon@mcvax.UUCP (Simon Kenyon)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: news being bounced off arpanet!
Message-ID: <846@mcvax.UUCP>
Date: Wed, 16-Oct-85 06:29:49 EDT
Article-I.D.: mcvax.846
Posted: Wed Oct 16 06:29:49 1985
Date-Received: Fri, 18-Oct-85 21:22:18 EDT
Reply-To: simon@mcvax.UUCP (Simon Kenyon)
Organization: CWI, Amsterdam
Lines: 7
Xref: linus net.micro.atari:1339 net.micro.amiga:4278

every time I post an article to this group I get a nasty
message from a mailer saying that arpanet refused a piece of mail.
what is going on?
--
simon kenyon
simon@mcvax

From -3973682115343311176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f355dfd2adb5fa37
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-16 06:38:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!well!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari
Subject: Re: Electronic Arts and the Atari ST
Message-ID: <386@aum.UUCP>

Date: Wed, 16-Oct-85 09:38:04 EDT
Article-I.D.: aum.386
Posted: Wed Oct 16 09:38:04 1985
Date-Received: Sat, 19-Oct-85 08:04:51 EDT
References: <498@aero.ARPA>
Organization: The Aurora Systems Bunch
Lines: 10

Regarding "Trip's" letter... It is obvious that he feels very threatened
by the ST as well he might. Unless the Amiga gets a fanatical following
it will probably not compete with the ST especially with the way the
ST has caught on in Europe.
--

Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From -4668409198783058330
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-16 06:56:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watdcsu.UUCP
Path: utzoo!watmath!watnot!watdcsu!rsellens
From: rsellens@watdcsu.UUCP (Rick Sellens - Mech. Eng.)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM ; why??
Message-ID: <1762@watdcsu.UUCP>
Date: Wed, 16-Oct-85 09:56:36 EDT
Article-I.D.: watdcsu.1762
Posted: Wed Oct 16 09:56:36 1985
Date-Received: Thu, 17-Oct-85 01:27:41 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
<299@ccivax.UUCP> <3251@nsc.UUCP> <533@ihlpm.UUCP>
Reply-To: rsellens@watdcsu.UUCP (Rick Sellens - Mech. Eng.)
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 44
Xref: watmath net.micro.pc:5620 net.micro.atari:1388 net.micro.mac:2989
Summary:

In article <533@ihlpm.UUCP> kvk@ihlpm.UUCP (Kevin) writes:
>> In article <299@ccivax.UUCP> rb@ccivax.UUCP (rex ballard) writes:
>> ..... The case was specifically for the
>> visual copyright, so looking too much like the Mac was exactly what Apple

>> was (deservedly) upset about.........
>>
>> >But things like binding (install application)
>> >are much different.
>>
>> This also has nothing to do with the visual copyright....
>
>Huh? Visual copyright?! I doubt such a thing exists - Imagine IBM copyrighting
>not only their ROM code but the look (the top is a plastic rectangle with these
>little metal pins sticking out... :-)).
>
>My understanding of software copyright law is that someone can produce a program
>with a similar visual look, and as long as no code is pirated from the first
>program, no infringement exists. Otherwise Xerox should certainly sue Apple.
>
>Anyone know if DRI employed people from the Mac development team? This was my
>guess on why DRI gave in.
>
>These are my personal opinions, such as they are.
>
>   Kevin Kinder
>   ihnp4!ihlpm!kvk

I believe a suit over piracy of video game code was settled a while ago
with damages awarded for copyright violation. The question of ROM copy-
right was left up in the air in that decision, but the copyright the
company had on the fixed scenario "come-on" screens was upheld.

It seems to me that if Apple has copyright and or trademark registrations
on their desktop image they may be able to get damages from anyone who
copies that image, in whatever form. Whether that's a good thing probably
depends on where you sit.

Rick Sellens
UUCP: watmath!watdcsu!rsellens
CSNET: rsellens%watdcsu@waterloo.csnet
ARPA: rsellens%watdcsu%waterloo.csnet@csnet-relay.arpa
Physical: 372A Churchill Court, Waterloo, Ontario, Canada N2L 6B4

From -3895594282324776017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8538913bd5ae4927
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-16 07:19:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel)
Newsgroups: net.micro.atari
Subject: Re: Remove my name, please.

Message-ID: <1810@saber.UUCP>
Date: Wed, 16-Oct-85 10:19:34 EDT
Article-I.D.: saber.1810
Posted: Wed Oct 16 10:19:34 1985
Date-Received: Fri, 18-Oct-85 01:16:46 EDT
References: <498241475/strauss@GANDALF.CS.CMU.EDU>
<12151425698.16.MRC@SIMTEL20.ARPA>
Organization: The Houses of the Holy
Lines: 22

> There is no longer an INFO-ATARI moderator. I asked several weeks ago
> for somebody to volunteer to take over. The only volunteer was a guest
> user who doesn't have enough disk space to maintain the archives. Until
> somebody volunteers no INFO-ATARI-REQUEST messages will be acted on.
>
> Hint hint.
> -------

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
please excuse my posting this but attempts to reply to ARPA sites dont seem
to work for me, what is in involved in being a moderator, how much disk
space do the archives take etc. how much of your time did it take ???? if i
can i would like to volunteer
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From -806818729750033248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d82c91c8d9be49be
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-16 07:23:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!ut-sally!ut-ngp!shell!
graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.micro.atari
Subject: Re: ST programs without AES & VDI?
Message-ID: <312@graffiti.UUCP>
Date: Wed, 16-Oct-85 10:23:10 EDT
Article-I.D.: graffiti.312
Posted: Wed Oct 16 10:23:10 1985
Date-Received: Mon, 21-Oct-85 06:33:53 EDT
References: <10613@ucbvax.ARPA> <558@riccb.UUCP>
Distribution: net

Organization: The Power Elite, Houston, TX
Lines: 19

> You also have to be careful when passing arguments because the C compiler
> does not automatically convert everything to long words when passing arguments
> on the stack. chars and ints use MOV.W data,(SP)- and pointers and longs
> use MOV.L data,(SP)-. This can can a crash due to bus errors because if
> you're not careful you could pick up an invalid pointer.
>
> Don't ask me why they decided to do it this way, probably just to cut down
> on generated code and improve speed, but it definately will cause problems
> with LOTS of software that assumes that arguments passed to function are
> the same size and resized to the proper size by the called function.

There is certainly precedent for this sort of thing: the original Ritchie
compiler did things this way. If your code assumes that int promotes to long
or to (void*) on a function call it will die on more machines than just this
one.

Now why they didn't follow the VAX' precedent and make ints 32 bits, and shorts
16 bits, I don't know. Are you sure that the compiler uses 16-bit ints? Strikes
me as silly on a 68000.

From -7071633711947746297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7d959f2220a07b09,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-16 08:23:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!linus!philabs!cmcl2!harvard!seismo!brl-tgr!nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Program to create double sided ST boot disks.
Message-ID: <769@nlm-vax.ARPA>
Date: Wed, 16-Oct-85 11:23:06 EDT
Article-I.D.: nlm-vax.769
Posted: Wed Oct 16 11:23:06 1985
Date-Received: Fri, 18-Oct-85 20:52:37 EDT
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 553

Here is my quick and dirty program to create double sided boot disks for
the Atari 520ST. Actually, all it does is write a properly configured
boot sector to a diskette. Once that is done, you can copy TOS and the
desk accessories over and boot from the disk.

The program can also be used to install a boot on a single sided diskette
as well. A shar archive appears below. The archive contains the sources
of the programs and a uuencoded version of the binary. [Unix users can
decode using uudecode].

Users not running UNIX will have to hand edit the files out of the archive
and if they don't have access to uudecode, install it from the sources.
That requires a developer's package.

```
-------------------------------CUT HERE-----------------------------------
: This is a shar archieve.  Extract with sh, not csh.
: The rest of this file will extract:
: README wboot.encoded wboot.c mkboot.c
echo extracting - README
sed 's/^X//' > README << '/*EOF'
XDescription of the wboot program:
X
XThis program writes a bootstrap sector on the specified disk
Xdrive.  By default, a boot for a single sided 80 track diskette
Xis written to drive A:, but wboot options permit boot blocks for
Xother disk formats to be written.  This is a quick and dirty
Xprogram, of TOS-TAKES-PARAMETERS type.  I might be fun to put in
Xthe GEM hooks, but I haven't tried this yet.
X
XThe distribution includes the following files:
X
X    readme             This file.
X    wboot.encoded      A "uuencoded" binary of the wboot program.
X    wboot.c            The C language source for wboot.ttp.
X    mkboot.c      A program to create a boot.h file.
X
XThis file is a shar archive.  If you are running Unix, you can unpacking
Xit by using it as input to sh.  If not, you can hand edit the files out of
Xthe archive by removing the sh commands in between.
X
XHow to install the binary version:
X
X    1.  After unpacking, run the wboot program through the Unix program
X    uudecode.  This will generate the binary file, wboot.ttp.
X
X    2.  Using kermit, modem, or what have you, do a binary download of the
X    program to your ST.
X
X    3.  You are ready to run, see below.
X
X
XHow to install the source version (requires developer's package):
X
X    1.  After unpacking, use kermit, modem, or whatever to download the
X    sources, wboot.c and mkboot.c.
X
X    2.  Compile mkboot.c and link the object file with gemstart, gemlib and
X    osbind.
X
X    3.  Put a disk with a bootstrap on it in drive A:.  (A copy of your TOS
X    system disk).
X
```

```
X    4.  Double click on the newly created mkboot.prg file.  You should end
X    up with a file called boot.h on the same disk as mkboot.prg.
X
X    5.  Check this file, it should have one C array, boot[], which is filled
X    with hex byte values.  That is the content of your current boot
X    block.
X
X    6.  Check the source of wboot.c to make sure when you compile it you
X    will include boot.h properly.  [You may have to add device & path
X    data].
X
X    7.  Compile the wboot.c program and link the object module with gemstart,
X    gemlib and osbind.
X
X    8.  Either install this file as a TOS-TAKES-PARAMETERS file, or change
X    the file extension to TTP (which has the same effect).
X
X    9.  You are ready to run.
X
X
XHow to run wboot:
X
X    1.  Double click on the wboot.ttp (or .prg) icon.  You should get an
X    box asking you to fill in the arguments.
X
X    2.  Supply the arguments as follows:
X
X        Use -d on the line if your diskette is double sided.
X
X        Use -4 if it is a 40 track (5 1/4 inch) diskette.  (This
X             option is not tested).
X
X        Put a: or b: on the line to indicate the drive where the
X        boot block is to be written.
X
X    If you supply no arguments, a single sided boot will be written
X    to drive A:.  For example, if you want to write a double sided
X    boot block to drive B:, the proper arguments are:
X
X                   -d b:
X
X    3.  When done, click the button to start the application.  You will
X    see a line telling you the options which were selected.
X
X    4.  You will be asked if you want to write the boot.  Type Y and your
X    selected disk will blink once as the boot sector is written.  Any
X    other response will abort the write and exit from wboot.
X
X    5.  The program loops at the point back to #4.  You can write identical
X    boots to as many diskettes as you want before exiting.
X
XNot exactly a demonstration of the best of the ST, but it gets the job done
Xand I wrote it very quickly.  Good luck.
```

```
X
X                       Randy
/*EOF
echo extracting - wboot.encoded
sed 's/^X//' > wboot.encoded << '/*EOF'
Xbegin 644 wboot.ttp
XM8!H  !=*   &I@  (YP   0V             "I/*FT !"/-   =\" M  S0
XMK0 4T*T '-"\   % "( THW"O/____XN02\ +PU"9S\\ $I.0=_\    #"!Y
XM   =\")H !C3Z  <(\D  !WT1>@ @! : H    #_/P O"IW.3KD   1 3OD
XM  "Z(B\ !# \ ,A.0DYU(&\ !" (0>@! +_(9 1P_TYU(\   !WT0H!.=4Y6
XM   P+P ((B\ "DY"O_D  !WT9!0P/  )0?D  !BF(@A.0C \  !.0DY>3G4@
XM;P $,B\ "# O  I(P%. ;P80P5'(__Q"@$YU(&\ !# O  A*$&8$0H!.=; 8
XM9O0@"%. 3G5.5O_Z+JX "#\\  E.N0  %SI4CRZ\   :RC\\  E.N0  %SI4
XMCSZ\  A.N0  %SH]0/_^L'P 66<(#&X >?_^9A@NO   &M,_/  )3KD  !<Z
XM5(]P 6 68!0NO   &MD_/  )3KD  !<Z5(]"0$Y>3G5.5O_Z+JX "#\\  E.
XMN0  %SI4CRZ\   :WC\\  E.N0  %SI4CSZ\  A.N0  %SH]0/_^L'P #6<(
XM#&X "O_^9N0NO   &OL_/  )3KD  !<Z5(].7DYU3E;__"ZN  AAGCZN  Q.
XMN0  "6A.7DYU3E;_GD)N__X]?  "__I";O_V0F[__%BN  I3;@ (8   MB!N
XM  H@4 P0 "UF."!N  H@4! H  %(@& 40F[_^F B/7P  ?_V8!I2;O_\8!2P
XM?  T9^:P? !$9^:P? !D9^!@YF!H(&X "BZ03KD  !5@L'P  F92(&X "B!0
XM#"@ .@ !9D0@;@ *(% ,$ !!9PP@;@ *(% ,$ !A9@9";O_^8"0@;@ *(% ,
XM$ !"9PP@;@ *(% ,$ !B9@@]?  !__Y@!%)N__Q@!%)N__Q3;@ (6*X "DIN
XM  AN /]&2F[__&<0/KP  2\\   :_F$ _OA8CS N__J ;O_V/4#_]#Z\  $_
XM+O_T+SP!    +SP  !C*/SP $DZY   7&M_\    #"Z\   ;(#\\  E.N0
XM%SI4CTIN__9F""Z\   ;/& &+KP  !M#/SP "4ZY   7.E2/+KP  !M*/SP
XM"4ZY   7.E2/#&X  ?_Z;P@NO   &U)@!BZ\   ;53\\  E.N0  %SI4CRZ\
XM   ;6#\\  E.N0  %SI4CTIN__YO""Z\   ;>6 &+KP  !M[/SP "4ZY   7
XM.E2/+KP  !M]+PX&E____Z).N0  %3Y8CTIN__YO""Z\   ;E& &+KP  !N6
XM+PX&E____Z).N0  %118CRZ\   ;F"\.!I?___^B3KD  !446(\NC@:7____
XMHF$ _0A*0&<\/KP  4)G0F<_/  !/R[__D*G+SP  !C*/SP "4ZY   7&M_\
XM    $BZ\   ;FS\\  E.N0  %SI4CV"T0E=.N0  "6A.7DYU3E8  $CG 01.
XMN0  $51"5R\\   8OTZY   ,+EB//KP  2\\   8OTZY   ,+EB//KP  2\\
XM   8OTZY   ,+EB/(&X "#)N  S1R4(0*FX "& F$!5(@$C T+P  !T>($ (
XM$  #9PH0%4B T'P (& $$!5(@!J 4HU*%6;6/JX #"\N  A.N0  !-A8CTJ?
XM3-\@ $Y>3G5.5O_>2.<'#$)73KD  ! &(\   !W\(\   !X 0GD  !WZ+KP
XM !BU80 #%BIN  A@  ).8 )2C4H59Q00%4B 2,#0O   '1X@0 @0  5FYDH5
XM9P ",@P5 ")G!@P5 "=F1AP5$ 9(@#Z +PU2ETZY    X%B/*$ @#&8.+KP
XM !NL+PUA  )66(\@#$C D(T^ "!-,D?1R4(04D<NC5*780 "GF   =A"1V "
XM4D<@33)'T<E*$&<6$#5P $B 2,#0O   '1X@0 @0  5GWDHU< !G"B!-,D?1
XMR4(04D<0%4B 8  !AD)73KD   H*0E<O#5*73KD   Q&6(]*0&<0+HU2ER\\
XM   ;OF$  =!8CV   6P^O  !3KD   H*#"T /@ !9D ^O  !+PU4ETZY   ,
XM1EB/L'P  688/KP  D*G/SP  4ZY   ,>%R/L'S__V80+HU2ER\\   ;RV$
XM 7Q8CV D0E<O#5*73KD   DV6(^P?  !9Q NC5*7+SP  !O:80 !5EB/8
XM\CZ\ #\O#4ZY    X%B/2H!F%#Z\ "HO#4ZY    X%B/2H!G  "P+7P  "2T
XM__PNKO_\!I<    X/SP &DZY    EE2//KP $2\-/SP  TZY   3T%R/' "\
XM/ #_9@XNO   &^DO#6$  .98CV!>+HX&E____]X0!DB /P O+O_\80 !6ER/
XM+HX&E____]Y.N0  %6 ^@%)73KD  !8 *$ NC@:7____WB\,3KD  !4^6(\N
XMC&$  /P^O  2+PT_/  #3KD  !/07(\< +P\ /]FG& &+HUA  #:8!2P?  \
XM9P#^=K!\ #YG /Z<8 #_$MK'2A5F /VP0I=A  "V4WD  !WZ+KD  !X 3KD
XM  !ZL'S__V80+KP  !P#+SP  !OT82I8CT*7+SD  !W\/SD  !WZ3KD   '<
XM7(\^@$ZY   ):$J?3-\PP$Y>3G5.5O]\+JX ""\.!I?___^ 3KD  !4^6(\N
XMK@ ,+PX&E____X!.N0  %118CRZ\   <!"\.!I?___^ 3KD  !446(\NC@:7
XM____@#\\  E.N0   )94CSZ\__].N0  "6A.7DYU3E8  $CG 00J;@ (('D
```

```
XM !X ((U8N0  '@!2>0  '?I*GTS?( !.7DYU3E8  $CG QPJ;@ ('BX #2AN
XM  Y'[0!6&-MF_$J?3-\X@$Y>3G5.5@  2.<#!$ZY   0[CX OGS__V8&</]@
XM  "2/H=.N0  $78P!\'\ C@J0-O\   >#$IN  YF! !5 ! NO   &+\O+@ (
XM3KD  !6.6(]*0&8* %4  S '8%)@'BZ\   8Q"\N  A.N0  %8Y8CTI 9@@
XM50 %, =@,CZ\ !8O+@ (/P=.N0  $]!<CTI 9Q8S_  C   =&C/Y   =^
XM'1QP_V & %4  3 '2I],WR" 3EY.=4Y6__Q"5S\N  PO+@ (80#_.ER/3EY.
XM=4Y6__Q"5S\N  PO+@ (80#_(ER/3EY.=4Y6__P^O  !/RX #"\N  AA /\(
XM7(].7DYU3E;__$ZY   )@#ZN  A.N0   +I.7DYU3E8  $CG P!"1V 6, ?!
XM_  .T+P  !P(+H!.N0  ";)21[Y\ !!MY$J?3-\ @$Y>3G5.5@  2.<!!"IN
XM  @P+0 "P'P  V<J+HU.N0  "IH(+0 "  -G"BZM  1.N0  #GA"0$C *T
XM""M   1";0 , FW_@  "/I5.N0  "@I*GTS?( !.7DYU3E8  $CG#P0^+@ (
XM/H=.N0  $>0J0" -9A8S_  )   =&C/Y   =^   '1QP_V!.0D8P%<!\  9F
XM%CZM  0_/  ^3KD  !:V5(\\ &P"?/\^ATZY   1=CZ'3KD  !$X2D9F!C &
XM8!9@%#/\  4  !T:,_D  !WX   ='#_2I],WR#@3EY.=4Y6__Q.7DYU3E8
XM $CG!P0J;@ (,"T  L!\  JP?  "9BP@+0 (D*T !#P ;R ^AB\M  0_%4ZY
XM   0<%R//@"\1V<* &T $  "</]@2@@M  $  V<>2JT !&<6""T  P #9P@[
XM?  !  Q@!CM\ ?\ #& </KP  3 M  Q$0$C +P _%4ZY   ,>%R/0FT #"MM
XM  0 "$) 2I],WR# 3EY.=4Y6  !(YP,$3KD  !#N/@"^?/__9@9P_V   -8^
XMATZY   1=C 'P?P"."I V_P  !X,2FX #&8$ %4 "$IN  YF! !5 ! NO
XM&+\O+@ (3KD  !6.6(]*0&82 %4  SMN  P !# '8   AF >+KP  !C$+RX
XM"$ZY   5CEB/2D!F" !5  4P!V!D/KP #R\N  @_!TZY   3T%R/2D!G'CZ'
XM3KD  !$X,_P  @  '1HS^0  '?@  !T<</]@, !5  $^O  "0J<0+0 #2( _
XM $ZY   ,>%R/0E="IQ M  -(@#\ 3KD   QX7(\P!TJ?3-\@@$Y>3G5.5O_\
XM0E<_+@ ,+RX "&$ _O9<CTY>3G5.5O_\0E<_+@ ,+RX "&$ _MY<CTY>3G5.
XM5O_\/KP  3\N  PO+@ (80#^Q%R/3EY.=4Y6  !(YP$$/JX "$ZY   1Y"I
XM( UF%C/\  D  !T:,_D  !WX   ='#_8"0^K@ ./RT !"\N  H_/ !"3KD
XM !:V4(\K0  & E7_WR M  9*GTS?( !.7DYU3E;__#Z\  %"IS\N  AAE%R/
XM3EY.=4Y6  !(YP,$/BX "%Y'YD]21SZ'81XJ0" -9@1"@& */H<O#6$  (98
XMCTJ?3-\@@$Y>3G5.5@  2.<!#"AY   <\"I48%I"0# M  1"03(M  :S0$9
XM2D!G#CZ\  %.N0  #_Y"@& Z0D P+0 $L&X "&4$( Q@*KOY   <\&8</JX
XM"&$  *8J0" -9@X^O  "3KD   _^0H!@!BA-*E5@I$J?3-\P $Y>3G5.5@
XM2.<!#"!N  @J4$) ,"X #%A L&T !&4((&X """58$8H34) ,"X #.=(2$!"
XM0$A V<!"0# M  20;@ ,.4  !$) ,"P !$9 .4  !BB5(&X """,.VX #  $
XM0D P+0 $1D [0  &(^X "   '/ @#5" 2I],WS  3EY.=4Y6  !(YP,,/BX
XM"-Y\ #_L1^U', ?G0#Z 3KD  ! &*D"[_/____]F!$* 8"H@#5* P+S____^
XM*D H33E'  1"0# L  1&0#E   8NC%"781 @.0  '/!*GTS?,(!.7DYU3E8
XM $CG 0PJ;@ (48U"0# M  1"03(M  :S0$9 2D!G$#Z\  -.N0  #_YP_V
XM ,0H>0  '/"[S&4$N]1E$+G490B[U&,(N\QD!"A48.B[S&4R( U"03(M  3G
XM24A!0D%(0="!(@Q"0C0L  3G2DA"0D)(0M*"L(%B"B/,   <\$) 8&X@#4)!
XM,BT !.=)2$%"04A!T(&PE&8<(%0P*  $T6T !$) ,"T !$9 .T  !B!4*I!@
XM BJ4( Q"03(L  3G24A!0D%(0="!N\!F&D) ,"T !-%L  1"0# L  1&0#E
XM  8HE6 "*(TCS   '/!"0$J?3-\P $Y>3G5.5O_\2.<##"IN  @NC6$ _O(^
XM+@ ,7D?F3U)'/H=A /V(+4#__&8$0H!@2B!N__PH4%",N\QG,KG-9!!@!AC=
XM4VX #$IN  QF]& >0H P+@ ,V<!"@# N  S;P& &&253;@ ,2FX #&;T/H<O
XM+O_\80#]KEB/2I],WS" 3EY.=4Y6__Q.7DYU3E;__$Y>3G5.5@  2.<####XN
XM  A(Q\Z\  #__P@'  !G E*'*GD  !WT*$?9^0  '?0NC$ZY    >K!\__]F
XM%C/\  P  !T:,_D  !WX   ='#_8!(^K@ (0F<O#4ZY    Q%R/( U*GTS?
XM,(!.7DYU3E8  $CG 00^K@ (3KD  !'D*D @#68$</]@6$IN  YF!$) 8$X(
XM+0 #  %G%C/\  D  !T:,_D  !WX   ='#_8# (+0 $  %G%CZN  XO+@ *
XM+PU.N0  $D90CV 48!(^K@ .+RX "B\-3KD  !-64(]*GTS?( !.7DYU3E8
XM $CG!P!\ 4)'8!@@!L"Y   <]&8*C;D  !ST, =@'N.&4D>^?  0;>(S_  8
XM   =&C/Y   =^   '1QP_TJ?3-\ P$Y>3G5.5O_\< $R+@ (XV!&0$C P;D
XM !ST0D!.7DYU3E8  $CG P!"1V &/H=A$E)'OGP $&WT2I],WP" 3EY.=4Y6
```

```
XM  !(YP$,,"X ",'\ C@J0-O\   >##  N  @;0  #0E5"+0 "*WS_____  I"
XMK0 &0JT #CZ\ "!"9R\-!I<    23KD   #$7(\^O  +/SP ("\-!I<    3
XM3KD   #$7(]*GTS?, !.7DYU3E8  $CG P0^+@ (OGP $&46,_P "0  '1HS
XM^0  '?@  !T<0H!@,$) , ? _ (X*D#;_   '@P(+0    %F%C/\  D  !T:
XM,_D  !WX   ='$* 8 (@#4J?3-\@@$Y>3G5.5O_Z2.<##"IN  @H;@ ,/BX
XM$$) /4#_^CU __Q@  #(8 12;O_ZOF[_^F,0($R3R3)N__K1R0P0  IFYD)
XM,"[_^I!N__QC9CZ\  $_+O_Z0D P+O_\D5<@#$*!,B[__-"!+P O+0 &+PT&
XMEP   !).N0  %GK?_     X]0/_^0H P+O_^T:T !DIN__YF%C/\  4  !T:
XM,_D  !WX   =''#_8%X];O_Z__Q@.%)N__H^O  !/SP  2\\   <^"\M  8O
XM#0:7    $DZY   6>M_\    #CU __Y"@# N__[1K0 &OF[__&( _S0@+0 &
XML*T #F\&*VT !@ .0D P+O_\2I],WS" 3EY.=4Y6__Y(YP$$*FX "#Z\  $_
XM+@ 0+RX #"\M  8O#0:7    $DZY   6>M_\    #CU __Y*;O_^9A8S_  %
XM   =&C/Y   =^   '1QP_V @0H P+O_^T:T !B M  :PK0 .;P8K;0 &  Y"
XM0# N__Y*GTS?( !.7DYU3E;_^DCG QPJ;@ *,"X ",'\ CC0O   '@PM0/_\
XM?O\NC6$  .PF36 "4HM*$V<&#!, .F;T2A-G'!UC__H,+@!!__IM# PN $__
XM^FX$*DM@!$OK  (P+@ .8   D$)7+PT_/  \3KD  !:V7(\^ &\*(&[__#%'
XM  1"1V   (9"5R\-/SP 3DZY   6MER/2H!G!$) 8 0P/ #_/@!@9#Z\ $].
XMN0  %K9*@&<$0D!@!# \ /\^ &!*+HT_/  ]3KD  !:V5(\^ &\*(&[__#%'
XM  1"1V L+HT_/ !!3KD  !:V5(\^ & :8!B0?  /L'P !V(.Y4 P0-'\   <
XM^B!03M P!TJ?3-\X@$Y>3G5.5O_\(&X " P0 &%M$B!N  @,$ !Z;@@@;@ (
XM!!  ("!N  @0$$B 4JX "$H 9M1.7DYU3E8  $CG 0PJ;@ ,*&X "& "4HQ*
XM%&;Z&-UF_" N  A*GTS?, !.7DYU3E8  $CG 0PJ;@ ,*&X "!C=9OP@+@ (
XM2I],WS  3EY.=4Y6  !(YP$,*FX ""A-8 )2C$H49OH@#$C D(U*GTS?, !.
XM7DYU3E;__$Y>3G5.5@  2.<'#"IN  @H;@ ,8"00'4B /H!A,!X $!Q(@#Z
XM828< +X&;P1P 6 2O@9L!'#_8 I*%6;82A1FU$) 2I],WS# 3EY.=4Y6  !(
XMYP, /BX "+Y\ &%M"KY\ 'IN!-Y\_^ P!TJ?3-\ @$Y>3G4@7T* ,!]:@ B
XM   B>0  '?1#Z0$ 0_$( +_)8@9.^0   *R?P$/O  0@"4[02H5G"BZ\____
XM_XO\  !.=4Y6__H@;@ (/6C_\O_^+JX $#!N !8O"#!N !0O"$ZY   6QE"/
XM+P _+O_^/SP /TZY   6ME"/3EY.=4Y6__H@;@ (/6C_\O_^+JX $#!N !8O
XM"#!N !0O"$ZY   6QE"/+P _+O_^/SP 0$ZY   6ME"/3EY.=2/?   >!$Y!
XM+SD  !X$3G5.5O_\0D)*K@ (; 9$K@ (4D)*K@ ,; 9$K@ ,4D(P+@ *P.X
XM#BU __PP+@ (P.X #C(N  S"[@ *T$'0;O_\/4#__" N__P( @  9P)$@$Y>
XM3G4CWP  '@A.3B\Y   >"$YU(]\  !X(3DTO.0  '@A.=2/?   >"$Y!+SD
XM !X(3G4  0 " 0$" 0$  0$" 0$! 0$              0   0 #!0 %!0
XM 0$" 0 0!P$" 0             ! 0$" 0$" 0$" 0$! 0(! 0$
XM       " 0$! 0$& 0$$ 0$! P$" 0$$ @$( 0$        ! 0$) 0$! 0$!
XM 0  !0$
XM       $ P ( P & 0 ( 0 ( 0 $ 0$# 0$ !0 ! 0$ !0   0$  0$
XM                           @(
XM       % 0 % 0 ! 0 ! 0 "!0 & 0 " 0 ! 0 &!0       0$  0 " 0 "
XM 0$! 0$                    0(# 0(! 0$! 0$  0$  0)3=&%C:R!/
XM=F5R9FQO=R1#(')U;G1I;64 0T]..@!,4U0Z !I@.$QO861E<CT7 P " @$
XM G  T +X!0 )  $               $     (  5$]3(" @("!)34< ,_K_
XMX@  !((_.0  !$8_/  '3DU83TJ 9P  ]BI 0?K_T$J09@8@N0  !#(P+0 (
XMX4C0@#A V?K_N# Z_ZIG$#PZ_Z8X.O^D)GK_HF   +0\+0 *."T "-AM  8F
XM>O^280  LF8  *H@3# M  ;A2.-(0?   $/Z_WR0_  @L<QM  ".< H2,
XMLC$  &;J4<C_]'X 'B@ &^%/'B@ &BQZ_TXF>O]&0H2^? _P;%(V!U5#QNT
XM M9M  RX? ! ; A*1&<.MD5G$&%(9D+AC..,U\0\ SH#0H38;0 "VFT  C0'
XMXDK41Q(V( 'A21(V(  (!P  9P+H2<)\#_\^ 6"H2D1G!&$,9@8O.O[@3G5"
XM@$YU/SD   1&/P8_!"\+0F<_/  $3DW>_  .2D!.=4YE=71E<B!";V]T97(-
XM"BA#*3$Y.#4@071A<FD@0V]R<"X-"@
XM
XM                                                        "(
```

```
XM7C\@6UDO3ET@ %EE<PT* $YO#0H #0I4>7!E(%)%5%523B!T;R!C;VYT:6YU
XM92XN+@ -"@!5<V%G93H@=V)O;W0@6V$Z('P@8CH@72!;+31=(%LM9%T #0H*
XM5W)I=&4@82!B;V]T<W1R87 @9F]R(&$@ '-I;F=L90!D;W5B;&4 ('-I9&5D
XM(  X,  T,  @=')A8VL@9FQO<'!Y(&1I<VME='1E(&]N(&1R:79E( !" $$
XM#0I7<FET92!B;V]T(&]N(&1R:79E( !" $$ #0H 0F]O="!W<FET=&5N#0H*
XM   Z('5N;6%T8VAE9"!Q=6]T90!#86YN;W0@;W!E;B  0V%N;F]T(&%P<&5N
XM9"  0V%N;F]T(&-R96%T92  .B!.;R!M871C: !3=&%C:R!/=F5R9FQO=P
XM#0HD      $               $ "@               @ *
XM   #                   0                 !0                  &
XM                   <                  "                    )
XM               H                   "P                   ,
XM           T                   #@                  /
XM        <Z   __\  !SH      T    4B@  %-0  !10   4<   %*@  !34
XM   4U   %"X      0$! 0$! 0$!(2$!(2$! 0$! 0$! 0$! 0$! 0$! 0$B
XM @(" @(" @(" @(" @("! 0$! 0$! 0$! (" @(" @((" @(" @(" @(" @(
XM" @(" @(" @(" @(" (" @(" A 0$! 0$! 0$! 0$! 0$! 0$! 0$! 0$! 0
XM @(" @%#4"]-+38X2RAT;2DL(%9E<G-I;VX@,2XR+"!#;W!Y<FEG:'0@*&,I
XM(#$Y.#,L($1I9VET86P@4F5S96%R8V@@6%A86"TP,# P+38U-#,R,0  7U]E
XM>&ET  "B     +I?7V)R96%K *$    =]%]?7V-P;7)VH0   !WX7U]B87-E
XM  "A    '?!?7W-O=F8  *(     K%]C<GES=&%LH@    !N7V-T<FQ?8VZD
XM    %TI?8G)K     *(     >E]?7T)$3U, H@    "67V)L:V9I;&RB
XM ,1?:6YD97@  *(     X%]S=')C:'( H@    #@7U]?<&YA;66D    &+5?
XM7U]T;F%M9:0    8OU]?7VQN86UEI    !C$7U]?>&5O9@"D    &,E?8F]O
XM=    *0    8RE]O:P      H@    #Z7W!A=7-E  "B     6Q?<75I=
XM *(    !Q%]M86EN    H@    '<7U]M86EN  "B    !$!?7U]M86EN *(
XM   $V%]?8W)E870 H@    AH7V-R96%T  "B    "1Y?8W)E871A *(    )
XM-E]C<F5A=&( H@    E.7V5X:70   "B    "6A?7V-L96%N=:(    )@%]F
XM8VQO<V4 H@    FR7V-L;W-E  "B    "@I?7VEO8@   *0    <"%]?7V9D
XM96-LH@    J27V9F;'5S: "B    "II?7V]P96X  *(    +-%]O<&5N
XMH@    PN7V]P96YA  "B    #$9?;W!E;F(  *(    ,7E]L<V5E:P  H@
XM  QX7W1E;&P   "B    #-1?7V%F<F5E8J0    <Z%]?869L:7-TI    !SP
XM7VUA;&QO8P"B    #.I?9G)E90   *(    .>%]R96%L;&]CH@    ]V7VUA
XM;&QO8U^B    #_9?7V5R<FUA;*(    /_E]S8G)K    H@   ! &7W=R:71E
XM  "B    $'!?7V-H=F5C *0    <]%]?86QL;V-CH@   !#N7U]F<F5E8P"B
XM    $3A?7V-H:6YI=*(    15%]?7V-H:6YIH@   !%V7U]C:&MC  "B
XM$>1?7W=R=&%S8Z(    21E]?=W)T8FENH@   !-67U]?;W!E;@"B    $]!?
XM=6-A<V4  *(    4X%]E<G)N;P  I    !T:7U]E<G)C<&VD    '1Q?<W1R
XM8V%T *(    5%%]S=')C<'D H@   !4^7W-T<FQE;@"B    %6!?7U]A=&%B
XM *0    ='E]?7U]A=&%BH@   !6&7U]S=')C;7"B    %8Y?7W-A;&QO8Z(
XM   6 %]S=U\     H@   !8N7U]P8U]R96&B    %CY?7W!C7W=R::(    6
XM>E]T<F%P    H@   !:V;&UU;     "B    %L9?9V5M9&]S *(    7.E]B
XM:6]S    H@   !<J7WAB:6]S  "B    %QI?7V9D<P   *$    >#     @V
XM#A@&)!@,5@@*#!@*#@H:" H,& H:=GPF"@P*#@@*" H0" H("@X("@@.#@@.
XM" XJ"@P*#!((!@P&# 8@+!P&!@8&("P.1"@,$!06&!(4$A82#A82$# *$A@\
XM!@8,!@P&!@H@% @.% P6" 8^%@X0"A8*'@X&!&@*' @P$AX>#@8$'! ($@8$
XM2$XF%@X:"AX*'@X(!@0<%&H.!@0:<"(:&H8N.#8,2G"^" @.!@02("0&!!P6
XM(@@6!@0B0#(8)@8$%! &!(@B!@0>$F88!@1(4B(<'!X< 402/A(J$@P(7 @(
X3" @( 0$! 0&N" H$! 0$! 0$  0>
X
Xend
/*EOF
echo extracting - wboot.c
sed 's/^X//' > wboot.c << '/*EOF'
```

```
X/*
X    wboot              Write a bootstrap loader onto a disk
X
X    Wboot writes a bootstrap loader onto the boot sector of an
X    Atari 520ST diskette.  This is a TOS-TAKES-PARAMETERS application.
X
X    The bootstrap written to the diskette can be configured using
X    flags as follows:
X
X         -d       This diskette is formatted double-sided.
X         -4       This is a 40 track diskette (5 1/4 inch.
X                       (not tested)
X
X    The diskette drive can be also selected on the command line.  The
X    usual variants are:
X
X         -d a:         DS diskette on drive A:
X         -d b:         DS diskette on drive B:
X         a:       SS diskette on drive A:
X         b:       SS diskette on drive B:
X         (no args) Default is SS on drive A:
X
X                  --------
X
X    Link with gemstart, gemlib and osbind.
X
X    Written by Rand Huntzinger, not for distribution for profit.
X*/
X
X#include <osbind.h>         /* TOS (GEMDOS) sys call bindings */
X#include "boot.h"  /* The bootstrap loader */
X
X/*  Some pseudo procedures for file I/O  */
X
X#define  CRLF "\r\n"
X#define fputl(x) Fwrite(x, 2L, CRLF)
X#define fprint(x,y) Fwrite(x, (long) strlen(y), y)
X#define fprintl(x,y) { Fwrite(x, (long) strlen(y), y); fputl(x); }
X#define fputc(x, y) { char c; c = (char) y; Fwrite(x, 1L, &c); }
X#define  SERIAL   0x01000000L        /* Random serial number */
X
Xok(msg)
X    char *msg;
X{
X    int  c;
X
X    Cconws(msg);
X    Cconws("? [Y/N] ");
X    if((c = Cnecin()) == 'Y' || c == 'y') {
X         Cconws("Yes\r\n");
X         return(1);
X    }
X    else {
```

```
X         Cconws("No\r\n");
X         return(0);
X    }
X}
X
Xpause(msg)
X    char *msg;
X{
X    int  c;
X
X    /* Print message and wait for a CR or LF */
X
X    Cconws(msg);
X    Cconws("\r\nType RETURN to continue...");
X    while((c = Cnecin()) != '\r' && (c != '\n'));
X    Cconws(CRLF);           /* Echo CRLF */
X}
X
X
Xquit(msg, rv)
X    char *msg;
X    int  rv;
X{
X    pause(msg);
X    exit(rv);
X}
X
X
X/*  The main program   */
X
Xmain(argc, argv)
X    int  argc;
X    char **argv;
X{
X    /* Local variables */
X
X    int  drive, usage, tracks, shell, sides, type;
X    char msg[81];
X
X    /* Set defaults */
X
X    drive = 0; tracks = 2; sides = 0; usage = 0;
X
X    /* Process the arguments */
X
X    argv++; argc--;
X    while(argc > 0) {
X         if(**argv == '-') {
X              /* Switch arguments */
X              switch(argv[0][1]) {
X                case '4':   /* Forty track drive */
X
X                       tracks = 0;
```

```
X                       break;
X
X               case 'd':   /* Double sided drive */
X               case 'D':
X                       sides = 1;
X                       break;
X
X               default:    /* Oops */
X
X                       usage++;
X               }
X          } else {
X               if(strlen(*argv) == 2 && argv[0][1] == ':') {
X                    if(**argv == 'A' || **argv == 'a')
X                         drive = 0;
X                    else if (**argv == 'B' || **argv == 'b')
X                         drive = 1;
X                    else usage++;
X               } else usage++;
X          }
X          argc--;
X          argv++;
X     }
X
X     /* If there was an error, abort */
X
X     if(usage)
X          quit("Usage: wboot [a: | b: ] [-4] [-d]", 1);
X
X     /* We are  ready, Prototype the disk block */
X
X     type = tracks | sides;
X     Protobt(boot, SERIAL, type, 1);
X
X     /* Write the disk block to the floppy */
X
X     Cconws("\r\n\nWrite a bootstrap for a ");
X     Cconws(sides == 0 ? "single" : "double");
X     Cconws(" sided ");
X     Cconws(tracks > 1 ? "80" : "40");
X     Cconws(" track floppy diskette on drive ");
X     Cconws(drive > 0 ? "B" : "A");
X     strcpy(msg,"\r\nWrite boot on drive ");
X     strcat(msg, drive > 0 ? "B" : "A");
X     strcat(msg, CRLF);
X
X     for(;;) {
X          if(!ok(msg))
X               break;
X          Flopwr(boot, 0L, drive, 1, 0, 0, 1);
X          Cconws("Boot written\r\n\n");
X     }
X     exit(0);
```

```
X}
/*EOF
echo extracting - mkboot.c
sed 's/^X//' > mkboot.c << '/*EOF'
X/*
X    mkboot.c  Create a boot.h file from an existing disk
X
X    A quick and dirty program to create a boot.h file by reading the
X    bootstrap sector off of the disk currently in drive A: or the
X    Atari ST.  The boot.h file, contains the contents of the bootstrap
X    sector, in hex, in the character array boot.  This is to be included
X    in the wboot.c program.
X
X    link with gemstart, gemlib, and osbind.
X
X    Written by Rand Huntzinger, not to be distributed for profit.
X*/
X
X#include <osbind.h>
X
X#define  CRLF "\r\n"
X#define fputl(x) Fwrite(x, 2L, CRLF)
X#define fprint(x,y) Fwrite(x, (long) strlen(y), y)
X#define fprintl(x,y) { Fwrite(x, (long) strlen(y), y); fputl(x); }
X#define fputc(x, y) { char c; c = (char) y; Fwrite(x, 1L, &c); }
X
Xstatic char hex[] = "0123456789abcdef";
X
Xmain(argc, argv)
X    int  argc;
X    char **argv;
X{
X    char buf[512];
X    int  i,j,k;
X    int  out;
X
X    Floprd(buf, 0L, 0, 1, 0, 0, 1);       /* Read boot from A: */
X
X    /* Write boot data, as text, out to standard output */
X
X    out = Fcreate(argc > 1 ? *argv : "boot.h", 0);
X    if(out < 0) {
X         Cconws("Open Error on ");
X         Cconws(argc > 1 ? argv[1] : "boot.h");
X         Cconws(CRLF);
X         exit(1);
X    }
X
X    fprintl(out, "/* Atari 520 ST Boot Block */");
X    fputl(out);
X    fprintl(out, "char boot[] = {");
X    for(i=0; i < 512; i += 16) {
X         for(j=i; j < (i+16); j++) {
```

```
X             k = ((int) buf[j]) & 0xff;
X             if(i < j) fputc(out, ' ');
X             fprint(out, "0x");
X             fputc(out, hex[k >> 4]);    /* In hex */
X             fputc(out, hex[k & 15]);
X             if(j < 511) fputc(out, ',');
X         }
X         fputl(out);
X    }
X    fprintl(out, "};");
X    Fclose(out);
X    exit(0);
X}
/*EOF


From 5117220196720324900
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-16 08:37:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!godzilla.sch.symbolics.com!Shiffman
From: Shiffman@GODZILLA.SCH.SYMBOLICS.COM (Hank Shiffman)
Newsgroups: net.micro.atari
Subject: Re: DRI agrees to change GEM ; why??
Message-ID: <851016083704.4.SHIFFMAN@RAMOTH.SCH.Symbolics.COM>
Date: Wed, 16-Oct-85 11:37:00 EDT
Article-I.D.: RAMOTH.851016083704.4.SHIFFMAN
Posted: Wed Oct 16 11:37:00 1985
Date-Received: Fri, 18-Oct-85 00:14:10 EDT
References: <533@ihlpm.UUCP>
Sender: daemon@ucbvax.ARPA
Reply-To: Shiffman@SCRC-STONY-BROOK.ARPA
Organization: The ARPA Internet
Lines: 42


    Date: 14 Oct 85 23:21:54 GMT
    From: ihnp4!ihlpm!kvk@UCB-VAX.Berkeley.EDU  (Kevin)

    > In article <299@ccivax.UUCP> rb@ccivax.UUCP (rex ballard) writes:
    > >I find it rather hard to believe that Apple would really have a case
against
    > >DRI.
    >
    > >True, in terms of it's external appearance, the GEM interface looks very
    > >much like the Mac interface.
    >
    > These comments are mutually exclusive.... The case was specifically for the
    > visual copyright, so looking too much like the Mac was exactly what Apple
    > was (deservedly) upset about. If you spend 25 man years making someone, and
```

> someone else borrows your design, does it in 5 many years, charges less,
> and puts you out of business, wouldn't you be upset? Business needs to be
> able to protect its R&D or R&D simply won't get done.
>
> >But things like binding (install application)
> >are much different.
>
> This also has nothing to do with the visual copyright....
Huh? Visual copyright?! I doubt such a thing exists - Imagine IBM copyrighting
not only their ROM code but the look (the top is a plastic rectangle with
these
little metal pins sticking out... :-)).
My understanding of software copyright law is that someone can produce a
program
with a similar visual look, and as long as no code is pirated from the first
program, no infringement exists. Otherwise Xerox should certainly sue Apple.
Anyone know if DRI employed people from the Mac development team? This was my
guess on why DRI gave in.
These are my personal opinions, such as they are.
Kevin Kinder
ihnp4!ihlpm!kvk

And boy are they wrong! Think back a few years to old Atari's vigorous
defense of its exclusive license to Pac Man. It sued and, in those
cases where it actually came to trial, won on just this point. In
essence, they argued that it wasn't the code which made Pac Man unique,
but that the look of the maze and the moving characters and the play
action were the game. And the judge agreed that if at a distance of a
few feet one couldn't tell a Pac Man clone from the original then it was
indeed copyright infringement.

From -1437741961494225270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,359135547ab8e44,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-16 08:37:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!mdf
From: mdf@trwrba.UUCP (Mark D. Falleroni)
Newsgroups: net.micro.atari
Subject: ST One Swap
Message-ID: <1636@trwrba.UUCP>
Date: Wed, 16-Oct-85 11:37:31 EDT
Article-I.D.: trwrba.1636
Posted: Wed Oct 16 11:37:31 1985
Date-Received: Sat, 19-Oct-85 07:50:02 EDT
Organization: TRW EDS, Redondo Beach, CA
Lines: 9

I will post my one swap copy program to net.sources
when I finish my ST Terminal program.(It'll save me a lot of typing)
I'll leave a note here when I do.

Mark Falleroni
TRW Defense Systems
Ogden, Utah
<mdf>

From 6595716479433641708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2abff5e70b3bb832
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-16 08:40:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!godzilla.sch.symbolics.com!Shiffman
From: Shiffman@GODZILLA.SCH.SYMBOLICS.COM (Hank Shiffman)
Newsgroups: net.micro.atari
Subject: Re: more Amiga vs. ST (ST)
Message-ID: <851016084022.5.SHIFFMAN@RAMOTH.SCH.Symbolics.COM>
Date: Wed, 16-Oct-85 11:40:00 EDT
Article-I.D.: RAMOTH.851016084022.5.SHIFFMAN
Posted: Wed Oct 16 11:40:00 1985
Date-Received: Fri, 18-Oct-85 00:14:30 EDT
References: <4444@alice.UUCP>
Sender: daemon@ucbvax.ARPA
Reply-To: Shiffman@SCRC-STONY-BROOK.ARPA
Organization: The ARPA Internet
Lines: 31

> Date: 15 Oct 85 21:26:33 GMT
> From: alice!aer@UCB-VAX.Berkeley.EDU (A. E. Rosenberg)
>
> In re to posting damagin reviews: I kept the most damaging stuff out, but
> left in what related to the 'review' someone did to the Amiga in much the
> same way. From the same article in _Creative_, listen:
>
> "...Even this idle exploration was not to last. After a few short
> hours of poking around, my ST started acting like it had eaten too much
> cotton candy and was looking for the men's room. I started to get duplicate
> images of the Busy Bee icon all over the screen. Then, random dots started
> speckling the screen as if bees were really the cause of yellow rain. I knew
> the end was near when mushroom clouds began to appear. The more I rebooted,
> the faster the machine would crash, until finally I turned it on and nothing
> happened. Sure, I had had fun a couple of hours, but I really didn't feel
> as though I had gotten my money's worth."
> ---
> This was from the very _latest_ issue of _Creative_. It probably was
> written little more than a few weeks ago.
> D. Rosenberg ..!ihnp4!alice!aer
> --

```
    ------------------------------------------------------------------------------
    D. Rosenberg on Murray Hill /-\|/-\|//\|/-\ ATT/BTL
    ..ihnp4!alice!aer           --         "These are My Opinions."
    ------------------------------------------------------------------------------
```

Actually, lead time on articles for magazines like Creative is on the order of two to three months. The authors complaints related to the fact that some of the first ST's out the door (around July and early August) had their chips loosened in transit. This is NOT true of current machines, at least as far as I've heard.

```
From 7269236286194563489
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,d9d9d99aab687b4f
X-Google-Attributes: gid142096,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-16 08:42:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site psivax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!psivax!friesen
From: friesen@psivax.UUCP (Stanley Friesen)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM
Message-ID: <795@psivax.UUCP>
Date: Wed, 16-Oct-85 11:42:11 EDT
Article-I.D.: psivax.795
Posted: Wed Oct 16 11:42:11 1985
Date-Received: Sat, 19-Oct-85 07:53:55 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP> <27@mit-
eddie.UUCP> <280@graffiti.UUCP>
Reply-To: friesen@psivax.UUCP (Stanley Friesen)
Distribution: net
Organization: Pacesetter Systems Inc., Sylmar, CA
Lines: 16
Xref: watmath net.micro.pc:5651 net.micro.atari:1420 net.micro.mac:3032
net.micro.amiga:428

In article <280@graffiti.UUCP> peter@graffiti.UUCP (Peter da Silva) writes:
>
>The GEM desktop has been changed: two windows only, no resizable windows,
>no trashcan, no horizontal scrollbars. Strange, since none of these things
>are original with the Mac, but I guess any lobotomisation would do.
>
     Only TWO windows!! NO trashcan!?!? These change would make GEM
almost useless! Remind me not to buy this product! And to think a
month ago GEM was supposed to be the best windowing system around for
```

MS-DOS. Ce la vie!
--

Sarima (Stanley Friesen)

UUCP: {ttidca|ihnp4|sdcrdcf|quad1|nrcvax|bellcore|logico}!psivax!friesen
ARPA: ttidca!psivax!friesen@rand-unix.arpa

From 3695630098273720659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c3790aeb274c60fe
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-16 09:12:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!mhuxt!houxm!mtuxo!drutx!druhi!
lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari
Subject: Re: BBS for ST computers
Message-ID: <137@druhi.UUCP>
Date: Wed, 16-Oct-85 12:12:28 EDT
Article-I.D.: druhi.137
Posted: Wed Oct 16 12:12:28 1985
Date-Received: Thu, 17-Oct-85 23:45:34 EDT
References: <21006@mgweed.UUCP>
Organization: AT&T Information Systems Laboratories, Denver
Lines: 18

>of interest to ST owners. The programs are transfered via ST Kermit.
>Someone asked if there was a Kermit for the ST. Evidently there is
>but I don't know where you could get a copy and the article didn't
>mention either.
>
>   Kit Kimes
>   AT&T Information Systems
>   Montgomery Works
>   Montgomery, Il. 60538-0305
>   ..!ihnp4!mgweed!kek

At least one source of kermit is the ST developer's kit from Atari.

Barry Locklear
AT&T Information Systems
Denver, CO 80234
..!ihnp4!druhi!lbl

From 4785082564461399176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9ecf5bcaff65939d,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-10-16 10:07:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!athena.mit.edu!jh
From: jh@ATHENA.MIT.EDU
Newsgroups: net.micro.atari
Subject: where is this list REALLY?
Message-ID: <8510161707.AA08724@MIT-ARTEMIS>
Date: Wed, 16-Oct-85 13:07:34 EDT
Article-I.D.: MIT-ARTE.8510161707.AA08724
Posted: Wed Oct 16 13:07:34 1985
Date-Received: Fri, 18-Oct-85 00:17:09 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 12

Earlier this year, MRC was looking for a new moderator.
It seems several people have tried to get off this list by sending to him
or info-atari-request at su-score, yet were unsuccessful. Do we have
a new moderator? Is the list still run from score? Knowing this
would be nice, because I wish to be removed from the list. Would the
real info-atari moderator please stand up? (And remove me from the list?)
--jh--

e-mail:
jh@mit-athena.MIT.EDU (preferred)
jh%oz@mit-mc.MIT.EDU

post:
Joe Harrington
69 Chestnut Street
Cambridge, Massachusetts 02139

From -5960302257506604117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cad8a54d6ba5a3b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-16 12:11:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxl.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!mhuxt!houxm!houxl!jja1
From: jja1@houxl.UUCP (J.AIUTO)
Newsgroups: net.micro.atari
Subject: Terminfo for Atari 800
Message-ID: <839@houxl.UUCP>
Date: Wed, 16-Oct-85 15:11:39 EDT
Article-I.D.: houxl.839
Posted: Wed Oct 16 15:11:39 1985
Date-Received: Fri, 18-Oct-85 00:08:55 EDT
Organization: AT&T Information Systems, Holmdel NJ
Lines: 11

Is there anyone out there who could help me find a terminfo entry
for an Atari 800 and/or 800XL?

If so, please reply by mail.

Thanks in advance:

J. Aiuto
Holmdel, NJ

houxl!jja1

From 830520772661020649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,64fbea30f548bdf7,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,64fbea30f548bdf7,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-16 12:34:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!ssc-bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: amiga a non-entry at Seattle Compufair
Message-ID: <401@ssc-bee.UUCP>
Date: Wed, 16-Oct-85 15:34:11 EDT
Article-I.D.: ssc-bee.401
Posted: Wed Oct 16 15:34:11 1985
Date-Received: Fri, 18-Oct-85 01:14:23 EDT
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 29
Xref: watmath net.micro.amiga:415 net.micro.atari:1402

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

Re : all the net horror stories on the amiga and atari ...

A couple of weeks ago there was a Computer Fair (Compufair)held
in Seattle. One of the big features was that the AMIGA would be there.
The ads were plastered all over all the Compufair advertising :
Come to CompuFair and see the AMIGA!!
(pant) Over a three day span of time ... the machine never made its
appearance. Officially the information booth was told that no
Amiga was available(!) and that the US mails had done in the Commodore(??)
dealer ...rumors had it that actually two or three
Amigas were readily available but that none seem capable of staying
up. the Amiga booth incidentally was taken over by a local dealer
of Atari STs which sold out their ST inventory and people supposedly
were asking to buy the demonstrators.

(Later I also found out that likewise at a San Francisco computer fair
the AMIGA made an appearance but kept crashing so the it was pulled...
this was the week prior to the Seattle fair)

I now own an Atari ST and am pretty happy with its performance so the
question is :

    Are all the Amiga and Atari horror stories just isolated
    incidents or is there a trend ???

    Are we talking about intrinsically bad hardware design or
    just loose chips???

From 398204990964818497
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,d9d9d99aab687b4f
X-Google-Attributes: gid142096,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-16 14:06:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site cyb-eng.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!ucbvax!ucdavis!lll-crg!
mordor!ut-sally!cyb-eng!bc
From: bc@cyb-eng.UUCP (Bill Crews)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM
Message-ID: <750@cyb-eng.UUCP>
Date: Wed, 16-Oct-85 17:06:54 EDT
Article-I.D.: cyb-eng.750
Posted: Wed Oct 16 17:06:54 1985
Date-Received: Mon, 21-Oct-85 00:39:04 EDT
References: <282@graffiti.UUCP> <1147@Shasta.ARPA>
Distribution: net
Organization: Cyb Systems, Austin, TX
Lines: 23
Xref: watmath net.micro.pc:5671 net.micro.atari:1432 net.micro.mac:3058
net.micro.amiga:438

> > Apropos to this... could anyone post the addresses (physical) to send
> > impassioned pleas for intelligence and imagination in the changes to
> > GEM, Intuition, and so on? There was a suggestion that we test the power
> > of USENET by creating Cheese Triscuits. How about saving it for
> > something more useful: either getting Apple to back down on this new idiocy
> > or getting AMIGA and DRI to implement the STAR desktop instead of the
> > MAC desktop & give Apple the finger. The AMIGA is very close as it is.
>
> Why can't DRI make the GEM desktop? If you all want to send letters to DRI
> giving suggestions for the "new" GEM look, that's all well and good, but
> there is still plenty of room for creativity in window oriented interfaces
> without stepping on someone elses toes. I see Sun Windows, Microsoft Windows,

> Xerox Cedar, and Xerox Smalltalk as four different interpretations of the
> desktop metaphor which look nothing like the Mac. If there is anyone lackiing
> is creativity, it's DRI.

Good point! However, I like the object-orientation of the STAR Desktop and
wish that SOMEONE would make it available in a consumer-affordable form,
since Xerox apparently refuses to do so.
--
     - bc -

..!{seismo,topaz,gatech,nbires,ihnp4}!ut-sally!cyb-eng!bc (512) 835-2266

From 2111363429368250149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-16 18:10:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1.chuqui 4/7/84; site apple.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!nsc!voder!apple!lsr
From: lsr@apple.UUCP (Larry Rosenstein)
Newsgroups: net.micro.atari
Subject: Re: DRI agrees to change GEM
Message-ID: <2108@apple.UUCP>
Date: Wed, 16-Oct-85 21:10:56 EDT
Article-I.D.: apple.2108
Posted: Wed Oct 16 21:10:56 1985
Date-Received: Fri, 18-Oct-85 01:15:57 EDT
References: <2750@vax4.fluke.UUCP> <12148757255.8.MRC@SIMTEL20.ARPA>
<279@graffiti.UUCP>
Reply-To: lsr@apple.UUCP (Larry Rosenstein)
Organization: Advanced Development Group, Apple Computer
Lines: 13

In article <279@graffiti.UUCP> peter@graffiti.UUCP (Peter da Silva) writes:
>...
>   GEM isn't even anywhere near being a
>good copy of the Mac desktop in function: it just looks like it.

That was the whole point.

--
Larry Rosenstein
Apple Computer

UUCP: {voder, nsc, ios, mtxinu, dual}!apple!lsr
CSNET: lsr@Apple.CSNET

From -4570494010449299572
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9ecf5bcaff65939d

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-16 19:21:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mayo
From: mayo@ucbvax.ARPA (Bob Mayo)
Newsgroups: net.micro.atari
Subject: Atari news release -- GEM & DRI
Message-ID: <10677@ucbvax.ARPA>
Date: Wed, 16-Oct-85 22:21:24 EDT
Article-I.D.: ucbvax.10677
Posted: Wed Oct 16 22:21:24 1985
Date-Received: Fri, 18-Oct-85 01:49:00 EDT
References: <8510161707.AA08724@MIT-ARTEMIS>
Reply-To: mayo@ucbvax.UUCP (Bob Mayo)
Organization: University of California at Berkeley
Lines: 38

I just received this in the mail today:

NEWS RELEASE, ATARI CORP.

Date: October 11, 1985
Contact: Sam Tramiel, President, Atari Corp.

SUNNYVALE, CALIFORNIA -- In an agreement between Digital Research and Apple Computer, Digital Research has agreed to make certain superficial changes to three of its application programs: "GEM Desktop", "GEM Paint", and "GEM Draw". Contrary to reports, the agreement does not require changes to GEM or to Atari Corp.'s TOS operating system.

DRI, as part of its normal development process, has prepared enhancements to its GEM appliation products which further set it apart from the Apple Macintosh. Atari is reviewing these changes. Atari promises its software developers and customers that Atari will make no changes that will reduce the capabilities of the Atari ST system and software. Further, Atari promises that any enhancements will maintain compatibility with GEM applications software on the market and in development.

Digital Research's GEM and the applications software which uses its capabilities will continue to provide the most powerful and easy-to-use computer interface on the market. The Atari 520 ST continues to be the most powerful computer delivering these features and will continue to do so at an affordable price.

* * * * *

In an unrelated development, Atari Corp. is pleased to announce the availablility of "Atari ST Basic", the most powerful an easy-to-use version of Basic for any computer. Atari ST customers who have sent in their warrranty cards will automatically receive this new product. It

will also be made available through your nearby Atari computer dealer.

# # #

From -2482519277450591693
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5f8a92ff5bd6677c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-16 20:34:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: $Revision: 1.6.2.16 $; site inmet.UUCP
Path: utzoo!linus!decvax!yale!inmet!ted
From: ted@inmet.UUCP
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response
Message-ID: <6100007@inmet.UUCP>
Date: Wed, 16-Oct-85 23:34:00 EDT
Article-I.D.: inmet.6100007
Posted: Wed Oct 16 23:34:00 1985
Date-Received: Sun, 20-Oct-85 08:07:56 EDT
References: <265@aum.UUCP>
Lines: 34
Nf-ID: #R:aum:-26500:inmet:6100007:177600:1519
Nf-From: inmet!ted   Oct 16 23:34:00 1985

^>>/* Written 2:13 pm Oct 3, 1985 by preece@ccvaxa in inmet:net.micro.atar */
^>>
^>>> Not true. Jack Tramiel talked to anyone who would listen, and promised
^>>> all sorts of dates and features which proved to be excessively
^>>> optimistic.
^>>----------
^>>I don't know that "excessively optimistic" is fair. The machine shipped
^>>a couple of months late, which isn't too bad, and the features seem to
^>>be in pretty good accord with the early discussions.
^>>----------
^>>> If you need a current example (other than quality software) look at the
^>>> Atari CD ROM. Yes CD ROMs do exist, DEC sells one, no they do not sell
^>>> to end users for anything near $500, and they will not be near that
^>>> price for over a year. /* Written 11:48 pm Sep 30, 1985 by
^>>> sjl@amdahl.UUCP in ccvaxa:net.micro.atari */
^>>----------
^>>I don't know when/whether the Atari CD-ROM will ship, or what its delivered
^>>price will be, but I wouldn't write it off yet. It wasn't promised
^>>until Fall, anyway.
^>>--
^>>scott preece
^>>gould/csd - urbana
^>>ihnp4!uiucdcs!ccvaxa!preece
^>>/* End of text from inmet:net.micro.atar */

The new issue of BYTE has an a very good review of the 520ST. Skimming through a copy at the local news stand, I saw alot of phases such as, "fastest micro-floppy disk access of any home computer" and "fastest hard-disk access"... etc.

In any event, it appeared that the ST received a favorable rating from the people at BYTE. I must read the article alittle closer sometime...

From 5881451354758676467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c4ffd117d2154bac
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-17 02:32:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 +MMDF+MULTI+2.11; site wcwvax.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!mcvax!ukc!qtlon!wcwvax!ian
From: ian@wcwvax.UUCP (Ian Kemmish)
Newsgroups: net.micro.atari
Subject: Re: Facts (and a challenge)
Message-ID: <355@wcwvax.UUCP>
Date: Thu, 17-Oct-85 05:32:41 EDT
Article-I.D.: wcwvax.355
Posted: Thu Oct 17 05:32:41 1985
Date-Received: Mon, 21-Oct-85 05:54:45 EDT
Organization: Whitechapel Computer Works, London
Lines: 20

>   "Do the following tests on your favorite computer, and POST the
>results. ... /* draw 8000 vectors of 200 pixels long with a skew. set by
>offset */"

OK folks. On an WCW MG-1 workstation, I got this yesterday:

Offset	Mono display	Prototype colour display
0	189,000 pixels/sec.	150,000 pixels/sec.
1	113,000	136,000
20	113,000	136,000
100	114,000	137,000

The colour software is only one day old! (For those who are interested, it's slated to be released at the end of the year). Note, there is no hardware assist for line drawing.

Disclaimer: _
           \ \ \ \ /   are far more interested in my code than
            \/_\/\/   in my opinions.
                                Ian.

From 4488509506746224544
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cf7d3da8cfc51b25

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-17 06:55:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site hcrvx1.UUCP
Path: utzoo!hcrvax!hcrvx1!hugh
From: hugh@hcrvx1.UUCP (Hugh Redelmeier)
Newsgroups: net.micro.atari
Subject: Re: *Cheap* modems revisited (800 series)
Message-ID: <1270@hcrvx1.UUCP>
Date: Thu, 17-Oct-85 09:55:57 EDT
Article-I.D.: hcrvx1.1270
Posted: Thu Oct 17 09:55:57 1985
Date-Received: Fri, 18-Oct-85 11:34:21 EDT
References: <804@nmtvax.UUCP> <1799@saber.UUCP>
Reply-To: hugh@hcrvx1.UUCP (Hugh Redelmeier)
Distribution: net
Organization: Human Computing Resources, Toronto
Lines: 31
Summary:

(Context later, meat first.)

In the October ANALOG, Atari advertises an 830 modem for US$24.99. The "Blue Book" (a catalogue of Atari-related things (of unknown reliability)) says that this modem requires an 850 interface unit. The cheapest I have seen an 850 is about US$100.

- Is the Blue Book right?
- If so, does this mean the 830 is an ordinary RS232C-to-Bell202 modem, usable on an ordinary (non-Atari) computer or terminal?
- Is this also true of the 835 that is no longer available from Computer Mail Order (see October ANALOG ad)?

Canadian prices from CMO seem to be double US prices! And they put the charges through your charge card when they take the order, not when they ship (I got the statement with the charge already, but they say they have not yet shipped!). And they seem to have little of what interested me in their ad.

In article <775@nmtvax.UUCP> madden@nmtvax.UUCP writes:
> I really don't need a modem, so the 1030 was more than I wanted to spend.
> A few pages later was the Atari ad I was informed of--in the mail now is
> a check for the 830 Acoustic modem + cartridge. At $25, you can hardly go
> wrong.... When it arrives, I'll let everyone know how it works.

In article <1799@saber.UUCP> turner@saber.UUCP (D'arc Angel) writes:
> I was just over at the Atari store looking at the $27 modem, it looks good,
> it plugs into the serial loop (back of the disk drive)...

What is the name of "the Atari store"? What is the model number of "the $27 modem"?

From 7753188237308812119
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-17 07:14:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site mnetor.UUCP
Path: utzoo!utcs!mnetor!george
From: george@mnetor.UUCP (George Hart)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM ; why?? (long)
Message-ID: <2416@mnetor.UUCP>
Date: Thu, 17-Oct-85 10:14:21 EDT
Article-I.D.: mnetor.2416
Posted: Thu Oct 17 10:14:21 1985
Date-Received: Thu, 17-Oct-85 12:14:46 EDT
References: <299@ccivax.UUCP> <3251@nsc.UUCP>
Reply-To: george@mnetor.UUCP (George Hart)
Distribution: net
Organization: Computer X (CANADA) Ltd., Toronto, Ontario, Canada
Lines: 106
Xref: utcs net.micro.pc:5594 net.micro.atari:1377 net.micro.mac:3068

In article <3251@nsc.UUCP> chuqui@nsc.UUCP (Chuq Von Rospach) writes:
>In article <299@ccivax.UUCP> rb@ccivax.UUCP (rex ballard) writes:
>>I find it rather hard to believe that Apple would really have a case against
>>DRI. True, in terms of it's external appearance, the GEM interface looks very
>>much like the Mac interface.
>
>These comments are mutually exclusive.... The case was specifically for the
>visual copyright, so looking too much like the Mac was exactly what Apple
>was (deservedly) upset about. If you spend 25 man years making someone, and
>someone else borrows your design, does it in 5 many years, charges less,
>and puts you out of business, wouldn't you be upset? Business needs to be
>able to protect its R&D or R&D simply won't get done.

There is no such thing as a "visual copyright" per se. Copyright
protection can be applied to the "form" of a work (for example, the
actual shape of the icons) but offers (in its current form) little
protection for software where the algorithms and the concepts
behind the interface are the valuable commodities.

Copyright law can be semi-effective for things like ROM code (eg. Apple
vs. Franklin, Apple II ROMs) but as people such as Compaq have shown,
you can still get around it.

>> I see Apple's possiveness of "Pull Down Menus" and
>>such as a little like trying to Trademark each letter of the alphabet
>>and expecting to collect royalties.

>
>Why? If I was the first to design an algorithm and got protection for it,
>I'd expect to be able to protect it.... If I invented an alphabet, I'd sure
>want royalties for it... That is an easy statement to make, I'd love to see
>you back it up with a good reason.

The problem is that there is no effective protection for algorithms in software. Patent law expressly excludes them (unless you created special purpose hardware to implement them) and copyright law only protects their "form" (be it human readable or machine readable). That's why Compaq (in the IBM PC world) can rewrite the IBM ROM code without fear of retribution.

There is merit in what you say, however. Software designers should be able to profit from their designs. But not at the expense of unfairly limiting competition or stifling "advancement of the art". The problem is that there is a very fine line between them, one which legal people in several countries (notably Taiwan) having been trying to pin down.

>>Patent, Trademark, and Copywright laws were designed to promote creativity.
>>In fact, the current laws, as used and interpreted by the computer industry
>>are being used to stifle creativity.
>
>Can you prove that? Again, if I spend my R&D budget designing a new nifty,
>and someone else takes a copy of my nifty, redesigns it, and puts me out of
>business, how in the hell was that creative? That is what apple is trying
>to prevent -- if they wrote GEM to be better than Mac, fine -- but if all
>they did was take what Mac developed and carry it across, that is frankly
>illegal.

Apple is proving it for us. Granted Apple was responsible for some neat innovations (like the Quickdraw ROMs), and *appearance* of some of the icons, etc. But consider that:

1. It has all been done before.
2. GEM is similiar but is not (by any means) a complete ripoff of the Mac.

As far designing niftys goes, if someone can redesign your nifty (which includes porting to radically differing architectures, supporting varying hardware devices, etc, writing *all* code from scratch) and put you out of business, that's life. Don't expect everyone else to sit still while you rest on your laurels. It is your business and you have a responsibility (to yourself) to continue to innovate and keep the "nifty redesigners" off-balance (BTW, this is in the first person because the original posting was, nothing personal :-). This is essentially what Visicorp *did not* do and why 1-2-3 is really the only spreadsheet you hear about now.

>If GEM had set up an agreement with Apple, they wouldn't be IN this
>position. They just took.

Personally, I don't think DRI *took* anything they didn't have a right to. But despite the moralistic/quasi-legal argument I have presented,

the unfortunate business facts are probably, that if the case had gone to court, it was a no-win for DRI:

1. While in court, DRI probably would been prevented from marketing GEM (even if eventual decision in their favour).
2. Apple probably threatened never to send any work to DRI again and DRI's performance hasn't been earth shattering lately.
3. The publicity would not have helped.
4. Court costs would have been sustantial.
5. DRI might have lost after all.

Apple is not a villain. They are a business trying to protect their interests and this time they got away with scare tactics. But Apple is no saint either.

The opinions expressed in this article are those of an interested layman and as such, are probably only have a curiosity value. They certainly don't reflect the opinions of my employer.
--

Regards,

George Hart, Computer X Canada Ltd.
UUCP: {allegra|decvax|duke|floyd|linus|ihnp4}!utzoo!mnetor!george
BELL: (416)475-8980

From 3417849549985427788
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,7dccdd2ffc405d23
X-Google-Attributes: gid142096,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-17 09:23:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version Tektronix Network News Daemon (B 2.10.2 based); site tektronix.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!tektronix!rodb
From: rodb@tektronix.UUCP (Rod Belshee)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM ; why??
Message-ID: <5829@tektronix.UUCP>
Date: Thu, 17-Oct-85 12:23:11 EDT
Article-I.D.: tektroni.5829
Posted: Thu Oct 17 12:23:11 1985
Date-Received: Sat, 19-Oct-85 07:11:57 EDT

References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
<299@ccivax.UUCP> <290@graffiti.UUCP>
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 22
Xref: watmath net.micro.pc:5648 net.micro.atari:1415 net.micro.mac:3022
net.micro.amiga:424

> > I find it rather hard to believe that Apple would really have a case against
> > DRI. Anyone who has worked with "Object Oriented" systems like the Mac,
> > and "Action Oriented" systems like the PC, Un*x, CP/M... knows how difficult
> > it is to get "Dynamic Run-time Binding" from the "Action Oriented" systems.
>

*** REPLACE THIS LINE WITH YOUR MESSAGE *** (WHY??)

I would question anyone who would call the Mac Object Oriented in it's
standard configuration. I would pay money to see anyone who can dynamically
link conpiled functionality into their programing environment on the Apple
Mac in this configuration. You can purchase a Small-Talk subset for the
mac (could this be your angle?).

         Signed Questionable??

Curt Jutzi
tektronix!gpp1!golem!jutz

From -1804129139011297108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2a0f026c7ce7a85d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-17 10:38:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: Misc. comments about ST & ST questions
Message-ID: <21045@mgweed.UUCP>
Date: Thu, 17-Oct-85 13:38:44 EDT
Article-I.D.: mgweed.21045
Posted: Thu Oct 17 13:38:44 1985
Date-Received: Sat, 19-Oct-85 04:47:23 EDT
References: <757@nlm-vax.ARPA>
Distribution: net
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 29

>I feel sorry for those in this
>newsgroups who have 400/800 machines and have to wade through all
>of this.

I own an 8-bit ATARI and use it regularly. Many of you know me from my various comments and uploading the Table of Contents from ANTIC magazine every month.

Even so, I hope to own an ST some day (probably the 260STD) so I am greatful for all the information that is posted here every day on the ST line of computers. Especially am I greatful to the few that upload information from CompuServe and other BBS's with information that we might not see for months if at all.

Don't assume we don't appreciate this if we own an 8-bit computer. I mean this an no flame to the poster since I know he meant well. Please, if the information is primarily for the ST, so state in the subject line as I try to do. That allows others to skip over them if they have no interest. In short, I was beginning to worry about this newsgroup until the release of the ST computers. I'm just glad to see it so active even if few of the articles are specifically for the 8-bit machines. Happy computing...

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 6550233183051795670
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,27491bfbd05fd361
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-17 14:06:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!xerox.arpa!Denber.wbst
From: Denber.wbst@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: A400 RAM upgrade
Message-ID: <851017-140850-1769@Xerox>
Date: Thu, 17-Oct-85 17:06:00 EDT
Article-I.D.: Xerox.851017-140850-1769
Posted: Thu Oct 17 17:06:00 1985
Date-Received: Sat, 19-Oct-85 04:38:55 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 12

"In fact, the matrix on the 1200XL keyboard is the same as for the 400.

Adapting it for the 400 requires removing the 2 ICs on the board and soldering jumpers from the (now) empty holes to the keyboard socket in the 400. One can figure out how to do this by reverse engineering the membrane keyboard or via the Tech. Ref. Manual."

I went out and bought one of these keyboards (they look quite nice, and only $4.95!), but I don't have a TR Manual. Does anyone have the information I need to make the connections? Thanks.

- Michel

From -5405172496182275142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6f66ee372e8fccdb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-17 14:26:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site hcrvx1.UUCP
Path: utzoo!hcrvax!hcrvx1!hugh
From: hugh@hcrvx1.UUCP (Hugh Redelmeier)
Newsgroups: net.micro.atari
Subject: 800: disk simulation
Message-ID: <1275@hcrvx1.UUCP>
Date: Thu, 17-Oct-85 17:26:12 EDT
Article-I.D.: hcrvx1.1275
Posted: Thu Oct 17 17:26:12 1985
Date-Received: Fri, 18-Oct-85 11:36:33 EDT
Organization: Human Computing Resources, Toronto
Lines: 24

A month ago, I asked for details about what a disk looks like to an Atari 600xl computer. Here are some things I have learned since then.

The Atari 800 series does indeed talk to its peripherals at 19.2K on an asynch serial line. The levels are TTL, not RS232C.

On SIG/M disk 171, there is a file "ATARIBUS.LBR". This is a collection of programs that make a CP/M-80 machine look like several Atari disk drives. SIG/M is the major publisher of public-domain CP/M programs; their disks are widly available, often from "RCP/M" systems (lists of RCP/M systems pass through usenet frequently). The ataribus system is written in BDS C. Source and (patchable) binaries are provided. And instructions on how to use it.

The ataribus documentation suggests dealing with the TTL level problem by bypassing your CP/M system's level converters (probably 1488 and 1489 chips). I don't like this, so I am going to try to build a level converter for my Atari. I am hoping that the Atari connector provides +/-12V.

Hugh Redelmeier (416) 922-1937
{utzoo, ihnp4, decvax}!hcr!hugh

From -5631325517877794656
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-17 14:28:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!whuxl!houxm!mtuxo!mtunh!vax135!
cornell!uw-beaver!ssc-vax!ssc-bee!eve
From: eve@ssc-bee.UUCP (Michael Eve)
Newsgroups: net.micro.atari
Subject: Re: DRI, GEM, and Visicalc
Message-ID: <403@ssc-bee.UUCP>
Date: Thu, 17-Oct-85 17:28:41 EDT
Article-I.D.: ssc-bee.403
Posted: Thu Oct 17 17:28:41 1985
Date-Received: Sat, 19-Oct-85 04:02:31 EDT
References: <533@ihlpm.UUCP> <851016083704.4.SHIFFMAN@RAMOTH.SCH.Symbolics.COM>
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 21

> In all the discussion of visual copyrights, nobody has brought up
> the plague of spreadsheets. Many of them were clearly Visicalc
> clones, yet I didn't hear about a wave of lawsuits against
> competitors. If Apple's case against DRI is so good, I would
> think the case for Visicalc against its competitors is even
> better.
>
> The reason I bring this up, is that I think the Apple lawsuits
> (legally justified or not) are bad for the consumer. The
> spreadsheets now are vastly superior to the original visicalc.
> I doubt this would have happened if Visicalc could have suppressed
> competition. Similarly, I think other companies will approve on
> the Apple desktop metaphor (just as Apple improved on Xerox) while
> others will merely attempt to copy the most obvious visual features
> with inferior, underlying implementations.

--
> Mike Eve   Boeing Aerospace, Seattle
> ...uw-beaver!ssc-vax!ssc-bee!eve

From 75003947972132416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,be5ee5b60c3a8ee,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-17 18:33:00 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Last Shot @ Apple vs. DRI ---
Message-ID: <8510180052.AA26661@UCB-VAX>
Date: Thu, 17-Oct-85 21:33:00 EDT
Article-I.D.: UCB-VAX.8510180052.AA26661
Posted: Thu Oct 17 21:33:00 1985
Date-Received: Sat, 19-Oct-85 05:25:19 EDT
Sender: daemon@ucbvax.ARPA
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 22

Re: the suit about the copying of "look & feel"

Does anybody maintain that different spreadsheet programs have
different "look & feel"s?

There may be different capabilities in each of them, but the
look is very much the same for the simple reason of form following
function.

          -Richard Hartman
          max.hartman@ames-vmsb

P.S.: Someone recently complained about arpanet sending notes
     about msgs being refused. I hope that the new moderator
     (whoever & whenever) will clear the list of some of the
     account names that no longer exist. BTW: w/o a current
     moderator, who does an interested party apply TO to become
     the new moderator? I saw one potential volunteer a couple
     of msgs back.....
               -rmh

From 5147434125673302387
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2abff5e70b3bb832
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-17 21:24:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site ccvaxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!ccvaxa!preece
From: preece@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Re: more Amiga vs. ST (ST)
Message-ID: <2800011@ccvaxa>
Date: Fri, 18-Oct-85 00:24:00 EDT

Article-I.D.: ccvaxa.2800011
Posted: Fri Oct 18 00:24:00 1985
Date-Received: Tue, 22-Oct-85 05:04:36 EDT
References: <4421@alice.UUCP>
Lines: 11
Nf-ID: #R:alice.UUCP:-442100:ccvaxa:2800011:000:361
Nf-From: ccvaxa.UUCP!preece   Oct 17 23:24:00 1985

> /* Written 4:26 pm Oct 15, 1985 by aer@alice.UucP in
> ccvaxa:net.micro.atari */ This was from the very _latest_ issue of
> _Creative_. It probably was written little more than a few weeks ago.

Unless Creative has an unusually short publication cycle, it was
probably written two to four MONTHS ago.

--
scott preece
ihnp4!uiucdcs!ccvaxa!preece

From -7583223296007726703
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,d9d9d99aab687b4f
X-Google-Attributes: gid142096,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-17 23:54:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usenet
From: usenet@ucbvax.ARPA (USENET News Administration)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM
Message-ID: <10698@ucbvax.ARPA>
Date: Fri, 18-Oct-85 02:54:38 EDT
Article-I.D.: ucbvax.10698
Posted: Fri Oct 18 02:54:38 1985
Date-Received: Sat, 19-Oct-85 05:45:23 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP> <27@mit-
eddie.UUCP> <280@graffiti.UUCP> <795@psivax.UUCP>
Reply-To: korn@ucbcory.UUCP (Peter "Arrrgh" Korn)
Distribution: net
Organization: University of California, Berkeley
Lines: 20
Xref: watmath net.micro.pc:5643 net.micro.atari:1413 net.micro.mac:3019
net.micro.amiga:421

In article <795@psivax.UUCP> friesen@psivax.UUCP (Stanley Friesen) writes:

>In article <280@graffiti.UUCP> peter@graffiti.UUCP (Peter da Silva) writes:
>>
>>The GEM desktop has been changed: two windows only, no resizable windows,
>>no trashcan, no horizontal scrollbars. Strange, since none of these things
>>are original with the Mac, but I guess any lobotomisation would do.
>>
>   Only TWO windows!! NO trashcan!?!? These change would make GEM
>almost useless! Remind me not to buy this product! And to think a
>month ago GEM was supposed to be the best windowing system around for
>MS-DOS. Ce la vie!
>--
>

     Seems to me that MS-DOS will have to rely on hacks of AT&T's windowing
UNIX for their 6300, out Very Soon Now (the hack's so it will run on other than
the 6300). Somehow I doubt that Apple will sue AT&T over that one...

Peter Korn
korn%ucbcory@Berkeley.ARPA

From -4038634382317794718
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-18 00:31:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rtech.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!nsc!amdahl!rtech!jeff
From: jeff@rtech.UUCP (Jeff Lichtman)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM ; why??
Message-ID: <697@rtech.UUCP>
Date: Fri, 18-Oct-85 03:31:31 EDT
Article-I.D.: rtech.697
Posted: Fri Oct 18 03:31:31 1985
Date-Received: Mon, 21-Oct-85 03:40:40 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
<299@ccivax.UUCP> <3251@nsc.UUCP> <533@ihlpm.UUCP>
Distribution: net
Organization: Relational Technology, Alameda CA
Lines: 55
Xref: watmath net.micro.pc:5673 net.micro.atari:1435 net.micro.mac:3071

> >
> > This also has nothing to do with the visual copyright....
>
> Huh? Visual copyright?! I doubt such a thing exists - Imagine IBM copyrighting
> not only their ROM code but the look (the top is a plastic rectangle with these

> little metal pins sticking out... :-)).
>
> My understanding of software copyright law is that someone can produce a program
> with a similar visual look, and as long as no code is pirated from the first
> program, no infringement exists. Otherwise Xerox should certainly sue Apple.
>
>   Kevin Kinder

A good book on copyright law is "The Copyright Book" by William S. Strong, an attorney who specializes in the field. The publisher is MIT Press. The book is a well-written, plain language explanation of copyright law and the reasons behind the law. According to Mr. Strong, the Federal copyright statute protects "original works of authorship fixed in any tangible medium of expression, now known or later developed, from which they can be perceived, reproduced, or otherwise communicated, either directly or with the aid of a machine or a device."

There are three criteria that must be met for something to be copyrightable: fixation, originality, and expression. Fixation is the act of putting something in a form in which others can perceive it. To be original, a work must be the product of the mind of the author (or minds of the authors). Finally, one can only copyright an expression of an idea, and not the idea itself.

This all sounds simple enough, but it's not. There is the idea of a derivative work, which is one in which someone else's work is "recast, transformed, or adapted". According to Strong, "When a derivative work gets its own copyright, this copyright is limited, like all other copyrights, to whatever material is original with the creator." But he also says that "copyright in the expression of an idea will not be enforced so as to prevent other people from putting the idea to pratical use."

I'm no lawyer, but my feeling after reading this book is that Apple might be able to patent some of the techniques they introduced in their user interfaces, but they can't copyright them. However, they can copyright particular screens and presentations. They could even copyright the order of operations that a program presents to the user. Even if DRI's interface doesn't look exactly like that of the Mac, Apple might claim that DRI's interface (screens and presentation, not the techniques involved) is derived from Apple's, and that DRI didn't get permission to copy the part of their interface that wasn't original. I haven't seen Gem or anything from Xerox PARC, but this is the only explanation I can think of from what I have heard so far. I have no idea whether Apple had to obtain copyright from Xerox to develop and market the Lisa and Macintosh systems; from what I have read, it seems that they copied a lot of the ideas but not the expressions of those ideas.
--
Jeff Lichtman at rtech (Relational Technology, Inc.)
"Saints should always be judged guilty until they are proved innocent..."

{amdahl, sun}!rtech!jeff
{ucbvax, decvax}!mtxinu!rtech!jeff

From -2622220175297386668

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5d18133bd4aab62e,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,3cc7271b851274c5
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-18 05:14:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: AT&T MIGHT PICK UP ST
Message-ID: <314@pedsgd.UUCP>
Date: Fri, 18-Oct-85 08:14:39 EDT
Article-I.D.: pedsgd.314
Posted: Fri Oct 18 08:14:39 1985
Date-Received: Sat, 19-Oct-85 07:26:01 EDT
References: <1020@druxo.UUCP>
Organization: Perkin-Elmer, Tinton Falls, NJ
Lines: 33
Xref: watmath net.micro.amiga:425 net.micro.atari:1416

>
> Quote from the Washington Post (as quoted in Bell Labs News):
>
> "American Telephone & Telegraph Co. are negotiating an arrangement
> for Atari to put the AT&T name on some of its powerful ST personal
> computers.
>   The agreement would give privately held Atari a major customer
> for its new machine, while giving AT&T a low-cost entry into the
> home and small business personal computer market.
>   Officially, both companies declined to confirm the negotiations."
>
> I am worried that if AT&T picks up ST, this will "legitimize" the
> ST in the eyes of the average computer, giving it a decided edge
> over the AMIGA, right when it needs the publics support.
>
> WAKE UP AT&T--pick up AMIGA-- it's better, and besides, they need the
> money!

First off, BOTH machines could use the support; like the Mac hackers
say, there needs to be SOMETHING besides the IBM PC.

Second, regarding which machine is best, obviously you & AT&T have
differing opinions :-).

Bob Halloran
Sr MTS, Perkin-Elmer DSG
==========
UUCP: {decvax, ucbvax, most Action Central}!vax135\
{topaz, pesnta, princeton}!petsd!pedsgd!bobh
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724
DDD: (201) 758-7000

Disclaimer: They don't know, and they probably don't care.
Quote: "A bored hacker is a dangerous thing!!" -- O. W. Holmes, "Bloom County"

From 784178786117268537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cf7d3da8cfc51b25
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-18 06:23:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!xerox.arpa!Hruschak.WBST
From: Hruschak.WBST@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: *Cheap* modems revisited
Message-ID: <851018-062316-1125@Xerox>
Date: Fri, 18-Oct-85 09:23:00 EDT
Article-I.D.: Xerox.851018-062316-1125
Posted: Fri Oct 18 09:23:00 1985
Date-Received: Sun, 20-Oct-85 04:44:07 EDT
References: <804@nmtvax.UUCP>
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 17

When we decided to buy a modem for ours 800XL, the MPP Microbits was highly recommended and difficult to acquire. When we checked further we learned that Microbits was going out of business and the manufacturer's pipe line had dryed up, - our dealer could not order one. After checking around, another Rochester dealer located several of them, at a significant price reduction.

We purchased and it worked well, plugging into the 800 XL joystick connector (#2); eventually the phone plug became disconnected from the circuit board giving me a reason to look at it more closly. Having reason to open the case, I was amazed at the lack of workmanship (the I/O connectors are glued in place, indicators are mounted on cardboard, the AC cord strain relief grommet is mounted on cardboard). Once I repaired the plug (remount, solder and glue - the manufacturer clearly missed it when glueing the I/O connectors in place). It's now back in service and works well - I have resolved to eventually relace the cardboard with something more substantial.

From 4745957943022706092
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,78d3129811ec9dec
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-18 06:44:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!xerox.arpa!Hruschak.WBST
From: Hruschak.WBST@XEROX.ARPA

Newsgroups: net.micro.atari
Subject: Re: 256K 800xl conversion
Message-ID: <851018-064608-1140@Xerox>
Date: Fri, 18-Oct-85 09:44:00 EDT
Article-I.D.: Xerox.851018-064608-1140
Posted: Fri Oct 18 09:44:00 1985
Date-Received: Sun, 20-Oct-85 04:43:54 EDT
References: <1545@uwmacc.UUCP>
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 2

I am interested in the 800XL upgrade information; please add my name to
your list. - Joe

From 6668240039114675592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-18 06:51:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!harvard!talcott!panda!
enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: DRI agrees to change GEM ; why??
Message-ID: <482@enmasse.UUCP>
Date: Fri, 18-Oct-85 09:51:39 EDT
Article-I.D.: enmasse.482
Posted: Fri Oct 18 09:51:39 1985
Date-Received: Mon, 21-Oct-85 04:57:37 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
<299@ccivax.UUCP> <3251@nsc.UUCP>
Distribution: net
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 73

[]
Chuq makes these assertions twice now...
> .... The case was specifically for the
> visual copyright, so looking too much like the Mac was exactly what Apple
> was (deservedly) upset about. If you spend 25 man years making someone, and
> someone else borrows your design, does it in 5 many years, charges less,
> and puts you out of business, wouldn't you be upset? Business needs to be
> able to protect its R&D or R&D simply won't get done.
>
1) Actually, the case was for something more ambiguous than the "visual
copyright", it was for the "look and feel" of the MAC interface.

2) Nowhere has Apple alleged that DRI "borrowed the MAC design."

3) Previously Chuq claimed that the MAC interface was 10 man years, while GEM represented 1 year. Now its 25 to 5. I personnaly don't have the actual figures, I suspect Chuq doesn't either. However, GEM is not a "rip-off" of MAC software. (It does provide a similar user interface, the software, its OS interface, and its programmers interface are all unique to GEM.)

4) Puts Apple out of business? What?

5) Apple's R&D investment is protected. MAC software is incompatible with GEM software and vice versa. GEM is not going to replace the MAC window environment. Aggresive pricing strategies by Atari and Commodore may indeed hurt Apple's low end business, as IBM has damaged their share of the high end market, but this has nothing to do with GEM.

> Why? If I was the first to design an algorithm and got protection for it,
> I'd expect to be able to protect it.... If I invented an alphabet, I'd sure
> want royalties for it... That is an easy statement to make, I'd love to see
> you back it up with a good reason.
>

Nowhere has Apple alleged that DRI has misused copyrighted algorithms.

> business, how in the hell was that creative? That is what apple is trying
> to prevent -- if they wrote GEM to be better than Mac, fine -- but if all
> they did was take what Mac developed and carry it across, that is frankly
> illegal.

Well fine, GEM is better than MAC, and, once again, while the visual interface is indeed similar, it was not a question of "take what MAC developed and carry it across", Apple doesn't claim this, and it just ain't true.

>
> NOTHING to do with what apple is doing... I wish we could keep our facts
> straight, folks, instead of these purely emotional rantings...
> --

Amen.

And now some allegory.

Copyrighting the "look and feel" of software is somewhat like trying to copyright the style and form of a book or painting. Imagine that Jackson Pollack attempted to copyright abstract expressionism, or that James Joyce copyrighted stream of consciousness in a novel. Clearly it is desireable to protect source code and executable image- the expression of the work and investment in software development- but patenting style is absurd.

Finally, the MAC interface is stylistically a direct descendant of work done by Xerox, that is in the public domain (or at least Xerox has made no effort to protect it.) And there are other related workstation windowing environments around (say on Suns and Appollos and stuff over at Bell.) Apple hasn't even a clear claim to being the originator of the "look and feel" that they are protecting.

--
Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!mroddy)

From -8053319151180744706
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4958f53b7951c2e9
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,4958f53b7951c2e9
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-18 08:10:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site aecom.UUCP
Path: utzoo!linus!decvax!mcnc!philabs!aecom!werner
From: werner@aecom.UUCP (Craig Werner)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: news being bounced off arpanet!
Message-ID: <1954@aecom.UUCP>
Date: Fri, 18-Oct-85 11:10:08 EDT
Article-I.D.: aecom.1954
Posted: Fri Oct 18 11:10:08 1985
Date-Received: Mon, 21-Oct-85 06:39:06 EDT
References: <846@mcvax.UUCP>
Organization: Albert Einstein Coll. of Med., NY
Lines: 11
Xref: linus net.micro.atari:1373 net.micro.amiga:4313

> every time I post an article to this group I get a nasty
> message from a mailer saying that arpanet refused a piece of mail.
> what is going on?
> simon@mcvax

Ditto for me, except that it's 4 letters. UCBVAX seems to be the culprit.
--

Craig Werner
!philabs!aecom!werner
"Comedy, like Medicine, was never meant to be practiced by the general public."

From -8843414807131664110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-18 08:12:24 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site noscvax.UUCP
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!noscvax!bmarsh
From: bmarsh@noscvax.UUCP (William C. Marsh)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM ; why??
Message-ID: <62@noscvax.UUCP>
Date: Fri, 18-Oct-85 11:12:24 EDT
Article-I.D.: noscvax.62
Posted: Fri Oct 18 11:12:24 1985
Date-Received: Sun, 20-Oct-85 09:06:31 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
<299@ccivax.UUCP> <3251@nsc.UUCP> <533@ihlpm.UUCP> <1762@watdcsu.UUCP>
Reply-To: bmarsh@cod.UUCP (William C. Marsh)
Distribution: net
Organization: Naval Ocean Systems Center, San Diego
Lines: 38
Xref: linus net.micro.pc:5389 net.micro.atari:1354 net.micro.mac:3018

>I believe a suit over piracy of video game code was settled a while ago
>with damages awarded for copyright violation. The question of ROM copy-
>right was left up in the air in that decision, but the copyright the
>company had on the fixed scenario "come-on" screens was upheld.

>Rick Sellens

This decision in this case was in two parts. The court ruled in favor
of the original copyright holder for the simple reason the screen acted
EXACTLY the same while waiting for some 13 year old to put in his quarter.
The space ships (or whatever they were) did the same things on both systems.

The court threw out the second part of the argument which stated the ideas
or visual images were also copyrighted because they depended on the 13
year old to make the exact same moves to duplicate the visual images.
(Ever see a kid play PAC-MAN? :-)

Opinion Warning -- My opinions follow, stop now if you have a weak stomach

In MY opinion, speaking as an engineer and NOT a lawyer, the first decision
is normal copyright law. If you make a copy of a video-tape, the visual
images are exactly the same, thus violating the copyright law. (Simple case
I know, but a program stored in rom is just like a video tape in a vcr.)

The second decision seems to favor DRI, in that the two operating systems
look alike, but not exactly. (How about all the space-firebirds rip-offs).

I think this is a simple case of a BIG computer company intimidating a
smaller company by a threatened lawsuit. (No wonder Jobs left :-)

--

Bill Marsh, Naval Ocean Systems Center, San Diego, CA

{arpa,mil}net: bmarsh@nosc
uucp: {ihnp4,akgua,decvax,dcdwest,ucbvax}!sdcsvax!noscvax!bmarsh

"If everything seems to be coming your way, you're probably in the wrong lane."

From 5245032113863450295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-18 09:54:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 +MMDF+MULTI+2.11; site kcl-cs.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!mcvax!ukc!kcl-cs!smithg
From: smithg@kcl-cs.UUCP (ZNAC346)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM ; why??
Message-ID: <617@neon.kcl-cs.UUCP>
Date: Fri, 18-Oct-85 12:54:30 EDT
Article-I.D.: neon.617
Posted: Fri Oct 18 12:54:30 1985
Date-Received: Tue, 22-Oct-85 07:01:02 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
<299@ccivax.UUCP> <3251@nsc.UUCP> <533@ihlpm.UUCP>
Reply-To: smithg@kcl-cs.UUCP (Lionel Smith-Gordon)
Distribution: net
Organization: Department of Computing, Kings College, University of London.
Lines: 19
Xref: linus net.micro.pc:5407 net.micro.atari:1377 net.micro.mac:3072
Xpath: kcl-cs neon

In article <533@ihlpm.UUCP> kvk@ihlpm.UUCP (Kevin) writes:
>Huh? Visual copyright?! I doubt such a thing exists
>
>My understanding of software copyright law is that someone can produce a program
>with a similar visual look, and as long as no code is pirated from the first
>program, no infringement exists.

To the contrary, visual look is under copyright - the same law that covers
photographs etc.

I once received a mailing from a British company that specialises in recording
screen displays for software houses so that there was a formal record ready
for any copyright legal action.
According to them, screen displays are easy to enforce under copyright law
than object code.

I would agree, however, that Apple have no greater case against DRI than
Xerox PARC have against Apple, Kodak, Interleaf, Xyvision, Caddex etc etc

who also use this type of screen interface.

From -4602531137072339918
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 157808,840c63fbd6fe9dcf,start
X-Google-Attributes: gid157808,public
X-Google-Thread: 1517c1,840c63fbd6fe9dcf,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,840c63fbd6fe9dcf,start
X-Google-Attributes: gid152df8,public
X-Google-Thread: 150311,840c63fbd6fe9dcf,start
X-Google-Attributes: gid150311,public
X-Google-Thread: 142096,840c63fbd6fe9dcf,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 129c11,840c63fbd6fe9dcf,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-10-18 11:09:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihwpt.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihwpt!knudsen
From: knudsen@ihwpt.UUCP (mike knudsen)
Newsgroups:
net.micro.atari,net.micro.amiga,net.micro.mac,net.micro.6809,net.music.synth,net.m
icro
Subject: Built-in Music Chips--So What?
Message-ID: <527@ihwpt.UUCP>
Date: Fri, 18-Oct-85 14:09:53 EDT
Article-I.D.: ihwpt.527
Posted: Fri Oct 18 14:09:53 1985
Date-Received: Thu, 24-Oct-85 00:52:47 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 61
Xref: watmath net.micro.atari:1475 net.micro.amiga:473 net.micro.mac:3123
net.micro.6809:567 net.music.synth:596 net.micro:12464

As someone who has done quite a bit of computer music synthesis
programming, I've come to believe that the sound chips built into
a home computer are ultimately irrelevant.
     By that I mean that for games and beginning music hackers,
the three or four musical parts (voices) provided will be OK.
You can do a lot with 4-part harmony, or even 3-part plus
percussion.
     But as you get serious, you find that you need
more parts than the built-in hardware and software support;
plus you want more sound qualities (timbres), and ADSR
envelopes, etc etc.
     With the exception of that MSX Yamaha Z-80 machine
with the built-in FM chips, NO computer on (or about to hit)
the market provides enough hardware/firmware up front.
Check out (and correct, please) this list:

Atari800 4 parts, some timbre control
Commo64 3 parts+percussion, "
Mac 4 parts, total timbre control (waveform tables)
Amiga like Mac, with more HW support and some patching
ST 3 parts + percussion (GI 8910, ancient, OK for games)
Apple][, IBM PC 1 part beep, no volume nor timbre -- joke city!
TRS CoCo 1 part, control of volume but not timbre (BASIC)
TRS CoCo 4-8 parts, total timbre control (like Mac, Amiga)
TRS CoCo 1-2 parts, FM synthesis with ADSR

Okay, I listed my trusty Coco 3 times for a reason.
It has a built-in D-A converter that outputs to your TV
any sound you can conceive and compute fast enuf.
The built-in BASIC does only one square wave with volume control.
But my own software, and some commercial packages,
support 4 parts with user-defined waveforms much like
a super Hammond organ. I can easily extend mine to 6-8 parts
by accepting a lower sampling rate.
And I have written an FM synth that I play from the keys
and can "bend" the timbre and volume within a note with
the joystick.
So--does "the Coco have FM?" Does "the Coco have
8 parts, infinite timbres?" Well, it has a D-A and some hackers
willing to write some tight assembler code.
The Mac, Amiga, and ST are all believed to contain
8-bit D-As. Use whatever built-in hardware (DMA, etc) to help
you write code, and you too can sound as good as a Coco. Better!

But software synthesis can go only so far.
Now you must ask "what kind of peripheral synth'ers can I buy/build
to plug into my computer?" Apple][has the Mockingboard
and Syntauri; Coco has Symphony-12; etc. Did Apple really do
musicians a favor by putting almost nothing in the][series?
Still not satisfied? Get a MIDI interface
(all new machines and the Coco have these available, cheap).
Then the sky's the limit -- or should I say your wallet?

To summarize -- built-in music chips are like the built-in
RAM and disk drive -- no matter how good they are, you'll
want to add more. But, unlike existing RAM and disks, the music
chips will probably sit unused once you upgrade.
So why not just ignore the built-in music chips in
the first place, if the rest of the machine has what you want?

--mike k

From 5825615639948839289
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public

X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-18 11:31:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/3/85; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!ukma!sean
From: sean@ukma.UUCP (Sean Casey)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM ; why??
Message-ID: <2298@ukma.UUCP>
Date: Fri, 18-Oct-85 14:31:02 EDT
Article-I.D.: ukma.2298
Posted: Fri Oct 18 14:31:02 1985
Date-Received: Mon, 21-Oct-85 03:59:18 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
<299@ccivax.UUCP> <3251@nsc.UUCP> <533@ihlpm.UUCP> <3490@utah-cs.UUCP>
Reply-To: sean@ukma.UUCP (Sean Casey)
Distribution: net
Organization: The White Tower @ The Univ. of KY
Lines: 21
Xref: watmath net.micro.pc:5674 net.micro.atari:1437 net.micro.mac:3073

In article <3490@utah-cs.UUCP> b-davis@utah-cs.UUCP (Brad Davis) writes:
>You can copyright how a video display works. Have you ever wondered why
>arcade video games are simular but don't have the same screens? Wouldn't
>it be easy to write a 'Frogger' or a 'Donkey Kong' from scratch and have it
>look just like the real thing? You could try but you would be sued for
>copyright infringment. Just like selling soup in a can that had a red top
>half and a white bottom half and a gold shield in the center (Cambell's Soup).
>The law even states that you don't have to duplicate only come close enough
>that a normal person couldn't tell the difference if they just made a
>quick examination of it.

Ok, what if I wrote an exact copy of pacman and then gave it away. Would
anyone be able to sue me?

--

Sean Casey   UUCP: sean@ukma.UUCP   or
915 Patterson Office Tower   {cbosgd,anlams,hasmed}!ukma!sean
University of Kentucky   ARPA: ukma!sean@ANL-MCS.ARPA
Lexington, Ky. 40506-0027   BITNET: sean@UKMA.BITNET

From -4065757805553017641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5f8a92ff5bd6677c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-28 15:45:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site islenet.UUCP
Path: utzoo!linus!decvax!decwrl!Glacier!well!ptsfa!dual!islenet!jons

From: jons@islenet.UUCP (Jonathan Spangler)
Newsgroups: net.micro.atari
Subject: Re: --- BYTE & the ST ---
Message-ID: <1661@islenet.UUCP>
Date: Sat, 28-Sep-85 18:45:15 EDT
Article-I.D.: islenet.1661
Posted: Sat Sep 28 18:45:15 1985
Date-Received: Wed, 2-Oct-85 20:46:29 EDT
References: <8509172204.AA04363@UCB-VAX.ARPA> <480@ecsvax.UUCP>
Reply-To: jons@islenet.UUCP (Jonathan Spangler)
Organization: Islenet Inc., Honolulu
Lines: 30

In a previous article it was mentioned that Atari has
been ignored by the press and part of the reason being that Atari
was not "giving" machines/info that they should.

I strongly disagree. I believe that we have seen two very
different ways to market a machine as shown by the Amiga
and the 520ST. Commodore went to all of this hullabalo and
general hype -- WHERE IS THE MACHINE? On the other hand,
Atari didn't say anything UNTIL THE MACHINES HAD BEEN shipped.

Speaking of Byte, look in the next few issues -- GUARANTEED an
in-depth look at the Atari 520ST. Other magazines? Compute!, Creative
Computing, Personal Computing, Family Computing,
Infoworld, Computer Shoppers...
this list goes on. Well done ol' chap!

On another note: the people who brought you "Printworks" and "Set FX+",
Robert and Mary McDowell from SoftStyle (a Honolulu based company)
came into the store today to get some software from us -- "Mudpies" and some
demos... they also have the developer's
kit and are developing software for the 520ST.

Excitement in paradise,

Aloha,

Jonathan Spangler
PC Pricebusters
(downtown Honolulu)
{ihnp4,dual,vortex}!islenet!jons

From 5879458650542079369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d8aba47161bf6d36
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d8aba47161bf6d36
X-Google-Attributes: gid142096,public
X-Google-Thread: 150311,d8aba47161bf6d36
X-Google-Attributes: gid150311,public

X-Google-ArrivalTime: 1985-09-28 19:31:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lsuc.UUCP
Path: utzoo!utcs!lsuc!jimomura
From: jimomura@lsuc.UUCP (Jim Omura)
Newsgroups: net.micro.atari,net.micro.amiga,net.micro.6809
Subject: Re: OS-9/68K : software, current hardware?
Message-ID: <818@lsuc.UUCP>
Date: Sat, 28-Sep-85 22:31:54 EDT
Article-I.D.: lsuc.818
Posted: Sat Sep 28 22:31:54 1985
Date-Received: Sun, 29-Sep-85 01:42:37 EDT
References: <281@pedsgd.UUCP>
Reply-To: jimomura@lsuc.UUCP (Jim Omura)
Distribution: net
Organization: Barrister & Solicitor, Toronto
Lines: 55
Xref: utcs net.micro.atari:1195 net.micro.amiga:250 net.micro.6809:502
Summary: Reference materials

In article <281@pedsgd.UUCP> bobh@pedsgd.UUCP (Bob Halloran) writes:
>Much traffic has been generated lately about possible availability
>of Microware's OS-9 operating system on the Commodore Amiga and/or
>the Atari ST. While I have looked over recent magazines for
>references, it isn't clear to me what machines are currently
>available running the 68K version of this O.S., or what software
>is available for it. Note I am interested specifically in 68000
>software for OS-9; I have seen many packages offered for the 6809
>version. Ready availability of 'useful' software would likely
>determine whether the porting efforts would be worthwhile.
>
>Could someone with better background on this enlighten us as to
>current vendors' offerings under OS-9/68K? Is there a readily-
>accessible source for public domain routines? If traffic warrants,
>I will summarize to the net. Thanks in advance.
>
>   Bob Halloran
>   Sr MTS, Perkin-Elmer DSG
>==
>UUCP: {decvax, ucbvax, most Action Central}!vax135\
>   {topaz, pesnta, princeton}!petsd!pedsgd!bobh
>ARPA: petsd!pedsgd!bobh@topaz
>USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724
>DDD: (201) 758-7000
>Disclaimer: My opinions are my own.
>Quote: "BOO! We changed Coke again! BLEAH! BLEAH!"- The 'Boogums', Bloom County

     Rather than answer what you've asked, I think it might be a good
idea to say that the best reference material on OS-9 are

Rainbow Magazine
which is specifically about the Color Computer, but often carries ads

for other OS-9 systems (including 68K systems).

68 Micro Journal
which is available from
Computer Publishing Inc.
5900 Cassandra Smith Rd.
Hixon, Tn. 37343

which is a general 680x0, 680x, Motorola chipset magazine. I think I've answered your questions elsewhere anyway. The best source of info on OS-9 is Compuserve's OS9 SIG, which is a semi-official source of the OS-9 Users' Group's public domain programs. The net.micro.6809 people have placed comments 'here' but probably are best talked to in their own group. Also, I hope to have BIX's 'os.9' conference turned into a good resource too. This'll be hard, seeing as I've only got a couple of people to call BIX so far (it's not officially open yet) whereas the Boston Computer Club seems to be full of Apple, IBM and CPM people.

--
James Omura, Barrister & Solicitor, Toronto
ihnp4!utzoo!lsuc!jimomura

From 1960164752978083534
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6bd416450fc97b21,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-29 10:09:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucdavis.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!ucdavis!ccrbrian
From: ccrbrian@ucdavis.UUCP (Brian Reilly)
Newsgroups: net.micro.atari
Subject: 2 column output with AtariWriter
Message-ID: <105@ucdavis.UUCP>
Date: Sun, 29-Sep-85 13:09:34 EDT
Article-I.D.: ucdavis.105
Posted: Sun Sep 29 13:09:34 1985
Date-Received: Fri, 4-Oct-85 03:54:09 EDT
Distribution: net
Organization: University of California, Davis
Lines: 21

I am attempting to get 2 column output with
AtariWriter and a Gemini 10X printer. I follow the
instructions in the AtariWriter manual - set
new margins - but all I get is one column. The
single column is as narrow as the first column
should be, but the second column never show up.
The correct printer driver is also loaded when I am
doing this.

Anyone out there ever get 2 columns with AtariWriter?
Any suggestions?

Thanks,

Brian Reilly

...ucbvax!ucdavis!deneb!ccrbrian

or, preferably

...ucbvax!su.score.arpa!B.BR%LOTSA

From 3032642241040756856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3864b18053109850,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-29 10:23:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site mck-csc.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!think!mck-csc!jfp
From: jfp@mck-csc.UUCP (John Pries)
Newsgroups: net.micro.atari
Subject: ST Availability (less than list)
Message-ID: <136@mck-csc.UUCP>
Date: Sun, 29-Sep-85 13:23:09 EDT
Article-I.D.: mck-csc.136
Posted: Sun Sep 29 13:23:09 1985
Date-Received: Wed, 2-Oct-85 20:06:15 EDT
Organization: McKinsey & Company, Cambridge Systems Center
Lines: 6

I just bought an ST yesterday .... so far so good ....

J & R Music World (Park Row New York City) is selling the color model
(in stock in large quantities) for $850 plus tax ....

From 5577915718523682092
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e7751e69b1617e8e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-30 08:34:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site bu-cs.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!bu-cs!hen
From: hen@bu-cs.UUCP (Bill Henneman)
Newsgroups: net.micro.atari
Subject: Re: ST double-sided drive experience
Message-ID: <691@bu-cs.UUCP>

Date: Mon, 30-Sep-85 11:34:11 EDT
Article-I.D.: bu-cs.691
Posted: Mon Sep 30 11:34:11 1985
Date-Received: Wed, 2-Oct-85 20:12:57 EDT
References: <593@decwrl.UUCP>
Organization: Boston Univ Comp. Sci.
Lines: 5

I've had a DS drive for 3 weeks (as a pallative, while waiting for the
#$%#$% hard disk). No, the sides are not referred to as seperate entities.

The only glitch I've noticed is that SS disks can't be copied onto DS
disks using the desktop copy thing. No other surprises I've encountered.

From 748818320081324499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b6a8b1e0bef59b94
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-30 08:42:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!GODZILLA.SCH.Symbolics.COM!Shiffman
From: Shiffman@GODZILLA.SCH.SYMBOLICS.COM (Hank Shiffman)
Newsgroups: net.micro.atari
Subject: --- ATR 8000 & Hard Disks (?) ---
Message-ID: <850930084234.2.SHIFFMAN@RAMOTH.SCH.Symbolics.COM>
Date: Mon, 30-Sep-85 11:42:00 EDT
Article-I.D.: RAMOTH.850930084234.2.SHIFFMAN
Posted: Mon Sep 30 11:42:00 1985
Date-Received: Wed, 2-Oct-85 07:39:16 EDT
Sender: daemon@ucbvax.ARPA
Reply-To: Shiffman@SCRC-STONY-BROOK.ARPA
Organization: The ARPA Internet
Lines: 25

    Date: 27 Sep 85 16:20:00 PST
    From: nep.pgelhausen@ames-vmsb.ARPA

    A while ago I sent a msg to the net asking if anyone had any info
    on hard disk interfaces for the Atari. So far I have had no answers.
    I just had an idea, and so I have a more specific question:

       The ATR 8000 (by SWP) allows interfacing to off the shelf 5&1/4
       and 8 inch disks. Does it also allow interfacing to hard disks?
       If so, which interface? SCSI would be nice because there is a
       Bernoulli Box which uses SCSI.....

         Thanks for any info,
                  -Richard Hartman
                  max.hartman@ames-vmsb

P.S.: Does anyone know if SWP is still around & functioning?

The ATR8000 doesn't handle hard disks. However, they have a newer model
called the ATR8500 which does. I think you give up the ability to use
eight inch diskette drives.

From 5855853848238035478
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f284279cb9fda18c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-30 09:07:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: Re: 520ST keyboard kludge. Fixes?
Message-ID: <1783@orca.UUCP>
Date: Mon, 30-Sep-85 12:07:53 EDT
Article-I.D.: orca.1783
Posted: Mon Sep 30 12:07:53 1985
Date-Received: Thu, 3-Oct-85 03:47:31 EDT
References: <297@anasazi.UUCP>
Organization: Tektronix, Wilsonville OR
Lines: 5

The 520ST keyboard has its own processor that sends scan codes on a serial
link to the main processor. So I'd imagine that if you took the current
system apart and repackaged it you could get a detachable keyboard.

dgc

From -977416035935889488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,286082001d9e6af6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-30 11:55:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.16 $; site ada-uts.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!bbnccv!ada-uts!hedger
From: hedger@ada-uts.UUCP
Newsgroups: net.micro.atari
Subject: 520st dealer in the Boston area????
Message-ID: <16600003@ada-uts.UUCP>
Date: Mon, 30-Sep-85 14:55:00 EDT
Article-I.D.: ada-uts.16600003

Posted: Mon Sep 30 14:55:00 1985
Date-Received: Sat, 5-Oct-85 07:48:38 EDT
Lines: 4
Nf-ID: #N:ada-uts:16600003:000:171
Nf-From: ada-uts!hedger   Sep 30 14:55:00 1985

Can anyone out there give me the name of a dealer who has and sells the 520st
in the Boston/Cambridge area???? Thanx in advance....keith hedger
ihnp4!inmet!ada-uts!hedger

From -30198598019510185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ceb654149a1d5a7b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-30 12:35:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!xerox.arpa!bfisher.ES
From: bfisher.ES@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Department Store ST-520s?
Message-ID: <850930-123503-1266@Xerox>
Date: Mon, 30-Sep-85 15:35:02 EDT
Article-I.D.: Xerox.850930-123503-1266
Posted: Mon Sep 30 15:35:02 1985
Date-Received: Wed, 2-Oct-85 07:49:50 EDT
References: <2800009@ccvaxa>
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 4

Wait for a rainy day in New York in the middle of the week and then give
them a call -- haggling are sometimes in order.

bf

From -242559096263134054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,83b0853e19e2b6fc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-30 14:00:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!henry
From: henry@utzoo.UUCP (Henry Spencer)
Newsgroups: net.micro.atari
Subject: Re: ST memory management
Message-ID: <6005@utzoo.UUCP>
Date: Mon, 30-Sep-85 17:00:09 EDT
Article-I.D.: utzoo.6005

Posted: Mon Sep 30 17:00:09 1985
Date-Received: Mon, 30-Sep-85 17:00:09 EDT
References: <1323@eagle.UUCP> <462@enmasse.UUCP> <290@anasazi.UUCP>
<270@ccivax.UUCP>, <369@eneevax.UUCP>
Organization: U of Toronto Zoology
Lines: 12

> >I noticed that 1.33Mbytes/sec is about 10Mbit/sec, anybody know of an
> >Ethernet to SCSI interface?
>
> I know that this has been done. For example sequent has an ethernet
> controller off their scsi interface...

Not so, sorry. The Ethernet controller and the SCSI interface are on the
same board in the Sequent machines, but they are entirely independent.
The Ethernet controller is not on the SCSI bus.
--
Henry Spencer @ U of Toronto Zoology
{allegra,ihnp4,linus,decvax}!utzoo!henry

From -2260929248209085673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a38da42c2869580c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-30 16:30:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site uiucuxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!uiucuxc!uiucuxa!djk611
From: djk611@uiucuxa.CSO.UIUC.EDU
Newsgroups: net.micro.atari
Subject: Re: 600xl disk simulation?
Message-ID: <9900004@uiucuxa>
Date: Mon, 30-Sep-85 19:30:00 EDT
Article-I.D.: uiucuxa.9900004
Posted: Mon Sep 30 19:30:00 1985
Date-Received: Thu, 3-Oct-85 05:36:30 EDT
References: <1233@hcrvx1.UUCP>
Lines: 3
Nf-ID: #R:hcrvx1.UUCP:-123300:uiucuxa:9900004:000:444
Nf-From: uiucuxa.CSO.UIUC.EDU!djk611   Sep 30 18:30:00 1985

the disk port is indeed running at 19.2 kb and at ttl levels there is no rom
support for the disk persay the cio (central i/o) is in rom and is easily
accessed the same connector is use for cassatte but outputs are frequency(read
tones) as opposed to signnals...the best source of info is atari tech notes or de
re atari
scott cothrell urh 106 forbes hall 101 e. gregory dr. champaign il. 61820
university of illinois

From 6406060924434488910

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,15531b9687dfd97e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-30 16:35:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site uiucuxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!uiucuxc!uiucuxa!djk611
From: djk611@uiucuxa.CSO.UIUC.EDU
Newsgroups: net.micro.atari
Subject: Re: FOR SALE
Message-ID: <9900005@uiucuxa>
Date: Mon, 30-Sep-85 19:35:00 EDT
Article-I.D.: uiucuxa.9900005
Posted: Mon Sep 30 19:35:00 1985
Date-Received: Thu, 3-Oct-85 05:36:42 EDT
References: <63000004@uok.UUCP>
Lines: 2
Nf-ID: #R:uok.UUCP:63000004:uiucuxa:9900005:000:67
Nf-From: uiucuxa.CSO.UIUC.EDU!djk611   Sep 30 18:35:00 1985

s he willing to part out??   how much for the 850 and/or monitor?

From -5538505448147597142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,216104870f537829
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-30 16:38:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site uiucuxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!uiucuxc!uiucuxa!djk611
From: djk611@uiucuxa.CSO.UIUC.EDU
Newsgroups: net.micro.atari
Subject: Re: Request - Atari 600XL info
Message-ID: <9900006@uiucuxa>
Date: Mon, 30-Sep-85 19:38:00 EDT
Article-I.D.: uiucuxa.9900006
Posted: Mon Sep 30 19:38:00 1985
Date-Received: Thu, 3-Oct-85 05:36:54 EDT
References: <12868@styx.UUCP>
Lines: 2
Nf-ID: #R:styx.UUCP:-1286800:uiucuxa:9900006:000:58
Nf-From: uiucuxa.CSO.UIUC.EDU!djk611   Sep 30 18:38:00 1985

 try the mail order houses they have all kinds of stuff

From -2542451451691941117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5f8a92ff5bd6677c
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-09-30 21:48:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site amdahl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!amdahl!sjl
From: sjl@amdahl.UUCP (Steve Langdon)
Newsgroups: net.micro.atari
Subject: Re: --- BYTE & the ST ---
Message-ID: <2068@amdahl.UUCP>
Date: Tue, 1-Oct-85 00:48:45 EDT
Article-I.D.: amdahl.2068
Posted: Tue Oct 1 00:48:45 1985
Date-Received: Thu, 3-Oct-85 04:30:13 EDT
References: <8509172204.AA04363@UCB-VAX.ARPA> <480@ecsvax.UUCP>
<1661@islenet.UUCP>
Organization: Amdahl Corp, Sunnyvale CA
Lines: 23

> ...
> I strongly disagree. I believe that we have seen two very
> different ways to market a machine as shown by the Amiga
> and the 520ST. Commodore went to all of this hullabalo and
> general hype -- WHERE IS THE MACHINE? On the other hand,
> Atari didn't say anything UNTIL THE MACHINES HAD BEEN shipped.
> ...
> Jonathan Spangler
> PC Pricebusters
> (downtown Honolulu)
> {ihnp4,dual,vortex}!islenet!jons

Not true. Jack Tramiel talked to anyone who would listen, and promised all
sorts of dates and features which proved to be excessively optimistic.
If you need a current example (other than quality software) look at the
Atari CD ROM. Yes CD ROMs do exist, DEC sells one, no they do not sell to
end users for anything near $500, and they will not be near that price for
over a year.
--
Stephen J. Langdon   ...!{ihnp4,cbosgd,hplabs,sun}!amdahl!sjl

[The article above is not an official statement from any organization
  in the known universe.]

From -7801033123527410106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 159df4,898b85862d7ebe27,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 1517c1,898b85862d7ebe27,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,898b85862d7ebe27,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 142096,898b85862d7ebe27,start
X-Google-Attributes: gid142096,public

X-Google-ArrivalTime: 1985-10-01 02:44:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site bnl44.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!think!harvard!cmcl2!
philabs!sbcs!bnl44!jpm
From: jpm@bnl44.UUCP (John McNamee)
Newsgroups: net.micro.atari,net.micro.amiga,net.micro.68k,net.micro
Subject: Atari 520ST fact and fiction
Message-ID: <1012@bnl44.UUCP>
Date: Tue, 1-Oct-85 05:44:50 EDT
Article-I.D.: bnl44.1012
Posted: Tue Oct 1 05:44:50 1985
Date-Received: Thu, 3-Oct-85 06:57:52 EDT
Followup-To: net.micro.atari
Distribution: net
Lines: 86
Xref: watmath net.micro.atari:1247 net.micro.amiga:293 net.micro.68k:1183
net.micro:12198

[Since nobody has seen fit to create net.micro.st, and since this message is sort of in reply to messages in many places, I have cross-posted to many groups. Followups will go to net.micro.atari.]

I have seen a lot of the same misinformation passed around on the net recently, and I would like to clear up a few things. I think I speak from a position of authority as I am an ST developer, and have been working with both Atari and Digital Research.

False: The ST runs CP/M-68k.
True: The ST runs the TOS operating system (the generic name is GEMDOS), which is not at all like CP/M-68K. There were some early plans to run CP/M, but they were dropped. GEMDOS can best be described as a 68000 version of MSDOS 2.0. It has almost all the same DOS calls as MSDOS (the function numbers are even the same), except CP/M style FCB's were dropped in favor of Unix style file handles.

False: The ST hardware doesn't allow multitasking.
True: There is nothing in the ST hardware to prevent multitasking. GEMDOS is a single tasking operating system, but there are already plans to port OS/9-68K to the ST, which will give it multitasking/multiuser capability. I bet Atari is also working on a multitasking OS of their own. DRI has already shipped Concurrent DOS 68000 to OEMs. In other words, it won't be long until the ST will multitask. I personally don't view this as a very important ability for most users, but I have already posted articles on that view and won't go into it here.

False: The Amiga hardware has special provision for multitasking.
True: The Amiga is not better than the ST when it comes to hardware support for multitasking. Neither has a real MMU (the ST has a chip called "MMU", but it does not offer full protection and relocation, and was not designed for multitasking). The Amiga DOS has built-in support for multitasking, so if you must have that ability right now then the Amiga is your only choice. Of course it does cost twice as much as the

ST, so be sure you really need multitasking before buying.

False: The ST talks to hard disks at 1 megabit per second, like the Mac.
True: The ST talks to hard disks at over 1 megaBYTE per second, almost like Ethernet, and faster than an ST506 drive can deliver data. It also talks to floppies via a DMA channel, with all the work being done in hardware. The floppy controler is a standard Western Digital part which creates standard IBM format double density disks. There is no strange formatting or special drives.

False: The Amiga graphics chips offload the CPU, but the ST does everything in software like the Mac.
True: The ST has lots of custom chips, just like the Amiga.

False: The Amiga is faster than the ST.
True: The Amiga runs at a slower clock speed (7.2Mhz vs 8Mhz), and its graphics chips take over a larger percentage of bus bandwidth. In a CPU intensive task, the ST will win. I can't comment on graphics performance since I haven't had the chance to really get down and dirty with the graphics chips on either machine. It does seem that Amiga has spent a lot of time on neat looking graphics demos, while Atari has spent more time on making their OS work and on applications software. What this means is you can see lots of interesting graphics on an Amiga right now, while there isn't much yet on the ST.

False: The Amiga can run a text based shell, but the ST can only run the mouse/window oriented desktop.
True: This one is partly true. The Amiga is delivered with a text based shell (they call it the CLI), and the ST isn't. There actually is a standard shell for GEMDOS, but Atari does not provide it to end users. They used to provide it to developers, but they stopped that too. I hope they change their mind, becuase not everybody wants to deal with mice and windows. Even if Atari doesn't provide anything, there is nothing to prevent a third party from selling one. I know of one on the market already (it comes with the Haba Hippo C package), and there are at least two more on the way.

All in all, the ST is actually a very capable system at one hell of a price. The Amiga is getting a lot of good press these days, and the ST is getting very little press at all (good or bad), so many people are not taking a serious look at the machine. The people at Atari tell me this will change soon, as a number of magazines will run ST articles in the near future. Everybody should take a serious look at both machines, and at their bank balance, and decide which is best for them. I think most people will find that the ST offers the greater value for the dollar.
--

John McNamee
..!decvax!philabs!sbcs!bnl44!jpm
jpm@BNL44.ARPA

"MS-DOS is a communist plot"

From -5124270534433006629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d2089efd9708982c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-01 04:01:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site bnl44.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!cmcl2!philabs!sbcs!bnl44!jpm
From: jpm@bnl44.UUCP (John McNamee)
Newsgroups: net.micro.atari
Subject: Don't port "LU" to the ST!
Message-ID: <1014@bnl44.UUCP>
Date: Tue, 1-Oct-85 07:01:34 EDT
Article-I.D.: bnl44.1014
Posted: Tue Oct 1 07:01:34 1985
Date-Received: Sat, 5-Oct-85 07:45:08 EDT
Distribution: net
Lines: 12

Thinking of writing an "LU" (CP/M Library Utility) type program for the ST?
DON'T! A friend of mine is almost finished with one that includes squeeze
and unsqueeze, and understands GEMDOS pathnames and file lengths. He hopes
that if he can come out with his program first, it can become the defacto
standard in the ST world. It would be a shame if LU were able to force its
way onto the ST, since it really lacks a lot of important features. PACK68
(the name of the new program) will be placed in the public domain with
all source code available (its written in C). Lets do something right for
a change and not let crufty old CP/M software get moved to new environments.
Please don't port LU!
--
John P. McNamee   decvax!philabs!sbcs!bnl44!jpm
     jpm@BNL44.ARPA

From -3674151180105038313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a5fda4605f966e4d,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,a5fda4605f966e4d,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 142096,a5fda4605f966e4d,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-01 06:36:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro
Subject: Amiga/ST questions
Message-ID: <309@ihnet.UUCP>
Date: Tue, 1-Oct-85 09:36:05 EDT

Article-I.D.: ihnet.309
Posted: Tue Oct 1 09:36:05 1985
Date-Received: Thu, 3-Oct-85 03:55:15 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 22
Xref: watmath net.micro.amiga:285 net.micro.atari:1235 net.micro:12189

*** DO NOT REPLACE THIS LINE WITH YOUR MESSAGE ***

Is it true that the Amiga only has 8 64kx4 ram chips? If
this is true than the Amiga only has 128k words of memory,
while the Atari ST has 256k words of memory. The Amiga just
became even more expensive compared to the ST. Also has any
3rd party company anounced any hardware products for the
Amiga Bus? Can you piggy back ram chips on the Amiga, like
you can on the Atari to double your memory? Also can you get a
High Resolution Monochrome monitor for the Amiga like the Atari
ST (640x400) text? I have been told that text on the Amiga is
640x200 color only. Enough questions. It looks like the ST
is a better buy if you don't care about fancy animation hardware
and you need text that is very good. Also I have herd that the
hardware on the Atari ST was designed with the Idea of IBM-PC
emulation in mind (Compatible key codes, drive/file formats,
and printer port). Also how fast are the drives (hard and floppy)
on the Amiga compared to the ST?

ihnet!bryan
Bryan DeLaney

From 2595178637969812257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,286082001d9e6af6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-01 07:27:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: $Revision: 1.6.2.16 $; site inmet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!bbnccv!inmet!ted
From: ted@inmet.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520st dealer in the Boston area????
Message-ID: <6100002@inmet.UUCP>
Date: Tue, 1-Oct-85 10:27:00 EDT
Article-I.D.: inmet.6100002
Posted: Tue Oct 1 10:27:00 1985
Date-Received: Sat, 5-Oct-85 08:08:40 EDT
References: <16600003@ada-uts.UUCP>
Lines: 13
Nf-ID: #R:ada-uts:16600003:inmet:6100002:000:273
Nf-From: inmet!ted   Oct 1 10:27:00 1985

Try the BIT BUCKET
        1294 Washington ST.
     West Newton, Ma.   (617 - 964-3080)
     talk to: Jeanne-Marie Peterson

         - or -

        Acton Instant Software
     Rt 2 (just over rt. 28, Circle furniture is next door)
     Acton, Ma.   (617 - 263-0418)

A good buy!!!

From 4195836687020588104
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7ad7a2a2da4f3a1
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-01 08:48:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!hao!seismo!brl-tgr!nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Re: DS/DD ST drive
Message-ID: <615@nlm-vax.ARPA>
Date: Tue, 1-Oct-85 11:48:25 EDT
Article-I.D.: nlm-vax.615
Posted: Tue Oct 1 11:48:25 1985
Date-Received: Sat, 5-Oct-85 03:00:46 EDT
References: <7617@akguc.UUCP>
Reply-To: randy@nlm-vax.UUCP (Rand Huntzinger)
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 22

Brad Kummer asked how to make a DS/DD boot disk for his Atari ST. Simply
copying the files to a DS diskette doesn't work. The problem is that a
boot sector, properly set up for a DS drive, has to be written onto the
disk. The Atari BIOS provides the necessary functions, and a boot can be
written to disk with the BIOS calls in the following code fragment.

```
#include <osbind.h>
char buf[512];

Floprd(buf, 0L, SSDRV, 1, 0, 0, 1);  /* Read boot from SS drive */
Protobt(buf, 0x01000000, 3, 1);      /* Convert to DS form */
Flopwr(buf, 0L, DSDRV, 1, 0, 0, 1);  /* Write boot to DS drive */
```

where: SSDRV and DSDRV are the drive numbers of the single and
     double sided drives respectively. Drive A: is 0, and drive

B: is 1.

Unfortunately, you need the developer's kit to do this. Is there a way to do it without? Of course, once you have one copy of a DS disk with a boot on it your can clone it with image copies of the disk.

Rand Huntzinger

From -1890775785293491401
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ae69a6c672b0cc37,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-01 10:12:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!cmcl2!acf4!phinn
From: phinn@acf4.UUCP (Jorge F. Phinn)
Newsgroups: net.micro.atari
Subject: old ATARI's !!!!!!!!!!
Message-ID: <5340001@acf4.UUCP>
Date: Tue, 1-Oct-85 13:12:00 EDT
Article-I.D.: acf4.5340001
Posted: Tue Oct 1 13:12:00 1985
Date-Received: Sat, 5-Oct-85 07:37:11 EDT
Organization: New York University
Lines: 10

Hey, old ATARI owners, what happend to you?
Did you all get ST's or did you just give in to the pressure?
Wake up, get active, let's win this battle...
C'mon, in the whole directory there is only one note that has to do with
the old ATARI line. Let's do something about it.
To start with, has anybody had a chance to play with KYAN PASCAL yet?
The reviews in the last issue of ANTIC are pretty good, all the silly things
the language is missing can easily be simulated, etc...
Has anybody purchased the package?
What are your responces?

From -7778440620262704122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3f81e8ccaa7d24f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-01 10:30:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site uiucdcsp
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!inuxc!pur-ee!
uiucdcsp!sheets
From: sheets@uiucdcsp.CS.UIUC.EDU
Newsgroups: net.micro.atari
Subject: Have info on 260STD??

Message-ID: <10400002@uiucdcsp>
Date: Tue, 1-Oct-85 13:30:00 EDT
Article-I.D.: uiucdcsp.10400002
Posted: Tue Oct 1 13:30:00 1985
Date-Received: Thu, 3-Oct-85 07:16:41 EDT
Lines: 11
Nf-ID: #N:uiucdcsp:10400002:000:222
Nf-From: uiucdcsp.CS.UIUC.EDU!sheets   Oct 1 12:30:00 1985

Has anyone heard any more information about the 260STD?
The last I heard was that it was going to be released
in the October/November time frame. I heard that about a
month ago.

Thanks,

Kitrick Sheets
sheets@uiucdcsp

From -8557517017232295728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-01 12:43:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site nsc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!nsc!chuqui
From: chuqui@nsc.UUCP (Chuq Von Rospach)
Newsgroups: net.micro.atari,net.micro.mac
Subject: DRI agrees to change GEM
Message-ID: <3208@nsc.UUCP>
Date: Tue, 1-Oct-85 15:43:44 EDT
Article-I.D.: nsc.3208
Posted: Tue Oct 1 15:43:44 1985
Date-Received: Thu, 3-Oct-85 07:18:02 EDT
Organization: Ninja Ewok Training Grounds
Lines: 13
Xref: watmath net.micro.atari:1243 net.micro.mac:2808

There is an article in the 10/1 issue of the San Jose Mecury News with the
announcement that DRI has agreed to (effective 11/15) stop supporting the
current version of GEM and to ship a modified version to avoid charges of
copyright violations of Apple's software. Apple has claimed that GEM copied
"The look and feel" or its Macintosh software and violated Apple's
copyright. GEM uses, among other things, windowns, drop-down menus, and
icons that substantially resemble the Mac.

--

:From under the bar at Callahan's: Chuq Von Rospach
nsc!chuqui@decwrl.ARPA {decwrl,hplabs,ihnp4,pyramid}!nsc!chuqui

If you can't talk below a bellow, you can't talk...

From -4376398358885699357
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4b7bcc9eed98cdca
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d2c8c92336345d84
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-01 15:24:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site islenet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!dual!islenet!jons
From: jons@islenet.UUCP (Jonathan Spangler)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Big, Slimy Atari Ads
Message-ID: <1665@islenet.UUCP>
Date: Tue, 1-Oct-85 18:24:12 EDT
Article-I.D.: islenet.1665
Posted: Tue Oct 1 18:24:12 1985
Date-Received: Sun, 6-Oct-85 05:02:13 EDT
References: <3644@topaz.RUTGERS.EDU> <267@ccivax.UUCP> <1112@sdcsvax.UUCP>
<372@eneevax.UUCP>
Reply-To: jons@islenet.UUCP (Jonathan Spangler)
Organization: Islenet Inc., Honolulu
Lines: 23
Xref: watmath net.micro.amiga:316 net.micro.atari:1267
Summary:

In article <372@eneevax.UUCP> ravi@eneevax.UUCP (Ravi Kulkarni) writes:
>In article <1112@sdcsvax.UUCP> jww@sdcsvax.UUCP (Joel West) writes:
>>My main complaint was the ad with the American flag (e.g. Infoworld cover,
>>8/19/85) with the big letters "America -- We built it for you."
>>
>>Last time I checked, Atari had moved all its manufacturing overseas.
>>So while they want to appeal to patriotism to buy it, they have
>>no interest in returning the favor when building it.

If this is all you can complain about, them I say you have very little
to say at all. Speaking along those lines, where do you think IBM gets their
"machines" (intentional quotes). Certainly not from the good ol' USA... try
Taiwan.

Also, speaking of adds, has anyone seen the absolutely ridiculous Amiga add?
See discussion on net.micro.amiga and then we can talk about "slimy"
 & ineffective advertising.

I probably should have *flamed* this!

Aloha,

Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons

From -8047189581671588413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 142096,944dfdb0a0decfe
X-Google-Attributes: gid142096,public
X-Google-Thread: 1517c1,3f800589d43d4abe,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-01 15:55:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site islenet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!dual!islenet!jons
From: jons@islenet.UUCP (Jonathan Spangler)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: What do you other software developers have?
Message-ID: <1667@islenet.UUCP>
Date: Tue, 1-Oct-85 18:55:35 EDT
Article-I.D.: islenet.1667
Posted: Tue Oct 1 18:55:35 1985
Date-Received: Sun, 6-Oct-85 05:02:41 EDT
References: <2061@amdahl.UUCP> <827@gitpyr.UUCP>
Reply-To: jons@islenet.UUCP (Jonathan Spangler)
Distribution: net
Organization: Islenet Inc., Honolulu
Lines: 35
Xref: watmath net.micro.amiga:317 net.micro.atari:1268
Summary:

In article <827@gitpyr.UUCP> lbg@gitpyr.UUCP (Lee B Grey, Programmer
Extraordinaire) writes:
>After two of the longest weeks of my life, I got my AMIGA
>development system. You people can argue over AMIGA v. ST
>even AFTER the cows come home, but I won't be interested.
>Until someone tops the AMIGA, buying anything other than
>an AMIGA is tossing your money in the gutter, as far as I
>am concerned.
>
>... I didn't get these. Did anybody else?
>
>Also, did you folks get a sound cable with your monitor? I didn't.
>
>I hooked my AMIGA to my stereo, expecting to hear incredible sounds
>from POLYSCOPE. Is it as silent as my AMIGA makes it seem, or
>something wrong?
>...I have been trying to link with ALINK, but keep getting an error...
>
>Lee Grey
>Bhagwan Rajneesh of the AMIGA-Obsession Cult

Let us not be so hasty in judging here. It seems that competition is
good for the free enterprize system to flourish and your

"tunnel vision" and narrow-mindedness is disturbing, especially
from a software developer. Seems you would want both machines to fare
well.

Also, for such a great machine there sure seems to be quite a few problems
with it. I just thought it to be ironic that the it is so great
BUT...this, that and the other thing are wrong with it.

How come I haven't heard complaints like these from ST developers?

Aloha,
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons

From 8151011577078674406
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fc2d7d4094f704b5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-01 15:57:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site teklds.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!teklds!davidl
From: davidl@teklds.UUCP (David Levine)
Newsgroups: net.micro.atari
Subject: Re: Infoworld's Dvorak and the Amiga, and Big, Slimy Atari Ads
Message-ID: <1092@teklds.UUCP>
Date: Tue, 1-Oct-85 18:57:06 EDT
Article-I.D.: teklds.1092
Posted: Tue Oct 1 18:57:06 1985
Date-Received: Thu, 3-Oct-85 04:56:24 EDT
References: <438@gumby.UUCP> <809@lsuc.UUCP>
Reply-To: davidl@teklds.UUCP (David Levine)
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 28
Summary:

In article <438@gumby.UUCP> foust@gumby.UUCP writes:
>Has everyone seen the latest ad from Atari on the back of the latest
>(Sept. 9) Infoworld?
> [...]
>The ad has pictures of a Mac, an AT, and an Amiga (not a picture, a
>sketch in blueprint blue) across the top. The ad says "There's only
>one word for these prices: Rip-off."
> [...]
>   Atari ST IBM AT   Mac Amiga
>Price   799   4675   2795 1795
> [...]
>color   640x200   640x200   None 640x200***

I realize it's only a $200 difference, but I think it's awfully slimy to

quote the monochrome price and brag about color...

Personally, I'm amazed they would even release a color display with such a strange ratio of vertical to horizontal resolution, never mind feature it in the ads. I mean, the document icons are so tall and skinny that they look more like drinking glasses than pieces of paper, and the text looks like it's all Courier Ultra Condensed. Ick. One of the hallmarks of Xerox Star (now called "Macintosh") user interface technology is the square-pixel-ratio bitmap. Hasn't anyone learned that it takes more than little pictures to make an interface easy to use?

David D. Levine (...decvax!tektronix!teklds!davidl) [UUCP]
(teklds!davidl.tektronix@csnet-relay) [ARPA/CSNET]

From -3681820288844875435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,de5b3aa698c98caa,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-02 00:52:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site apr.UUCP
Path: utzoo!watmath!clyde!cbosgd!apr!dag
From: dag@apr.UUCP (Daniel A. Glasser)
Newsgroups: net.micro.atari
Subject: 520ST MIDI Port address query
Message-ID: <127@apr.UUCP>
Date: Wed, 2-Oct-85 03:52:49 EDT
Article-I.D.: apr.127
Posted: Wed Oct 2 03:52:49 1985
Date-Received: Thu, 3-Oct-85 07:24:39 EDT
Reply-To: dag@apr.UUCP (Daniel A. Glasser)
Organization: Advanced Programming Resources, Columbus OH
Lines: 23
Keywords: MIDI Hardware Addresses

I've finally received a C compiler for my ST, and now find myself in the position of still having no information about the MIDI port hardware. I bought the ST because it had the MIDI port on it... Does anyone out there have a hardware description of this? What I would like is a description of the device registers and the addresses of these registers. Also, if there is some TOS handler already in place, how do I access this?

I don't have a developers' kit, and if I order one, I won't receive it soon enough for my piece of mind, so if someone out there with this information would please pass it along to me, either by mail or posting, (mail is better, if I get responses by mail, I'll post a summary and maybe even some source code...) I'd be very appreciative.

Thanks,
Daniel Glasser

--
Daniel Glasser
(One of those things that goes "BUMP (Ouch!)"
in the night.)

Path: ...!cbosgd!apr!dag (Daniel Glasser at APR -- Formerly at
DEC ...!decvax!sultan!dag)

From 5890924421258515835
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a4e9ec97b58dfab2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-02 06:22:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!xerox.arpa!
Steele.Henr
From: Steele.Henr@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: 600XL schematic search
Message-ID: <851002-062242-1300@Xerox>
Date: Wed, 2-Oct-85 09:22:41 EDT
Article-I.D.: Xerox.851002-062242-1300
Posted: Wed Oct 2 09:22:41 1985
Date-Received: Thu, 3-Oct-85 06:43:07 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 23

If I did this correctly then every one in XeroxAtariUsers^.ES got a
copy also.

********** ********** ********** ********** **********
****
If you don't know anything about 600XL's or don't care to, then Delete
this message. Please, No Flames.
********** ********** ********** ********** **********
****

I don't remember this being discussed here before so here goes. Does
anybody have ,or know where I can get a schematic for an Atari 600XL? A
full service documentation package with parts placements ,etc. would be
even better!
Please post responses to the whole DL so others with similar needs can
get the same information.

Thanks in advance,
(John) Steele.henr (XeroxAtariUsers^.ES)

ATARI's FOREVER!!!

From 4124236861727569910
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7ad7a2a2da4f3a1
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-02 07:18:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!talcott!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: DS/DD ST drive
Message-ID: <475@enmasse.UUCP>
Date: Wed, 2-Oct-85 10:18:35 EDT
Article-I.D.: enmasse.475
Posted: Wed Oct 2 10:18:35 1985
Date-Received: Fri, 4-Oct-85 05:32:45 EDT
References: <7617@akguc.UUCP>
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 20

> <><><><><><><><>
Well the bad news is that you cannot currently make a bootable? DSDD
diskette. You are stuck with using your SSDD drive as drive A, and the
big guy as drive B. Conflicting rumours abound as to Atari's intention
to remedy this situation, but the best theory is that it won't be fixed
until all of their supply of SS drives are exhausted. (Also hard drives
won't be available until they figure that everyone went for a DS drive.)

Really this ain't so bad, unless you just wanted to trash your small drive
and go for two big ones. I figure that the final configuration:
     A: SSDD
     B: DSDD
     C: HD
is a pretty good one.
--
                              Mark Roddy
                              Net working,
                              Just reading the news.

                         (harvard!talcott!panda!enmasse!mroddy)

From -5244133795709599709
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7ad7a2a2da4f3a1
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-02 11:28:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: $Revision: 1.6.2.16 $; site inmet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!dual!lll-crg!
seismo!harvard!think!inmet!ted

From: ted@inmet.UUCP
Newsgroups: net.micro.atari
Subject: Re: DS/DD ST drive
Message-ID: <6100003@inmet.UUCP>
Date: Wed, 2-Oct-85 14:28:00 EDT
Article-I.D.: inmet.6100003
Posted: Wed Oct 2 14:28:00 1985
Date-Received: Sun, 6-Oct-85 06:04:30 EDT
References: <7617@akguc.UUCP>
Lines: 13
Nf-ID: #R:akguc:-761700:inmet:6100003:000:466
Nf-From: inmet!ted   Oct 2 14:28:00 1985

I believe that you have to do the following to make a bootable DS/DD
disk.

   1) format the DS/DD disk
   2) open the DS/DD disk
   3) open the TOS disk and copy the TOS image and the decktop file
      to the DS/DD disk by dragging them to the DS/DD window.

You won't be able to make a bootable disk by using the copy utility for some
reason, but I think the above procedure will work. Happy Hacking...

                                                ted@inmet

From 4631693087674629029
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-02 13:49:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!druhi!lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <87@druhi.UUCP>
Date: Wed, 2-Oct-85 16:49:00 EDT
Article-I.D.: druhi.87
Posted: Wed Oct 2 16:49:00 1985
Date-Received: Thu, 3-Oct-85 06:23:41 EDT
References: <3208@nsc.UUCP>
Organization: AT&T Information Systems Laboratories, Denver
Lines: 23
Xref: watmath net.micro.atari:1245 net.micro.mac:2810

>There is an article in the 10/1 issue of the San Jose Mecury News with the
>announcement that DRI has agreed to (effective 11/15) stop supporting the

>current version of GEM and to ship a modified version to avoid charges of
>copyright violations of Apple's software. Apple has claimed that GEM copied
>"The look and feel" or its Macintosh software and violated Apple's
>copyright. GEM uses, among other things, windowns, drop-down menus, and
>icons that substantially resemble the Mac.
>
>--
>:From under the bar at Callahan's: Chuq Von Rospach
>nsc!chuqui@decwrl.ARPA   {decwrl,hplabs,ihnp4,pyramid}!nsc!chuqui

Is this for real????!!!!!??? How in the world can Apple claim to have a copyright on the "look and feel" of its Macintosh software when it is such a close copy of work done at Xerox Parc?

I don't have any legal expertise, but it looks like Apple doesn't have a leg to stand on. I hope that someone with some legal knowledge will comment on this because I don't see how Apple can get away with it.

Barry Locklear
AT&T Information Systems Labs
ihnp4!druhi!lbl

From -2209142681560913520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,52fb1b6153e07dd1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-03 05:48:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!ardc.arpa!ekijak
From: ekijak@ARDC.ARPA (Edmund S. Kijak, POINT)
Newsgroups: net.micro.atari
Subject: Re: 800xl info request
Message-ID: <8510031251.AA12094@UCB-VAX.ARPA>
Date: Thu, 3-Oct-85 08:48:14 EDT
Article-I.D.: UCB-VAX.8510031251.AA12094
Posted: Thu Oct 3 08:48:14 1985
Date-Received: Fri, 4-Oct-85 06:18:55 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 10

The four joystick ports are connected to two 6520 PIA (Peripheral Interface Adaptor) chips. Each bit of these ports can be set independently by software to be either an output or an input, then can be written to or read from. Specs for the 6520 can be gotten from Rockwell or Synertek. Each joystick port also contain pins for a pair of paddles. These are variable resistors. You can connect variable resistance sensors here and read them by software.
     Details are in the Atari Hardware Manual, or check old issues of Byte and other mags (around 1982, 1983).

From -860268329567289872
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ae69a6c672b0cc37
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-03 08:16:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!dual!lll-crg!
gymble!umcp-cs!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: old ATARI's !!!!!!!!!!
Message-ID: <1523@uwmacc.UUCP>
Date: Thu, 3-Oct-85 11:16:38 EDT
Article-I.D.: uwmacc.1523
Posted: Thu Oct 3 11:16:38 1985
Date-Received: Sun, 6-Oct-85 05:30:30 EDT
References: <5340001@acf4.UUCP>
Reply-To: oyster@uwmacc.UUCP (Vicious Oyster)
Organization: UWisconsin-Madison Academic Comp Center
Lines: 44
Keywords: silly

In article <5340001@acf4.UUCP> phinn@acf4.UUCP (Jorge F. Phinn) writes:
>Hey, old ATARI owners, what happend to you?
>Did you all get ST's or did you just give in to the pressure?

   Pressure? What pressure?

>Wake up, get active, let's win this battle...

   Battle? What battle?

>C'mon, in the whole directory there is only one note that has to do with
>the old ATARI line. Let's do something about it.

   Old ATARI line? What old ATARI line?

>To start with, has anybody had a chance to play with KYAN PASCAL yet?

   I don't care much for pascal in any form (part of my job
is supporting a pascal compiler), but I do have a small problem
which I thought I might share with y'all, though I think I'll have
decided what to do soon anyway.
   All my woes seem to stem from the fact that I have a 1200XL. First,
I hear that the local user's group is upgrading their XL's to 512K (of
which 256K should be directly addressable, the rest being ramdisk). But
no, they don't know how to do it to a 1200XL, and don't even know if it
can be done without ripping the thing apart. So scratch that idea.
Then, I order a great little printer (tractor & friction feed, 36
different print modes (through the magic of combinatorics), 8 built-in

domestic & foreign character sets, bi-directional printing, NLQ mode,
256 user-definable down-loadable characters, etc.) and am really impressed
when it merely does a self-test. But will the 1200XL supply the interface
with the necessary current? Not a chance. Next, I hear from a faceless
net person about a nice 80-column thingee, and express interest. Guess
what? Yup, it will work with every 8-bit Atari *except* the 1200XL.
   Well, now that I wrote it all down and looked at it, it seems kinda
clear that I should get myself an 800XL before they're all gone, and
try to sell my 1200 to the user group's hardware people for spare parts.
However, if anybody has any other suggestions, at least on what interface
will drive my printer for me, I'd be willing to listen. Or if you just
want to reinforce my near-conclusion, that'd be fine too. Ah, well;
such is life.

 - joel "vo" plutchak
{allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

From -3849841393495211301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,216182265e4dbef1,start
X-Google-Attributes: gid15517a,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-03 08:23:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2.fluke 9/24/84; site vax1.fluke.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
fluke!pwv
From: pwv@fluke.UUCP (Pat Vilbrandt)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <1196@vax1.fluke.UUCP>
Date: Thu, 3-Oct-85 11:23:57 EDT
Article-I.D.: vax1.1196
Posted: Thu Oct 3 11:23:57 1985
Date-Received: Fri, 4-Oct-85 06:29:26 EDT
References: <3208@nsc.UUCP>
Distribution: net
Organization: John Fluke Mfg. Co., Inc., Everett, WA
Lines: 55
Keywords: Apple, GEM, Copyright
Xref: watmath net.micro.pc:5498 net.micro.atari:1253 net.micro.mac:2823

This is the announcement by Digital Research, Inc. as it appeared on the
Compuserve GEM SIG on Oct. 1. Seems as though DRI could use some better
lawers. (Maybe Xerox should sue Apple... :-)

==========

     Apple Computer and DRI today announced that DRI will take

immediate measures to make changes to its GEM computer programs to avoid Apple's claims that the programs violate Apple's copywrights. DRI states that these changes also prepare the way for future enhancements to DRI's GEM products.

DRI agreed with Apple that is was beneficial to substantially differentiate DRI's products and avoid any possibility of infringement of Apple's copyrights.

GEM, which started shipping in April, is a portable operating system extension available for use on a number of personal computers. GEM is based on a graphics user interface which uses windows, drop-down menus and icons. DRI has licensed GEM to a number of personal computer manufacturers.

DRI also agreed to alter the style and format of its advertising and not to engage in comparative advertising with Apple products. DRI has agreed to disclaim any GEM program compatibility with Apple products and to state that GEM programs and Apple programs do not perform in the same manner.

In a signed document, DRI agreed to produce new versions of GEM, designed to be substantially different than Apple's Macintosh personal computer in both screen appearance and operation. These changes are being reviewed by Apple to insure they satisfy Apple's requirement that GEM programs no longer appear to be substantially similar to Apple's programs. The specific programs to be modifided by DRI as soon as possible are GEM Desktop, GEM Paint and GEM Draw. When the new versions are made available to DRI's OEM and retail customers, the older versions will no longer continue to be marketed. The current GEM programs will operate in the new GEM environment.

As part of a compromise and settlement, DRI has agreed to pay Apple an undiscolosed amount and to work on Apple's software development projects but denies any infringement of any Apple rights. DRI and Apple have further agreed to engage in future software developments.

--

Pat Vilbrandt
John Fluke Mfg. Co., Inc.
Everett, Washington USA
UUCP:
{ decvax!uw-beaver, ucbvax!lbl-csam, allegra, ssc-vax, decwrl!sun }!fluke!pwv
ARPA:
fluke!pwv@uw-beaver.ARPA

From 4617331936932720550
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5f8a92ff5bd6677c

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-03 12:13:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site ccvaxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!ccvaxa!preece
From: preece@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Re: --- BYTE & the ST ---
Message-ID: <2800010@ccvaxa>
Date: Thu, 3-Oct-85 15:13:00 EDT
Article-I.D.: ccvaxa.2800010
Posted: Thu Oct 3 15:13:00 1985
Date-Received: Sat, 5-Oct-85 06:30:04 EDT
References: <265@aum.UUCP>
Lines: 22
Nf-ID: #R:aum.UUCP:-26500:ccvaxa:2800010:000:939
Nf-From: ccvaxa.UUCP!preece   Oct 3 14:13:00 1985

> Not true. Jack Tramiel talked to anyone who would listen, and promised
> all sorts of dates and features which proved to be excessively
> optimistic.

I don't know that "excessively optimistic" is fair. The machine shipped
a couple of months late, which isn't too bad, and the features seem to
be in pretty good accord with the early discussions.

> If you need a current example (other than quality software) look at the
> Atari CD ROM. Yes CD ROMs do exist, DEC sells one, no they do not sell
> to end users for anything near $500, and they will not be near that
> price for over a year. /* Written 11:48 pm Sep 30, 1985 by
> sjl@amdahl.UUCP in ccvaxa:net.micro.atari */

I don't know when/whether the Atari CD-ROM will ship, or what its delivered
price will be, but I wouldn't write it off yet. It wasn't promised
until Fall, anyway.
--
scott preece
gould/csd - urbana
ihnp4!uiucdcs!ccvaxa!preece

From -1647191067634116177
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-03 12:24:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!ssc-bee!eve

From: eve@ssc-bee.UUCP (Michael Eve)
Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <385@ssc-bee.UUCP>
Date: Thu, 3-Oct-85 15:24:30 EDT
Article-I.D.: ssc-bee.385
Posted: Thu Oct 3 15:24:30 1985
Date-Received: Fri, 4-Oct-85 06:54:30 EDT
References: <3208@nsc.UUCP> <87@druhi.UUCP>
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 29
Xref: watmath net.micro.atari:1254 net.micro.mac:2827

> >... Apple has claimed that GEM copied
> >"The look and feel" or its Macintosh software and violated Apple's
> >copyright. GEM uses, among other things, windowns, drop-down menus, and
> >icons that substantially resemble the Mac.
>
>:From under the bar at Callahan's: Chuq Von Rospach

Actually, I believe Apple has applied for a patent on the pull-down window approach. I don't know if the patent has been granted, and, even if it is granted, that may not guarantee the patent would hold up in court.

If DRI has agreed to change GEM, it was probably to avoid a costly court fight. Apple is cash rich, and DRI is not.

If Apple succeeds here, how about all the other standalone programs which now use pull-down windows? How about regular menus (a listing of current options, enter a number to select an option) --- I'd like to apply for the patent on that.

On a related note, a company has a new word processor which automatically completes words as you enter them. (e.g, you type in 'comple' and the program adds 'te'). The company has applied for a patent on their revolutionary application of AI.

--
     Mike Eve   Boeing Aerospace, Seattle
     ...uw-beaver!ssc-vax!ssc-bee!eve

From -1180995470594242649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,db3b938ab0e97969,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,db3b938ab0e97969,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,db3b938ab0e97969,start
X-Google-Attributes: gid152df8,public
X-Google-Thread: 129c11,db3b938ab0e97969,start

X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-10-03 14:53:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site amdahl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!decwrl!sun!amdahl!sjl
From: sjl@amdahl.UUCP (Steve Langdon)
Newsgroups: net.micro,net.micro.amiga,net.micro.atari,net.micro.mac
Subject: User Interface Consistency
Message-ID: <2077@amdahl.UUCP>
Date: Thu, 3-Oct-85 17:53:50 EDT
Article-I.D.: amdahl.2077
Posted: Thu Oct 3 17:53:50 1985
Date-Received: Sat, 5-Oct-85 07:11:39 EDT
Followup-To: net.micro
Distribution: net
Organization: Amdahl Corp, Sunnyvale CA
Lines: 48
Xref: watmath net.micro:12226 net.micro.amiga:309 net.micro.atari:1266
net.micro.mac:2841

There has been a fair amount of discussion about the relative merits of the Amiga, ST520, and the Mac. However, little of it has covered what I consider to be a fundmental issue - user interface consistency.

One of the most important aspects of the Macintosh is the predictable nature of the user interface presented by applications. I own almost all of the Microsoft products (Multiplan, Chart, Word, File, and as of yesterday Excel), MacDraw, MacProject, MacTerminal, MacPascal, Mac C 4.0 (Consulair's fine C compiler), and I have more Public Domain packages than I know what to do with. With some relatively minor exceptions they all follow the user interface guidelines that Apple established. This means that I can transfer between applications without having to learn a completely new set of commands or conventions.

I do not plan to discuss the wisdom of the user interface that Apple choose, but I do believe that this uniformity is vital. It allows me to become productive with a new piece of software in a fraction of the time that is needed on other systems.

Now coming back to the Amiga and the ST520. What will the software for these machines look like when it is available? I do not doubt that they currently offer more hardware bang for the buck than the Macintosh. I also do not fault them for having a less mature set of applications - they are, after all, much newer. However, I am concerned that they may never offer the kind of environment that the Macintosh now offers.

I see no sign of Atari or Commodore making a vigorous commitment to a uniform interface. When the Mac was released Apple provided MacWrite and MacPaint. These programs, while not perfect, provided a very good example of how the interface was meant to be done. To the best of my knowledge no such examples exist for the ST520. As the Amiga is not yet available I cannot determine what it will provide. Unfortunately,

I have heard comments attributed to the Amiga designers indicating that
they are not in favor of a standard user interface.

On the basis of the reasoning above I continue to recommend that friends
buy the Macintosh rather than the ST520 or the Amiga. Comments from
other users of the net would be welcome.

Sorry for the cross posting, but it seemed necessary to reach those who
might be interested. I have included a Followup-To line directing
discussion to net.micro, as this appears to be the correct place for
general discussion of the issues I have raised.
--
Stephen J. Langdon   ...!{ihnp4,cbosgd,hplabs,sun}!amdahl!sjl

[The article above is not an official statement from any organization
  in the known universe.]

From 1194045306527831317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fc2d7d4094f704b5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-03 16:17:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!xerox.arpa!Fischer.pa
From: Fischer.pa@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: Infoworld's Dvorak and the Amiga, and Big, Slimy Atari Ads
Message-ID: <851003-161829-2914@Xerox>
Date: Thu, 3-Oct-85 19:17:00 EDT
Article-I.D.: Xerox.851003-161829-2914
Posted: Thu Oct 3 19:17:00 1985
Date-Received: Sat, 5-Oct-85 02:17:17 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 11

    One of the hallmarks of Xerox Star (now called "Macintosh")
    user interface technology is the square-pixel-ratio bitmap.
    Hasn't anyone learned that it takes more than little pictures
    to make an interface easy to use?

Sure, have you seen the successor to the Star from Xerox? Its called
Viewpoint and is a complete rewrite of the Star software. Its really
amazing! Kind of like a grown up Mac interface.

(ron)

From -4349014839125761868
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,868b1ffc91448d54,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-03 17:45:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- DRI changing GEM? ---
Message-ID: <8510040013.AA24272@UCB-VAX.ARPA>
Date: Thu, 3-Oct-85 20:45:00 EDT
Article-I.D.: UCB-VAX.8510040013.AA24272
Posted: Thu Oct 3 20:45:00 1985
Date-Received: Sat, 5-Oct-85 02:17:55 EDT
Sender: daemon@ucbvax.ARPA
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 11

Someone said that DRI was changing GEM due to Apple making a fuss
over the "look & feel" of it coming from the MacIntosh. Anyone
know HOW they are going to change it?

Will this suit(?) affect the "Intuition" shell that Commodore
is using for the Amiga?

-Richard Hartman
max.hartman@ames-vmsb

From -4775888554711509943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f01d7595285df64b,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,65bfd7d37f27ea46
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-03 18:46:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!decvax!ucbvax!ucdavis!lll-crg!gymble!umcp-cs!seismo!rochester!ritcv!
ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Arggh! Shoot the advertising agency!
Message-ID: <293@ccivax.UUCP>
Date: Thu, 3-Oct-85 21:46:50 EDT
Article-I.D.: ccivax.293
Posted: Thu Oct 3 21:46:50 1985
Date-Received: Sat, 5-Oct-85 17:49:55 EDT
References: <2715@vax4.fluke.UUCP> <244@ssc-vax.UUCP>
Distribution: na

Organization: CCI Telephony Systems Group, Rochester NY
Lines: 43
Xref: ucbvax net.micro.amiga:312 net.micro.atari:1096

> > Cripes. Saw the TV ad for the Amiga last night -- someone trying to imitate
> > Apple's Mac ads on a low budget.
> >
> > If I wanted people running off the streets for Amiga, I'd show 5 seconds of
> > the graphics demo. THAT'D impress 'em, not this quick 'n dirty excuse for a
> > marketing ploy...
> >

     Unfortunately, NTSC video would give the Amiga resoulution about the
same quality as a Commodore 64, or an Atari 800, not an effective strategy.
Besides, vidio of a tv screen is very difficult to do well.

>
> I couldn't agree more. Why do computer marketing people treat us like
> the idiots like THEY are. What do they think? That we won't understand
> computer graphics?
> but the LEAST they could do is explain what the computer was meant to do.

The ad was tacky, typical of the "Marketing Hype" around this machine
(it's good, just 'hyped' too much). Unfortunately, marketing types
tend to try to market computers like "Perfume".

They just don't know how to express the "Benefits" of a personal computer.

> They want to know facts and why its better than brand x.

Engineers and MIS directors want to know why 'X' is better than 'Y',
My wife can't even figure out what 'Y' does, and she controlls the
checkbook. Sell her, and I get a computer, maybe two!

> Heck even CAR commercials understand the importance of at
> least demoing the product so that people can get a rough idea of what it
> does and looks like.
>

Did you notice the IBM commercial with the various "vehicles" going
across the crosswalk? The Amiga was the "Power" car, made to look
rediculous, but almost defeating their purpose (Sell IBM's).

An even better tactic would have been to so someone "waiting for the
IBM" and contrast it to the Amiga's multitasking. The Amiga
performance next to an ST isn't that impressive, but the multitasking
is.

From 5372071540070231512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b752b0c09679627f,start
X-Google-Attributes: gid1517c1,public

X-Google-Thread: 142096,b752b0c09679627f,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-03 21:43:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!dual!lll-crg!
gymble!umcp-cs!eneevax!gyuri
From: gyuri@eneevax.UUCP (Gyorgy Fekete)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Amiga and ST (important comparisons!)
Message-ID: <377@eneevax.UUCP>
Date: Fri, 4-Oct-85 00:43:15 EDT
Article-I.D.: eneevax.377
Posted: Fri Oct 4 00:43:15 1985
Date-Received: Sun, 6-Oct-85 05:41:47 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 113
Xref: watmath net.micro.atari:1270 net.micro.amiga:320

I am trying to forward this, but twice before I was unsuccesful...
So here it is, with a bit of delay...

Date: Tuesday, 24 Sep 1985 23:53:23-PDT
From: umcp-cs!seismo!allegra!decwrl!dec-rhea!dec-cgvax2!boiko (Michael Boiko
MKO2-2/KO2 264-3626)
To: seismo!allegra!umcp-cs!eneevax!info-st (Distribution list @ST)
Subject: More ST vs Amiga info......
Status: R

     Here's a note I came across yesterday that you all might be
interested in reading. It sums up some of the thoughts an Amiga/ST developer
has about the Amiga vs ST comparison question.
     The one question should be if the ST is that good (and I feel it is)
why isn't the Computer media/trade mags. falling all over it. What's going
on!!
     By the way I have had an ST for about 2-3 weeks,and I think it's one
of the best bargains to come along in a long time.....
     Once again I would appreciate someone posting this to micro.net.atari,
since I'am still having problems posting notes.
                              Thank You
                              Mike Boiko

==========
Msg#: 0053   Lines=15
Sent: Sept 23,1985   at 10:11 PM
  To: DR. MICHAEL MITCHELL
From: JOHN DEMAR
Subj: st

MICHAEL:
   I'm sure you are a sane, rational person, so I'll continue...
I'm a software/hardware developer and an electronics engineer. I've seen

and used computers from $50 to $5Million and have designed VLSI chips for 6 years at GE until starting my business last year. So, the following is said from technical expertise and not first-impression judgments from marketing "fluff"...

I own (or have owned) both the Atari 520ST and Amiga PC. I've given them both a good bit of work and inspection, including o/s design and hardware architecture. Here are some facts and my conclusion:

The Amiga's graphics IC's are very powerful in their own right and the sound/io chip definitely gives nice synthesized music. But, that is where the power stops dead. However, since people respond emotionally to sight and sound, the demos are easy to catch someone's eye. Inside the Amiga, there is very little true support for the power of a 68000 cpu

In the low res mode, those fantastic graphics chips steal almost 70% (yes!) of the possible CPU time that the 68000 could be using to do real computer things like calculate, move/sort data, and plot graphics on your screen. Since the complicated screen data for the Amiga must come from the same ram on the same bus as the CPU, there are excessive wait-cycles imposed on the 68000. This, together with the CPU speed that is 10% or more slower than the Atari 520ST, the Amiga does not come close to the true power and useful capabilities of the ST.

Inside the ST, you will find MORE custom IC's than the Amiga and MORE powerful chips 'off the shelf' than the Amiga. This adds up to a real optimized, fast and versatile computer. First, there are a pair of chips working together to optimize data bus and screen data access. The memory controller prefetches 16-bit data directly for the 68000 and also places screen data onto a separate bus for the screen refresh chip. This operation only steals 8-18% of the available true CPU time.

Further into the hardware, the 520ST has three serial ports, RS-232, midi, and keyboard. All of these are handled separately from the concern of the 68000 and all in hardware. The 520ST has a 68901 interrupt controller that keeps track of 16 separate events in the system with very little intervention of the CPU (this chip is really a necessity in a true 68000 architecture and is missing in the Amiga). Now, the best feature and performer in the ST design is the custom disk DMA controller which transfers data to the RAM without using the CPU and does this at a rate of 1.3Megabytes per second! This IC also helps the Western Digital floppy controller and makes for the fastest micro computer disk access that I have ever seen. The ST brings in a 32K file in less than 4 seconds, including drive start up, directory search, etc. The Amiga takes almost 20 seconds!! Maybe you like waiting, I don't. Not to mention the optimized set-up that the DMA chip has for adding low-cost, fast peripherals like Hard drives and CD Roms. The Amiga uses

the amiga has a non-standard disk configuration and does much of the disk support in software (ie. slow). The drives have slightly more capacity than the the ST's DS drives (880K to 720K) but this is at the expense of speed. The Amiga directory format (or lack of) is done much like a commodore-64. In fact, to get a directory, the Amiga goes out and finds a program called DIR, loads it and goes back searching!

Now that I have started into the topic of software, I have more bad

news for you. Intuition is graphically and color-wise more advanced than GEM or the MAC but fails to perform as a real user interface. The windows are poorly configured and move with flicker. I rate the MAC slightly higher then GEM in usefulness but GEM on the ST is much faster and more predictable for the user. The Amiga OS(s) are full of bugs and are clumsy to use after using GEM for 3 months. As far as real software goes, the ST already has many useful programs and there are more developers working on ST projects than Amiga. (I hope plan on mostly games!)...

As a programmer, I found the 520ST documentation to be very well written and complete. And, if something was unclear, Atari was very open and very helpful. On the other hand, the Amiga has a great deal of documentation but things change everyday. Worst of all, you have to be God or Electronic Arts to talk to anyone at Commodore. They simply are not professional people.

To finish off here, I would like to say a couple of BAD things about the ST... The case could be nicer and they should have picked easier-to-find connectors for the monitor and drive ports. Besides that, I think (and over 50,000 others think) that the Atari 520ST is most powerful and elegantly configured computer ever made. Also, I feel that Atari will sell more computers than any other company has ever sold to date. This is not solely due to marketing hype (like the C-64) but from true value and power that was never offered before. Save $1000 and take a vacation next summer.... buy an ST. Sincerely, John DeMar, QMI.

From 1447132805389941844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,beb5def736d93bb4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-04 05:15:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!ardc.arpa!ekijak
From: ekijak@ARDC.ARPA (Edmund S. Kijak, POINT)
Newsgroups: net.micro.atari
Subject: Re:...Big, Slimy Atari Ads
Message-ID: <8510041417.AA06124@UCB-VAX.ARPA>
Date: Fri, 4-Oct-85 08:15:56 EDT
Article-I.D.: UCB-VAX.8510041417.AA06124
Posted: Fri Oct 4 08:15:56 1985
Date-Received: Sat, 5-Oct-85 06:46:56 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 6

To: tektronix!tek!ds!davidl@ucb-vax.berkeley.edu
I agree about showing the color monitor yet quoting the monochrome price, it's sneaky. Also one of my pet peeves is the lack of square pixels as you pointed out. I can understand not using square pixels if the screen shows text only, but once text and graphics are mixed, or for graphics only, it's a nuisance not to have square pixels.

From 8224375353504660594
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,62b4b41b5ad3fa62,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-04 06:30:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.16 $; site inmet.UUCP
Path: utzoo!linus!decvax!cca!inmet!ted
From: ted@inmet.UUCP
Newsgroups: net.micro.atari
Subject: RE: Hippo-C bug/TOS bug
Message-ID: <6100004@inmet.UUCP>
Date: Fri, 4-Oct-85 09:30:00 EDT
Article-I.D.: inmet.6100004
Posted: Fri Oct 4 09:30:00 1985
Date-Received: Mon, 7-Oct-85 06:48:20 EDT
Lines: 20
Nf-ID: #N:inmet:6100004:000:1136
Nf-From: inmet!ted   Oct 4 09:30:00 1985

I resently obtained a copy of the Hippo-C compiler (no floating point!!)
and experienced an error message at the linker phase that I don't
understand. I compiled one of the programs that came with the Hippo-C
using the -S switch on the link to get an A.PRG file. Once the linker
gets going it comes up with the message, "unknow segment", three times.
It then begins printing all the library function names on the screen in
the format, "redefinition of library_module". And it continues to do this
until I reboot. Is it something I said, or is this a bug in the compiler/linker?

Another infrequent occurance that has occurred to myself, and to others I
know who have the ST, is that after some usage of the TOS disk, it begins
to bring up the machine intermittently, where at times three strange little
symbols pop-up on the left hand side of the display, and then the machine
dies.   Does anyone have an idea as to what this means? Is it a bug in the
ROMs which will be remedied by the next release of the ROMs?
  Any information would be greatly appreciated...

ted@inmet

From -1140778470335140308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-04 09:12:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2.fluke 9/24/84; site vax4.fluke.UUCP

Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!mtuxo!mtunh!mtung!mtunf!vax135!
cornell!uw-beaver!fluke!moriarty
From: moriarty@fluke.UUCP (Jeff Meyer)
Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <2750@vax4.fluke.UUCP>
Date: Fri, 4-Oct-85 12:12:11 EDT
Article-I.D.: vax4.2750
Posted: Fri Oct 4 12:12:11 1985
Date-Received: Sat, 5-Oct-85 08:06:30 EDT
References: <3208@nsc.UUCP> <87@druhi.UUCP>
Organization: John Fluke Mfg. Co., Inc., Everett, WA
Lines: 19
Xref: watmath net.micro.atari:1264 net.micro.mac:2838

In article <87@druhi.UUCP> lbl@druhi.UUCP (LocklearLB) writes:
>I don't have any legal expertise, but it looks like Apple doesn't have a leg
>to stand on. I hope that someone with some legal knowledge will comment on
>this because I don't see how Apple can get away with it.

Apple copyrighted the idea of "pull-down" menus about six months ago, i.e.
the method of moving a on-screen pointer to the top of the screen and having
the menu drop down. GEM (at least on the ST) has menus which come close to
fitting this description. I was surprised to see this kind of a patent,
also, but apparently Apple's lawyers made the claim quite solid, as can be
seen by DEC's agreement to alter GEM without a fight.

"I'm as doomed as doomed can be!"
-Ed Grimley

Moriarty, aka Jeff Meyer
ARPA: fluke!moriarty@uw-beaver.ARPA
UUCP: {uw-beaver, sun, allegra, sb6, lbl-csam}!fluke!moriarty
<*> DISCLAIMER: Do what you want with me, but leave my employers alone! <*>

From 3110051139597998558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b7299b42e2875c22
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-04 10:34:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: $Revision: 1.6.2.16 $; site inmet.UUCP
Path: utzoo!linus!decvax!cca!inmet!ted
From: ted@inmet.UUCP
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response
Message-ID: <6100005@inmet.UUCP>
Date: Fri, 4-Oct-85 13:34:00 EDT
Article-I.D.: inmet.6100005
Posted: Fri Oct 4 13:34:00 1985
Date-Received: Mon, 7-Oct-85 06:48:01 EDT
References: <363@eneevax.UUCP>

Lines: 10
Nf-ID: #R:eneevax:-36300:inmet:6100005:177600:297
Nf-From: inmet!ted   Oct 4 13:34:00 1985

With regards to the 10Mb HardDisk, where might I obtain one???? The dealers
have no information on it, and the person I spoke with at Habba didn't
know anything about it.... Any help is greatly appreciated.

ted@inmet
Intermetric's Inc.
Cambridge, MA 02138
(617) 661-1840x4279

From 3980845004674975678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a5fda4605f966e4d
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,a5fda4605f966e4d
X-Google-Attributes: gid129c11,public
X-Google-Thread: 142096,a5fda4605f966e4d
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-04 14:43:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site islenet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!dual!islenet!jons
From: jons@islenet.UUCP (Jonathan Spangler)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro
Subject: Re: Amiga/ST questions
Message-ID: <1685@islenet.UUCP>
Date: Fri, 4-Oct-85 17:43:00 EDT
Article-I.D.: islenet.1685
Posted: Fri Oct 4 17:43:00 1985
Date-Received: Mon, 7-Oct-85 04:29:59 EDT
References: <309@ihnet.UUCP>
Reply-To: jons@islenet.UUCP (Jonathan Spangler)
Distribution: net
Organization: Islenet Inc., Honolulu
Lines: 19
Xref: watmath net.micro.amiga:325 net.micro.atari:1276 net.micro:12250
Summary:

In article <309@ihnet.UUCP> bryan@ihnet.UUCP (b. k. delaney) writes:
>...IBM-PC
>emulation in mind (Compatible key codes, drive/file formats,
>and printer port).
>   ihnet!bryan
>   Bryan DeLaney

I would be curious to find out more about the IBM emulation
as I had not heard of it for the ST. Could you perhaps

enlighten us and elaborate?

Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons

--
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons

From 2416548405778482452
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f9d7839b82709124
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,f9d7839b82709124
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-10-04 17:04:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!dual!lll-crg!
seismo!rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro,net.micro.atari
Subject: Re: (FASI), SASI, SCSI - General info on SCSI (PLEASE READ)
Message-ID: <297@ccivax.UUCP>
Date: Fri, 4-Oct-85 20:04:41 EDT
Article-I.D.: ccivax.297
Posted: Fri Oct 4 20:04:41 1985
Date-Received: Mon, 7-Oct-85 05:02:27 EDT
References: <123@apr.UUCP> <279@ccivax.UUCP> <268@aum.UUCP>
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 147
Xref: watmath net.micro:12255 net.micro.atari:1279

This came up in net.atari but affects ALL micro-computer owners, no
matter what brand.

>
> Is the ST port really SASI? (Are we talking similar or are we talking
              ^^^^
> identical) In otherwords can I use a industry standard SASI controller
> and Disk? This would be great.
> --
> --
>   Erik James Freed
>   Aurora Systems
>   San Francisco, CA
>   {dual,ptsfa}!aum!freed

SCSI is not the same as SASI. SCSI was based on SASI, but is much simpler
to integrate. SCSI is to computers what RCA Phono Plugs are to stereo.

The Atari DMA port is very close to SCSI, it provides all the critical interface signals for a "Kludge Box" which could be made by any company that wanted to do it. My guess is that Atari had a specific chip in mind, but I dont think the 5380 was the one they had in mind.

SCSI is a very high speed genaric "flexable backplane". It is capable of handling up to 8 other SCSI controllers. Each SCSI controller can control up to 8 "logical devices", including R/W disks, Tape drives, WORM drives, CD-ROM drives, Printers of various types, and even other computers. Any combination of "Initiators" (computers/pc's...) and "Targets" (peripherals) may be combined. Each "logical device" may store/address up to 4 GIGABYTES of storage. Let's see, that's 64 devices, and (best case) about 256 GIGABYTES. Did someone say the Atari wasn't expandable (like me)?

SASI uses separate Command data and DMA data busses, supports only 16 Megabytes/Logical device, and is primarilarily a "Winchester" controller only. Most SASI devices are available in SCSI, but many SCSI devices (CD-ROMS) may not be available in SASI.

The Atari Port is VERY CLOSE to SCSI, but requires a little "glue" and an interface chip, such as the NCR 5380 series chips.

To interface to the 538{5,1,0} you have to get three address lines to the address ports. Here is an example:

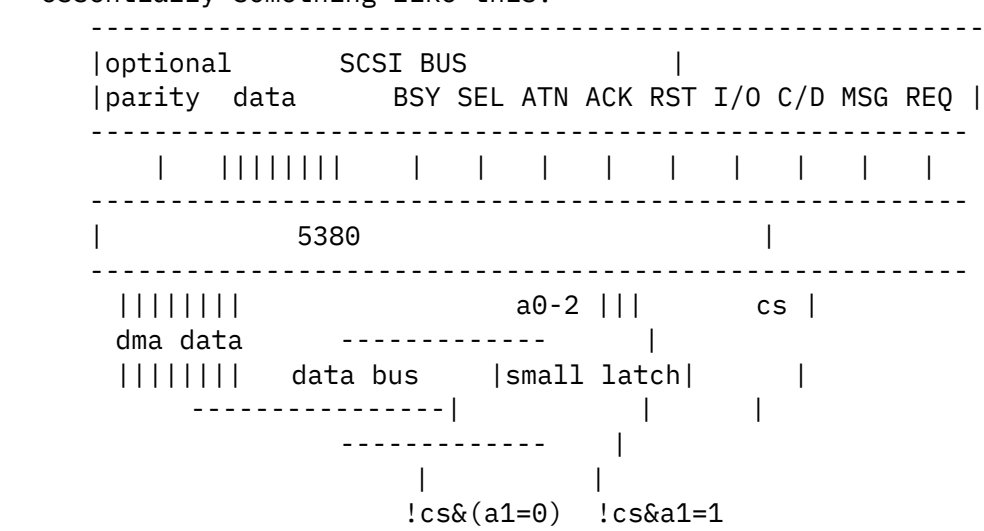
[Note: this is from an earlier article - it looks about like what Ive seen,
     but I'm not sure]

> Pin out of the ST Hard Disk Port.
>
> 1 - Data 0 2 - Data 1   Pins 11,13,15, and 17 Ground
> 3 - Data 2 4 - Data 3
> 5 - Data 4 6 - Data 5
> 7 - Data 6 8 - Data 7
>
> 10 - Interrupt Request (IRQ)
>
> 12 - Reset
>
> 14 - Acknowledge (DMA) (READY)
>
> 19 - Data Request (DMA) (DRQ)
>
> 16 - A1 (an address line)
> 9 - Chip Select - the processor (not dma) has the data/A1 bus
> 18 - Read/Write (Probably processor and DMA generated read/write signals)

     Latches can be used to get extra address lines from data
     for example:
     CS   A1   RW

```
    0    0    W    trigger address latch
    0    1    x    pass this combination to the CS on the 5380
    1    x    x    dma i/o
```

essentially something like this:



Add some software and you have instant expansion.
I am not a hardware engineer and have no idea whether this would
work, it is a guess based on documentation of the 5380 chip.

Don't go groaning too loudly about the fact that they didn't do it
"on board". They wanted to "keep the price down", a real SCSI port
has 25 twisted pair balanced lines or 25 shielded ones.

There are a few companies making SCSI interface chips which may be
even more appropriate to the ST. Here are some manufacturers:

Courtesy Mini/Micro Systems (Feb 1985, pg 125)

```
Adaptec       Advanced Micro Devices      Data Technology
Emulex        Intel                   NCR
Shugart       SMS/OMTI           Western Digital
Xebec
```

There is a good chance that at least one of these companies has a chip
that is a perfect match for the ST. Would some people try looking at
some spec sheets and post which come closest?

A more complete chart is on pg 125 of that issue.

Some good Articles include:

Mini-Micro Systems May 1984 pg 241
Mini-Micro Systems Feb 1985 pg 123

Computer Design   Nov 1983 pg 64
Electronic Design Oct 31,1984 pg 263

It is also known as ANSI PROPOSED STANDARD X3T9

BE CERTAIN THE DEVICE IS SCSI, AND NOT SASI, THEY ARE NOT THE SAME!!!!!

There are SCSI to SASI adapters available along with SCSI to just about
any standard you want. Basically all they do is demultiplex the DMA/
COMMAND channels.

I haven't seen the Habba drive yet, is there an "SCSI OUT" port on it?

By the way, there are kits to put SCSI on the MacIntosh (Xebec I believe).
There are SCSI Adapter boards for most IBM compatibles (from almost anyone).

Apple has announced plans to incorporate SCSI into the MAC (probably
Jonathan).

So if you want to be able to use an SCSI peripheral for IBM on an Atari you can.

My guess is that when Peripheral manufacturers see that they can get the
IBM, MacIntosh, Atari ST, and the Amiga market with the same product,
"SCSI compatibility" will become more important than "IBM compatibility".

Fortunately, SCSI compatibility is MUCH easier to accomplish.

From -6483948655643962633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-05 07:48:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site nsc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!hplabs!nsc!chuqui
From: chuqui@nsc.UUCP (Chuq Von Rospach)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <3226@nsc.UUCP>
Date: Sat, 5-Oct-85 10:48:41 EDT
Article-I.D.: nsc.3226
Posted: Sat Oct 5 10:48:41 1985
Date-Received: Mon, 7-Oct-85 04:45:35 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP>
Reply-To: chuqui@nsc.UUCP (Chuq Von Rospach)
Distribution: net
Organization: Ninja Ewok Training Grounds
Lines: 15
Keywords: Apple, GEM, Copyright
Xref: watmath net.micro.pc:5525 net.micro.atari:1278 net.micro.mac:2858

In article <1196@vax1.fluke.UUCP> pwv@fluke.UUCP (Pat Vilbrandt) writes:
>This is the announcement by Digital Research, Inc. as it appeared on the
>Compuserve GEM SIG on Oct. 1. Seems as though DRI could use some better
>lawers. (Maybe Xerox should sue Apple... :-)

Anyone who's seen a Xerox (anyone with a dandelion want to comment?) will
be the first to admit similarities, but Apple went very strongly out in
their own direction. The Mac isn't a copy of Xerox' work, it is just
influenced by it. From what the releases say, that isn't as true of the Mac
and GEM (I haven't seen GEM yet, so I won't comment on it).
--
:From under the bar at Callahan's: Chuq Von Rospach
nsc!chuqui@decwrl.ARPA   {decwrl,hplabs,ihnp4,pyramid}!nsc!chuqui

If you can't talk below a bellow, you can't talk...

From -7936320505050180586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8f5104fd43604c5c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-05 09:12:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari
Subject: DYI RAM upgrades for 400's
Message-ID: <305@pedsgd.UUCP>
Date: Sat, 5-Oct-85 12:12:42 EDT
Article-I.D.: pedsgd.305
Posted: Sat Oct 5 12:12:42 1985
Date-Received: Sun, 6-Oct-85 07:03:31 EDT
Distribution: net
Organization: Perkin-Elmer, Tinton Falls, NJ
Lines: 21

I have an old 400 I bought very cheaply 2 years back. I am looking
to upgrade the RAM to 64K to use with disk software, etc., but the
cost of add-on RAM boards is as much as buying an 800XL new.

I am aware that some people have swapped the 16K chips used in the
400 for 64K parts to get the added RAM. Could anyone who's done this
give me some pointers on what's involved?

Thanks in advance.

                            Bob Halloran
                            Sr MTS, Perkin-Elmer DSG
==
UUCP: {decvax, ucbvax, most Action Central}!vax135\
                    {topaz, pesnta, princeton}!petsd!pedsgd!bobh

ARPA: petsd!pedsgd!bobh@topaz
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724
DDD: (201) 758-7000
Disclaimer: My opinions are my own.
Quote: "It's Reagan's fault. Everything's Reagan's fault. Floods...
   volcanoes... herpes... Reagan's fault." -- Editor Overbeek, Bloom Beacon

From 339513956270191203
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c4a3ec11fed2d64e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-05 10:55:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site druhi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!drutx!druhi!lbl
From: lbl@druhi.UUCP (LocklearLB)
Newsgroups: net.micro.atari
Subject: DS/DD 5 1/4" floppies
Message-ID: <98@druhi.UUCP>
Date: Sat, 5-Oct-85 13:55:01 EDT
Article-I.D.: druhi.98
Posted: Sat Oct 5 13:55:01 1985
Date-Received: Sun, 6-Oct-85 06:56:25 EDT
Organization: AT&T Information Systems Laboratories, Denver
Lines: 18

For those of you who have seen the Antic article on using 5 1/4" floppy
drives with the 520ST, I have some interesting information. The author
of the article takes the approach of modifying the connections on an
existing 3 1/2" disk drive to get the correct signals to operate a 5 1/4"
disk drive. This, of course, voids the warranty and is quite messy in
appearance. The author takes this approach because he could not find
a 14 pin DIN connector to make the correct cable needed for the hookup.

I thought that there must be an easier way to do this, so I called my
local authorized Atari service center to ask them if they would sell
me a cable to go between my 520ST and the 3 1/2" disk drive. They said,
"Of course!" If you want to use a 5 1/4" drive with your 520ST, modifying
this cable would be the way to go. You would avoid warranty problems, and
the resulting setup would be much neater in appearance.

Barry Locklear
AT&T Information Systems Labs
ihnp4!druhi!lbl

From 4139862936875209332
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-05 12:56:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ucbvax!
simtel20.arpa!MRC
From: MRC@SIMTEL20.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: Re: DRI agrees to change GEM
Message-ID: <12148757255.8.MRC@SIMTEL20.ARPA>
Date: Sat, 5-Oct-85 15:56:45 EDT
Article-I.D.: SIMTEL20.12148757255.8.MRC
Posted: Sat Oct 5 15:56:45 1985
Date-Received: Sun, 6-Oct-85 06:35:46 EDT
References: <2750@vax4.fluke.UUCP>
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 16

It is easy to put in patents and copyrights which are complete bullsh-t.
They are "valid" as long as nobody contests it. DEC still claims a patent
on the PDP-10 byte instructions even though they'd lose a real court fight
on it (and have failed to sue Xerox, Foonly, Tymshare, and Systems Concepts
for building imitation PDP-10's).

There is a difference between a patent and a copyright. What Apple apparently
has is a patent, since a copyright would not prevent anybody from recreating
from scratch software with the same functionality (consider the GNU effort).
I seriously doubt the patent would hold up against a worthy opponent. DRI
probably caved in because they want Apple as a customer.

Face it, Apple, Commodore, and Atari are glorified toy companies and behave
just like toy companies, not like vendors of professional equipment. Not a
single idea on the Mac is original with Apple.

From 8254797168748666796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,868b1ffc91448d54
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-05 17:31:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: Re: --- DRI changing GEM? ---
Message-ID: <1800@orca.UUCP>
Date: Sat, 5-Oct-85 20:31:33 EDT
Article-I.D.: orca.1800
Posted: Sat Oct 5 20:31:33 1985
Date-Received: Mon, 7-Oct-85 05:47:49 EDT
References: <8510040013.AA24272@UCB-VAX.ARPA>
Organization: Tektronix, Wilsonville OR

Lines: 87

Attached is an article from the Antic Online section in Compuserve
regarding this subject:

dgc

**** Start of attached article ****

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appears at the top of the article:

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** APPLE GOES AFTER GEM

* IBM DESKTOP CHANGES FORCED??

by Gary Yost and Jack Powell

10/1/85 - The San Jose Mercury News today reported that Digital Research, Inc. has agreed, under pressure from Apple Computer, Inc., to alter their GEM Desktop software.

According to the Mercury News, Apple approached DRI in June with claims that the GEM software copied the "look and feel" of the Macintosh computer software and violated Apple's visual copyright.

Digital Research, the piece goes on, "bowed" to pressure from Apple and has agreed to present a final, changed version of GEM for the IBM by November 15.

ANTIC immediately contacted Irving Rappaport, Associate General Counsel for Apple Inc., and the attorney responsible for discussions with DRI. He told us that the situation is based on visual copyrights and not on patents. "Copyright law protects features and expression, which has nothing to do with the underlying concept."

Rappaport went on to say, "We've assembled (in the Macintosh) a series of features, and what is protected is what you see on the screen. When you look at the original GEM product, you see a copy of the Mac interface."

Rappaport told ANTIC that DRI already made a number of changes and had recently provided Apple with a preliminary altered GEM. He added that Apple considered it "up to DRI to make sufficient changes" by the November 15 deadline.

He also said that the situation -- which has not gone into litigation -- was strictly between Apple and DRI. As far as Apple was concerned, it was DRI's obligation to keep Atari informed.

"It isn't a question of this feature or that feature. It's the overall appearance of the product. We're going to be looking at Microsoft's Windows and the Commodore Amiga too, and if there is a similar problem we'll address it."

Rappaport would not tell ANTIC how Apple felt about the Atari 520ST, except to say they found the nickname "Jackintosh" to be objectionable and that any use of the phrase by Atari themselves may represent a trademark infringement.

According to Michael Reichmann of Batteries Included, independent software vendors have been told by DRI to go ahead and ship products now under GEM version 1.2. But they must convert those programs to GEM 1.3 as soon as it becomes available.

ANTIC next spoke with Bill Higgs, GEM Marketing Manager at Digital Research. He told us he did not feel that DRI was infringing on Apple's copyright, but DRI's position was that they could not afford the time involved in litigation. "Given the window of opportunity for establishing DRI as a leader in interface technology, we don't want to tie up GEM in the courts for a couple of years."

Higgs went into some details of the projected changes. ...But remember, these changes currently affect ONLY the Desktop -- and ONLY the IBM Desktop at this time!

Tentatively, the IBM GEM Desktop will boot up with only two windows taking up the entire screen. There can never be more than two Desktop windows. Disk icons must be inside the windows. The "close" button has been redesigned as a rectangle and moved next to the upper right diamond button. There is no sizing of the Desktop windows and there is no trash icon -- files must be deleted from menu selection. There is also no longer any horizontal scrolling. Again, remember that so far this only applies to the IBM, not the Atari.

Higgs went on to say that DRI was moving toward a multi-tasking GEM system that would work very well with the new changes. "The basic elements of the visual interface are there. The changes are primarily cosmetic. Functionality is all there."

Higgs would not say if DRI had been in communication with Atari. Richard Frick of Atari also had no comment.
**** End of attached article ****

From 6631568628005738784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e4ef26cc0777d142,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-05 17:43:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: 520ST Software From Britain
Message-ID: <1801@orca.UUCP>
Date: Sat, 5-Oct-85 20:43:21 EDT
Article-I.D.: orca.1801

Posted: Sat Oct 5 20:43:21 1985
Date-Received: Mon, 7-Oct-85 05:48:12 EDT
Organization: Tektronix, Wilsonville OR
Lines: 273

Attached is an article from the Antic Online section of Compuserve
that talks about 520ST software development in Britain.

dgc

**** Start of attached article ****

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* EUROPEAN ST PRODUCT BONANZA

SOFTWARE GALORE COMING SOON

by GIGI BISSON, ANTIC ASSISTANT EDITOR

   No software for the ST?? Think again.

   In the September 12 issue of Popular Computing Weekly (sort of the InfoWorld of the U.K.) an article stated that "The star of this year's PC World Show -- the most exhilarating in several years -- was unquestionably Atari. They threatened to take over virtually the whole exhibition floor with well over fifty 520STs and a prototype 260ST encased in a vast glass enclosure. The new low-cost 520ST stole the show with strong software support."

   PC Weekly also stated in a separate story that "over 170 titles are being written for the ST."

   Antic Publisher James Capparell and Marketing Director Gary Yost returned from the PC World Show in London with armloads of British demo software and press kits...

UNDERSTANDING THIS SURVEY

   The software discussed in this article is in various stages of development. For each program, we will specify whether Antic has seen a FINAL Marketed version, near-final BETA Test version, earlier ALPHA Test version, incomplete DEMO segment, or PRESS Release announcement.

   Suggested prices listed this article are given in U.S. dollars when that information is available. Otherwise the prices are specified in English pounds (L) currently worth about $1.33 each. Prices are subject to change, and purchasing information for most of the following packages is not yet available, because many of the programs must be licensed by stateside companies prior to U.S. release.

** METACOMCO LANGUAGES **

Metacomco is a leading supplier of systems software for 68000-based computers. The company develops proprietary languages for computer marketers. For example, Metacomco developed AmigaDOS for Commodore International and a BASIC interpeter for Digital Research Inc.

These professional development tools are being adapted for the ST and will soon be available from the Antic Catalog. Each package includes language software, a screen editor, and a user manual. The languages come with run-time licenses and will be supported by Metacomco's technical staff via toll-free numbers.

The following languages are coming from Metacomco

ASSEMBLER/EDITOR/LINKER -- A high-specification macro assembler, originaly developed for the Amiga. Full Motorola specification and screen editor. Available October 21. $109.95. BETA.

PASCAL -- Full ISO 7185 standard Pascal compiler, already widely used on the Sinclar QL. Compiles to native code. Available in early December for $109.95. ALPHA.

LATTICE C -- Originally developed by LATTICE for 8086/88 microcomputer systems and later adapted to the Sinclair QL. This implements the original C language developed by Bell Laboratories, and follows C features and functions as described in Kernighan and Ritchies' text "The C Programming Language." Available in December for $159.95. ALPHA.

CAMBRIDGE LISP -- full mainframe implementation of the LISP development environment used in artificial intelligence research worldwide. PRESS.

IBM PC CROSS DEVELOPMENT SYSTEM -- A complete system for programmers wishing to transfer IBM PC software to the Atari, or to develop on the PC and download to the ST. Includes cross assembler, C cross compiler and linker. Scheduled for early 1986 release. PRESS.

PASCAL & MODULA

TDI Software Ltd. has FINAL versions of Modula-2 and UCSD Pascal for the ST. Both are now available at a price of L195 each, from TDI at 29 Alma Vale Road, Bristol BS8 2HL, England.

Modula-2 is the successor to Pascal as envisioned by its creator, Niclaus Wirth. It is considered to be the best language for modular programming, utilizes the GEM interface and includes a full screen editor linked to a compiler. UCSD Pascal is the industry standard used on home and multi-user micros. It includes a screen editor and utilities.

PRO FORTRAN 77

Prospero Software of London offers an ANSI Standard Fortran compiler for 16-bit 68000 microcomputers. Cost is under $300. BETA.

PC COMPILER

GST unveiled a C Compiler with a "near word-processor quality" assembly editor and linker for L59.95. Originally developed for the Sinclair QL, it includes a 73-page user manual. This is a small C without floating point, but it includes GEM bindings, making GEM development. FINAL. Also GST has a CP/M 2.2 emulator in final BETA test.

** ENTERTAINMENT SOFTWARE **

BRATTACAS

Psygnosis Ltd. calls Brattacas an "interactive video" -- the first of a generation of "electronic leisure products" for the Atari ST.

But Brattacas really is an animated graphic adventure that looks and handles like an interactive cartoon. You can use a mouse, joystick or the keyboard to control the protagonist, Kyne, as he jumps, rides elevators, duels with robots, walks smoothly -- in richly animated sequences as good as a cartoon movie.

When Kyne stumbles or falls, you even see little thought balloons like "Ouch!" Brattacas also includes a beautifully illustrated, 78-page novel to "prepare you for the world of Kyne" -- an oppressive Orwellian metropolis replete with video cameras and thought police. We have a fascinating DEMO disk of this, but it probably won't be released in the US until January, 1986.

COLOURSPACE LIGHT SYNTHESIZER

The successor to Psychedelia from a truly strange company, Llamasoft (the folks who brought Mama Llama and Sheep in Space to the Commodore 64). This program does for light what a synthesizer does for sound. An acid trip for your Atari?

As creator Jeff Minter describes it: "You can curve the screen, reflect it with hardware, interlace it, even change the resolution as the program is running. Each colour within the colour flow can be made dynamic, oscillating with a definable amplitude and frequency. By offsetting each step of the flow you get the most amazing bands of metallic fire rippling up and down the entire lightform...If you really want to burn your brains, you can kick in the stroboscopics. This is amazing in a dark room -- variable frequency slices of hi-energy photons to really freak you out."

Available for the Atari 800/XL in England now. ST version available from Antic Catalog in early 1986. BETA.

LOST KINGDOM OF ZKUL

Zkul (pronounced "skull") is an advanced adventure game. According to the manufacturer, Talent Systems of Glasgow, players should expect it to take many months to solve. The game was originally released on a miniscule 1 x 1 1/2 inch cassette for the Sinclair QL. It seems to be a J.R.R. Tolkien kind of saga -- with the usual ancient dwarves dwellings, wizards, secret treasure, etc.

The QL version of Zkul is sold for L24.95 as a package with West, a game of (what else?) notorious bank robbers in an abandoned mining town deep in Indian teritory. Events -- rattle-snakes slithering past, charging Indians -- happen in real-time outside your control. FINAL.

MISSION MOUSE

A multi-level platform game with impressive high-resolution graphics, many screens and animated sprites from Paradox Software of Essex, England. Available mid-December from Antic Catalog. DEMO.

LANDS OF HAVOC

The manufacturer, Microdeal, calls this unusual game an "arcade adventure." With 2000 screens of mazes and multitudes of characters, Lands of Havoc is very complex and very fast. Available in early November from Antic Catalog. FINAL.

MURRAY AND ME

One minute he was enjoying a lean pastrami in a deli, the next -- POW! trapped inside a 520ST. Meet Murray, a lovable born-loser kind of guy who actually likes his classy address -- after all, the rent's cheap and he has you to keep him company. Murray is the first of a new generation of ST Biotoons -- living, computerized cartoon characters who utilize the memory and graphics ability of the ST to deliver artificial personality, not artificial intelligence. Created by Israeli cartoonist Ya'akov Kirschen. Available in December from Antic Catalog for $39.95. BETA.

that matter? Mom, a hilarious Jewish mother, will nag you until you roll on the ground in fits of laughter. (You might even start eating your vegetables, who knows?) Another ST Biotoon by Ya'akov Kirschen. Available in December from Antic Catalog. $39.95. BETA.

** BUSINESS APPLICATIONS **

ATARINET MAILBOX

Software Punch of Liverpool, England is to release AtariNet, an electronic mail utility that works through the RS-232 interface and utilizes windows and icons. The AtariNet Note Editor is a text editor that allows you to write and file a message. The AtariNet MailBox lets you mail it and notifies you when a message is received. BETA.

DESK DIARY

Paradox Software is working on Desk Diary, a desk/time management system and database for the ST that features yearly memos, daily appointments, a pull down calendar, and client database. Available mid-December from Antic Catalog. BETA.

K-CALC

From Kuma is coming an easy-to-use spreadsheet calculator that utilizes GEM, mouse-driven icons and windows. It has a "wide view" zoom function, and is compatible with serial and Centronics parallel printers. It is supposed to use the ST's full RAM, and is compatible for data transfer with upcoming business packages from Kuma -- word processing, database and communications -- slated for Winter release. Available in October. L49.95. BETA.

FLEXFILE

Talent Computer Systems announced Flexfile, a database and report generator for the ST that runs under GEM. It handles mailing lists, personnel histories, credit control records, stock records, etc. It automatically keeps track of commonly used "strings" (such as names, addresses and telephone numbers). These are then formed into a menu that allows single keystroke data entry. BETA.

TIMELINK

This "Temporal Database" allows you to do almost anything with information relating to time. For example, hairdressers could keep their appointments in order, financial executives can keep track of investments, or scientists can log experimental data. See day, week, month or year at-a-glance. Calculate time between dates. Originally for Macintosh by SofTechnics of London, and soon available for the ST. $99.99. ALPHA.

RHYTHM

Rhythm is part spreadsheet, part calculator. With this combination of functions, you can do what-if analysis or use its number-crunching ability as a programmer's calculator. It also integrates with other standard GEM application programs. $49.99. BETA.

STACCOUNTS

STAccounts is an integrated, small business accounting package from Silicon Chip Ltd. that includes a sales ledger, purchase ledger, stock control and nominal ledger. All functions are written within GEM and feature mouse control and drop-down menus. A hard disk version will be available during 1986 and will support approximately 15 times more information than the 500K floppy version, according to the manufacturer. $299. ALPHA.

BOS SOFTWARE

Atari Corp. has purchased rights to offer BOS (Business Operating System) a popular British operating system. BOS may soon be bundled with the ST or available as an option. BOS National offers a complete line of business software and 40 vertical applications packages including BOS/NET, a local area network operating system. BOS software is expensive, (in the $500 range) however, and aimed primarily at the corporate market. FINAL.

Towngate Software of Dorset, England launched Cash Manager, a business accounting package that controls cash book, bank reconciliation and cash flow spreadsheet projection. It is completely integrated with BOS, and written in COBOL. Towngate is sort of the Lotus of the U.K., with software widely

distributed in 20 countries worldwide. FINAL.

** VERTICAL APPLICATIONS **

WASP

   Printers Costing is a software package for professional print shops. It will log individual job reports by client, representative and work type. As jobs are invoiced, their profit and margin are automatically calculated. Printers Costing is a member of a library of WASP specialist applications for Vets & Farmers, Legal Accounting, Insurance Brokers, and Real Estate Agents.   It runs under BOS. FINAL.
**** End of attached article ****

From -7038432117809884904
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b21efb6dcd2b8fc9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-05 18:00:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site reed.UUCP
Path: utzoo!linus!decvax!tektronix!reed!rosalia
From: rosalia@reed.UUCP (Mark Galassi)
Newsgroups: net.micro.atari
Subject: sources for the OS
Message-ID: <1974@reed.UUCP>
Date: Sat, 5-Oct-85 21:00:16 EDT
Article-I.D.: reed.1974
Posted: Sat Oct 5 21:00:16 1985
Date-Received: Tue, 8-Oct-85 07:29:08 EDT
Reply-To: rosalia@reed.UUCP (Mark Galassi)
Distribution: net
Organization: Reed College, Portland, Oregon
Lines: 17

***** "I'm hungry, give me pizza, not ascii text" *****

    This is a question about what comes with the developers package: I heard that you get the source for GEM with the package, but I'm not sure if you get the sources for the underlying operating system.

    Also, is Atari (or DRI) sending updates on the opearting system and on the development system? It would be really useful since I keep hearing that there are changes to GEM coming up, and a new text editor to go with the developers system.

    Are you developers happy with the package? Does it really allow you to program? How good is Hippo C in comparison? Thank you very much,

                            Mark Galassi
                        ...!tektronix!reed!rosalia
                        ...!tektronix!tekig4!rosalia

From -2916268441685165454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d642cf00a65cd1a3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-05 22:43:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site aero.ARPA
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!hao!hplabs!sdcrdcf!trwrb!
trwrba!aero!mendoza
From: mendoza@aero.ARPA (Lee Mendoza)
Newsgroups: net.micro.atari
Subject: BYTE and the Atari ST -- an update
Message-ID: <490@aero.ARPA>
Date: Sun, 6-Oct-85 01:43:48 EDT
Article-I.D.: aero.490
Posted: Sun Oct 6 01:43:48 1985
Date-Received: Wed, 9-Oct-85 03:47:23 EDT
Reply-To: mendoza@aero.UUCP (Lee Mendoza)
Organization: The Aerospace Corp., El Segundo, CA
Lines: 93
Keywords: Atari 520ST, Byte, Bruce Webster

<obligatory offering to line eater goes here?>

I am posting this message for Mike Boiko of Digital Equipment Corp., who is currently unable to post his own messages, due to a problem with his UUCP connection. Replies to Mike should be sent to me, I will forward them via ARPANET mail.

---------- text of forwarded message follows ----------

From: boiko%cgvax2.DEC@decwrl.ARPA (Michael Boiko MKO2-2/KO2 264-3626)
Subject: BYTE'S BW replies on Atari ST....

I too was very upset by what seemed to be BYTE magazine's lack of interest in a computer that sets all kinds of new price/performance standards for the home/office market. As I said in my conversation to Bruce, the ST is not a perfect machine, but for $799.00 retail (mono) and as low as $659 mail order (mono) it is truly an amazing deal....

For all you people who don't know, Bruce Webster writes the "According To Webster" column in BYTE magazine. Just for the record I would like to add that I do enjoy Bruce's BYTE column and there is a problem with BYTE's long "write to print" lead times not to mention vendor demo support at review time and this goes for Commodore as well as Atari....

I'am sure Bruce and I will be having many more conversations in the future, and I will try to print them here.

Well happy reading...BYTE's January review date isn't *that* far off, is it....???

Mike Boiko
Tel (603) 884-9427 Digital Equipment Corp
Nashua, NH

Disclaimer: These are my views and not
the views of my employer.

==========
ask.webster/m68000 #110, from mike_boiko, 1231 chars, Sat Oct 5 04:42:15 1985
This is a comment to message 103.
There is/are comment(s) on this message.

Bruce,

Many readers on the Arpanet and USENET have been wondering why the ST has not been reviewed...and I'am one of them. What's going on this is a super machine. I've just about had it with all the hype surrounding the Amiga. I've read all about the Amiga (sound,graphics,ect ..)specs and mag. - I am not impressed by the text quality,screen flicker, system cost or present lack of availability.

Am I wrong or what we are talking about a machine that has sold over 50,000 units!!(Atari ST520 NOT Amiga)..Here's a machine that has been benchmarked by more then a few USENET subscribers at just under VAX 11/750 speed (BYTE C sieve benchmark), that comes with a rock steady 70 hz mono monitor, 1/2 MB (standard),VT100/VT220 clone keyboard,10 M/Bit DMA interface,bitblt graphics support,custom sound chips,..ect..

I couldn't help but wonder what Neil Harris and company thought of your ST remarks in the Oct issue of BYTE. The bottom line I feel is that the ST is not a perfect machine, but the remarks I have heard seem to imply that the ST is vastly inferior to the Amiga-when this is not the case.

At $799 I believe the ST must at the very minimum,mark some type of price/performance highwater mark....

Mike Boiko

==========
ask.webster/m68000 #123, from bwebster, 1755 chars, Sat Oct 5 12:32:21 1985
This is a comment to message 110.

Mike:

the main reason the ST hasn't been reviewed is that for months Atari refused to make any machines available to BYTE, despite repeated requests. It wasn't until the August issue (cover story on the Amiga) came out that Atari suddenly changed its tune and put things into motion to get BYTE some equipment. For the last few weeks, BYTE (in the form of Jon Edwards and Phillip Robinson) has been preparing a product preview of the ST, much like the one done of the Amiga. I finally received a 520ST a few days ago; some development software is on the way, and I plan to write quite a bit about the machine. And if it makes you feel any better, in my January column (which I just sent in a week or so ago), I picked the 520ST to be the big winner of 1986 because of the price/performance combination.

The reason I wrote so much about the Amiga was because I attended the Amiga developers' conference last May and spend three days learning about the machine in detail. At that time, I was expecting to have a machine to work on within six to eight weeks. When development systems became available, I no longer had the funds to buy my own machine. However, Commodore told BYTE (in early August) that they would ship some machines to BYTE right away. Said

machines (one of which was to be forwarded to me) have never been shipped, and I find myself in the somewhat embarrassing position of having raved about a machine that I haven't worked with to any extent.
  The upshot of all this is that my opinions of the 520ST and the Amiga are becoming a bit more balanced then my earlier columns reflected. I make no apologies for my enthusiasm about the technical aspects of the Amiga, but I hope to give equal time to the 520ST.
                                                        ..bruce..

------------------------------ end of forwarded text ------------------------

< your favorite disclaimer here... >

From -39608568431924810
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,be6c407da685f62a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-06 07:04:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site islenet.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!dual!islenet!jons
From: jons@islenet.UUCP (Jonathan Spangler)
Newsgroups: net.micro.atari
Subject: ST problems vs. Amiga problems
Message-ID: <1692@islenet.UUCP>
Date: Sun, 6-Oct-85 10:04:07 EDT
Article-I.D.: islenet.1692
Posted: Sun Oct 6 10:04:07 1985
Date-Received: Wed, 9-Oct-85 07:03:16 EDT
Reply-To: jons@bigtuna.UUCP (Jonathan Spangler)
Organization: Islenet Inc., Honolulu
Lines: 15

You know it's interesting to read net.micro.amiga just for a few
laughs. It seems that everyone who writes in has some kind
of problem: either a disk didn't come with the machine
(can you imagine the store that only had ONE demo and couldn't even
make a copy?), or they can't even compile the "hello world" in C, or
they can't get the speakers to work, or the machine crashed 7 times in
the matter of a few hours.

Do we hear the same kinds of things going on here? Nope...I rest my case.

Aloha from sunny Honolulu,

--
Jonathan Spangler
{ihnp4,vortex,dual}!islenet!jons

From 3899953372433902021
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,e5c6bf1547272362,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 14c70f,e5c6bf1547272362,start
X-Google-Attributes: gid14c70f,public
X-Google-Thread: 13dc46,e5c6bf1547272362,start
X-Google-Attributes: gid13dc46,public
X-Google-ArrivalTime: 1985-10-06 09:27:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site mmm.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!stolaf!umn-cs!mmm!
cipher
From: cipher@mmm.UUCP (Andre Guirard)
Newsgroups: net.micro.atari,net.games.rogue,net.games.emp
Subject: Adding hit points on new levels.
Message-ID: <237@mmm.UUCP>
Date: Sun, 6-Oct-85 12:27:03 EDT
Article-I.D.: mmm.237
Posted: Sun Oct 6 12:27:03 1985
Date-Received: Sat, 12-Oct-85 15:49:35 EDT
References: <711@voder.UUCP> <130@spp3.UUCP>
Reply-To: cipher@mmm.UUCP (Andre Guirard)
Organization: 3M Company, St. Paul, Minn.
Lines: 4
Xref: watmath net.micro.atari:1307 net.games.rogue:2939 net.games.emp:412
Summary:

Please advise: when attaining a new level, how is the number of hit
points added determined? Is it totally random, or does it depend on
other factors (such as how much magic apparatus you're carrying or how
many points you are over the required amount to reach that level)?

From -3547537968063516187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,db3b938ab0e97969
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,db3b938ab0e97969
X-Google-Attributes: gid129c11,public
X-Google-Thread: 152df8,db3b938ab0e97969
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,db3b938ab0e97969
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-06 23:38:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site Shasta.ARPA
Path: utzoo!linus!decvax!decwrl!Glacier!Shasta!gus
From: gus@Shasta.ARPA
Newsgroups: net.micro,net.micro.amiga,net.micro.atari,net.micro.mac
Subject: Re: User Interface Consistency
Message-ID: <861@Shasta.ARPA>
Date: Mon, 7-Oct-85 02:38:39 EDT
Article-I.D.: Shasta.861
Posted: Mon Oct 7 02:38:39 1985

Date-Received: Wed, 9-Oct-85 03:27:09 EDT
References: <2077@amdahl.UUCP>
Distribution: net
Organization: Stanford University
Lines: 35
Xref: linus net.micro:11035 net.micro.amiga:4199 net.micro.atari:1213
net.micro.mac:2844

> There has been a fair amount of discussion about the relative merits
> of the Amiga, ST520, and the Mac. However, little of it has covered
> what I consider to be a fundmental issue - user interface consistency.
> ...

I couldn't agree with you more. In fact the current 520ST master disk
already breaks with its user interface on at least two counts. The first
involves a VT52 emulator DA. Launching this DA blanks the screen and devotes
the entire machine's attention to the terminal, which looks little better
than any simple terminal program for an Apple II. Ironically, the RS232
setup program (another DA) does give a fairly resonable dialog.

Getting back to the VT52 DA, the first thing this thing does is bring up
a menu which looks something like...

1) HELP - RE232 setup
2) UNDO - Quit.

well, I tried typing 1, 2, pf1, and pf2. with no obvious effect. That is when
I noticed that the machine did have HELP and UNDO keys. So much for mnemonic
key names. Also the numbered menu items really threw me for a spin.

On one of the menus on the GEM desktop were two items - view file, and print
file. Since there was no printer on the machine, I tried the view file on
one of the random files on the master disk. The screen blanked again and I
got a weird hex dump. Well, I admitt I use FEDIT fairly regularly, but I
certainly wouldn't put it in everyone's finder! I don't this thing let you
EDIT the hex file, but this is just not stuff for non-programmers (ST buyers)
should want to see. The Mac has an elaborate print file from finder system
which basically launches the application that created the document with a
special print directive. This is really the only logical solution to what DRI
decided to provide a 'cheap' alternative that just doesn't work.

So much for first impressions!
Gus Fernandez

From 8010584671346555336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-06 23:59:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/18/84; site Shasta.ARPA
Path: utzoo!linus!decvax!decwrl!Glacier!Shasta!gus
From: gus@Shasta.ARPA
Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <862@Shasta.ARPA>
Date: Mon, 7-Oct-85 02:59:51 EDT
Article-I.D.: Shasta.862
Posted: Mon Oct 7 02:59:51 1985
Date-Received: Wed, 9-Oct-85 03:27:32 EDT
References: <3208@nsc.UUCP> <87@druhi.UUCP>
Organization: Stanford University
Lines: 58
Xref: linus net.micro.atari:1214 net.micro.mac:2845

> >There is an article in the 10/1 issue of the San Jose Mecury News with the
> >announcement that DRI has agreed to (effective 11/15) stop supporting the
> >current version of GEM and to ship a modified version to avoid charges of
> >copyright violations of Apple's software. Apple has claimed that GEM copied
> >"The look and feel" or its Macintosh software and violated Apple's
> >copyright. GEM uses, among other things, windowns, drop-down menus, and
> >icons that substantially resemble the Mac.
> >
> >--
> >:From under the bar at Callahan's: Chuq Von Rospach
> >nsc!chuqui@decwrl.ARPA   {decwrl,hplabs,ihnp4,pyramid}!nsc!chuqui
>
> Is this for real????!!!!!??? How in the world can Apple claim to have a
> copyright on the "look and feel" of its Macintosh software when it is such a
> close copy of work done at Xerox Parc?
>
> I don't have any legal expertise, but it looks like Apple doesn't have a leg
> to stand on. I hope that someone with some legal knowledge will comment on
> this because I don't see how Apple can get away with it.
>
> Barry Locklear
> AT&T Information Systems Labs
> ihnp4!druhi!lbl

Apple may have used a windowing system for Lisa and Mac which was pioneered
by Xerox PARC, but so have many other people. Take SUN Microsystems,
symbolics, Microsoft, AT&T, and a slew of other people creating such systems.

GEM, on the other hand, tries to emulate a MAC wondow system, not just any
window system... from the position and look of windows, including the
location of size and grow boxes, and the pattern of the racing stripes in
the title bar.

While it may be argued that Borland invented desk accessories with SideKick,
it was Apple who built them into the system as a separate entity. DRI took
the idea practically verbatim from the Mac replacing the Apple sysmbol by
the work "Desk"

Other menus as well have VERY close Mac counterparts. Oh yes, things are slightly different, but they are VERY similar.

I hate to bring up the old issue of pull-down menus, but I think that Apple lawyers missed the boat when they pattented these menus. THeir main innovation comes from the fact that these menus are decleared and defined when the program is LAUNCHED, not when the user clicks in a particular area, or pushes one of the mouse buttons. This changes the entire structure of the program as far as menu definition code is concerned. More importantly the menu bar sets a standard for where menus should be found and lets the first time user of a program quickly discover the general range of features available from within the application.

This sort of thing happened a few years ago with the arcade games vs home computer imitations that were not licensed with the original creators. The general outcome was that computer software firms such as broderbund no longer make games which look or play anything like any coin operated game, but which are still 'arcade' style games.

Gus Fernandez

From 5809397411833363216
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-07 01:50:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mit-eddie.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!think!mit-eddie!barmar
From: barmar@mit-eddie.UUCP (Barry Margolin)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <27@mit-eddie.UUCP>
Date: Mon, 7-Oct-85 04:50:47 EDT
Article-I.D.: mit-eddi.27
Posted: Mon Oct 7 04:50:47 1985
Date-Received: Wed, 9-Oct-85 06:01:32 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
Reply-To: barmar@mit-eddie.UUCP (Barry Margolin)
Distribution: net
Organization: MIT, Cambridge, MA
Lines: 32
Xref: linus net.micro.pc:5267 net.micro.atari:1226 net.micro.mac:2857

In article <3226@nsc.UUCP> chuqui@nsc.UUCP (Chuq Von Rospach) writes:
>Anyone who's seen a Xerox (anyone with a dandelion want to comment?) will
>be the first to admit similarities, but Apple went very strongly out in
>their own direction. The Mac isn't a copy of Xerox' work, it is just

>influenced by it. From what the releases say, that isn't as true of the Mac
>and GEM (I haven't seen GEM yet, so I won't comment on it).

I haven't seen any of the recent Xerox workstations (I used the Alto a
little), but I figured this was the case. Xerox introduced (or at least
popularized) the mouse and icons, but the detailed approaches are quite
different. I believe that their interface was based primarily on
dragging icons to other icons, which only survives in the Finder as the
Trash and copying files -- in Xerox systems, one would print a file by
dragging it to the printer icon, and I think one would invoke a program
on a file by dragging the file to the program's icon (I think the
printer and trash can were just particular cases of this general
facility).

I have used GEM a little, and it is a very close copy of the Mac. The
standard desktop icons are in the same places (disk icons in top right,
trash can in bottom right), the standard menus are almost identical, and
window manipulation is the same (GEM added a minor extension: a "grow to
full screen" icon in the top right corner of windows). According to an
article in Macworld by one of the Lisa developers, pull-down menus and
double-clicking to open objects were innovations of the Lisa team, and
GEM copied these exactly. Anyone who knows how to use the Mac Finder
can sit down and feel perfectly comfortable with Gem Desktop; I doubt
that the same could be said about the Dandelion.
--
    Barry Margolin
    ARPA: barmar@MIT-Multics
    UUCP: ..!genrad!mit-eddie!barmar

From -8088579797705661424
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7ad7a2a2da4f3a1
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-07 07:00:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site riccb.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihopa!riccb!djb
From: djb@riccb.UUCP (Dave J. Burris)
Newsgroups: net.micro.atari
Subject: Re: Re: DS/DD ST drive
Message-ID: <556@riccb.UUCP>
Date: Mon, 7-Oct-85 10:00:11 EDT
Article-I.D.: riccb.556
Posted: Mon Oct 7 10:00:11 1985
Date-Received: Tue, 8-Oct-85 04:02:06 EDT
References: <7617@akguc.UUCP> <475@enmasse.UUCP>
Organization: Rockwell Telecommunications, Downers Grove,Il.
Lines: 16

> > <><><><><><><><><>
> Well the bad news is that you cannot currently make a bootable? DSDD
> diskette. You are stuck with using your SSDD drive as drive A, and the

> big guy as drive B. Conflicting rumours abound as to Atari's intention
> to remedy this situation, but the best theory is that it won't be fixed
> until all of their supply of SS drives are exhausted. (Also hard drives
> won't be available until they figure that everyone went for a DS drive.)
>

Sorry, but you CAN use the double sided drive as drive A. The only restriction
is that your boot disk must be formatted single sided.

--
Dave Burris
..!ihnp4!ihopa!riccb!djb
Rockwell Switching Systems, Downers Grove, Il.

From 2496450095322767165
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,68842ce2aab59d93,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-07 07:44:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!hplabs!sdcrdcf!
trwrb!trwrba!mdf
From: mdf@trwrba.UUCP (Mark D. Falleroni)
Newsgroups: net.micro.atari
Subject: ST help needed
Message-ID: <1617@trwrba.UUCP>
Date: Mon, 7-Oct-85 10:44:47 EDT
Article-I.D.: trwrba.1617
Posted: Mon Oct 7 10:44:47 1985
Date-Received: Sat, 12-Oct-85 14:34:36 EDT
Organization: TRW EDS, Redondo Beach, CA
Lines: 30

Would anyone with a developer's package be kind enough to answer
a few ST questions?
#1 I have the Hippo C compiler. It supports numerous GEMDOS functions
of which I would like some information on. What does the function call
'create(name,attr)' do??? I assume 'attr' means attributes. Would someone
please explain the various attributes?

#2 What does the GEMDOS function 'open(name,mode)' do??? What are the various
modes???

#3 What is a 'handle'??

If any of the above questions insult anyone's intelligence, I apologize.
However, since I am a new ST owner without a development package, I
 am struggling to understand the GEMDOS functions.

**** Flame on ****

I think documentation that describes the ST GEMDOS functions should be
supplied with the computer. I shouldn't have to pay $300.00 to learn
about the DOS that my machine runs.
**** Flame off ****

Thanks in advance for any help given.

Mark Falleroni
TRW Defense Systems
Ogden Engineering Operations
Ogden, Utah

From 2857319106812930708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fc2d7d4094f704b5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-07 08:47:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!linus!decvax!decwrl!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel @ The Houses of the Holy)
Newsgroups: net.micro.atari
Subject: Re: Infoworld's Dvorak and the Amiga, and Big, Slimy Atari Ads
Message-ID: <1789@saber.UUCP>
Date: Mon, 7-Oct-85 11:47:42 EDT
Article-I.D.: saber.1789
Posted: Mon Oct 7 11:47:42 1985
Date-Received: Wed, 9-Oct-85 03:53:40 EDT
References: <438@gumby.UUCP> <809@lsuc.UUCP> <1092@teklds.UUCP>
Distribution: net
Organization: Saber Technology, San Jose, CA
Lines: 41

> In article <438@gumby.UUCP> foust@gumby.UUCP writes:
> >Has everyone seen the latest ad from Atari on the back of the latest
> >(Sept. 9) Infoworld?
> > [...]
> >The ad has pictures of a Mac, an AT, and an Amiga (not a picture, a
> >sketch in blueprint blue) across the top. The ad says "There's only
> >one word for these prices: Rip-off."
> > [...]
> >   Atari ST IBM AT   Mac Amiga
> >Price   799   4675   2795 1795
> > [...]
> >color   640x200   640x200   None 640x200***
>
> Personally, I'm amazed they would even release a color display with
> such a strange ratio of vertical to horizontal resolution, never mind
> feature it in the ads. I mean, the document icons are so tall and
> skinny that they look more like drinking glasses than pieces of paper,
> and the text looks like it's all Courier Ultra Condensed. Ick. One of
> the hallmarks of Xerox Star (now called "Macintosh") user interface

> technology is the square-pixel-ratio bitmap. Hasn't anyone learned
> that it takes more than little pictures to make an interface easy to
> use?
>
> David D. Levine   (...decvax!tektronix!teklds!davidl)   [UUCP]
>   (teklds!davidl.tektronix@csnet-relay) [ARPA/CSNET]

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
the answer to the question of resolution is right there before your weak
eyes, (hint! check the res in col 2) now as to why IBM chose that res is a
good question. As to how pretty the pictures are, i dont care if they look
like soda straws just so they function properly, keep your eyes on the donut
not the hole etc.
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From 8914041650902202726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-07 09:05:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!linus!decvax!decwrl!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel @ The Houses of the Holy)
Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <1790@saber.UUCP>
Date: Mon, 7-Oct-85 12:05:43 EDT
Article-I.D.: saber.1790
Posted: Mon Oct 7 12:05:43 1985
Date-Received: Wed, 9-Oct-85 03:54:16 EDT
References: <3208@nsc.UUCP> <87@druhi.UUCP>
Organization: Saber Technology, San Jose, CA
Lines: 37
Xref: linus net.micro.atari:1218 net.micro.mac:2848

> >There is an article in the 10/1 issue of the San Jose Mecury News with the
> >announcement that DRI has agreed to (effective 11/15) stop supporting the
> >current version of GEM and to ship a modified version to avoid charges of
> >copyright violations of Apple's software. Apple has claimed that GEM copied
> >"The look and feel" or its Macintosh software and violated Apple's
> >copyright. GEM uses, among other things, windowns, drop-down menus, and

> >icons that substantially resemble the Mac.
> >
> >--
> >:From under the bar at Callahan's: Chuq Von Rospach
> >nsc!chuqui@decwrl.ARPA   {decwrl,hplabs,ihnp4,pyramid}!nsc!chuqui
>
> Is this for real????!!!!!??? How in the world can Apple claim to have a
> copyright on the "look and feel" of its Macintosh software when it is such a
> close copy of work done at Xerox Parc?
>
> I don't have any legal expertise, but it looks like Apple doesn't have a leg
> to stand on. I hope that someone with some legal knowledge will comment on
> this because I don't see how Apple can get away with it.
>
> Barry Locklear
> AT&T Information Systems Labs
> ihnp4!druhi!lbl

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

from what i hear (from inside a certain company involved in this) DRI is
just plain chicken and doesnt want to risk a lawsuit
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From 5437760974662563179
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-07 09:12:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!linus!decvax!decwrl!nsc!saber!turner
From: turner@saber.UUCP (D'arc Angel @ The Houses of the Holy)
Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <1791@saber.UUCP>
Date: Mon, 7-Oct-85 12:12:37 EDT
Article-I.D.: saber.1791
Posted: Mon Oct 7 12:12:37 1985
Date-Received: Wed, 9-Oct-85 03:55:12 EDT
References: <3208@nsc.UUCP> <87@druhi.UUCP> <385@ssc-bee.UUCP>
Organization: Saber Technology, San Jose, CA

Lines: 27
Xref: linus net.micro.atari:1219 net.micro.mac:2849

> > >... Apple has claimed that GEM copied
> > >"The look and feel" or its Macintosh software and violated Apple's
> > >copyright. GEM uses, among other things, windowns, drop-down menus, and
> > >icons that substantially resemble the Mac.
> >
> >:From under the bar at Callahan's: Chuq Von Rospach
>
> Actually, I believe Apple has applied for a patent on the pull-down window
> approach. I don't know if the patent has been granted, and, even if it is
> granted, that may not guarantee the patent would hold up in court.
>
> --
>   Mike Eve   Boeing Aerospace, Seattle
>   ...uw-beaver!ssc-vax!ssc-bee!eve

i may be confused but i thought the "out" was that Apple used pop-up menus
and DRI used pull-down. am i wrong ? is there a diff ?

--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Imagen Corp. 2650 San Tomas Expressway, P.O. Box 58101
     Santa Clara, CA 95052-9400
AT&T: (408) 986-9400
UUCP: ...{decvax,ucbvax}!decwrl!imagen!negami!turner

From -7395749737036856796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-07 11:01:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site sdcsvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!hplabs!sdcrdcf!
sdcsvax!jww
From: jww@sdcsvax.UUCP (Joel West)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <1133@sdcsvax.UUCP>
Date: Mon, 7-Oct-85 14:01:41 EDT
Article-I.D.: sdcsvax.1133
Posted: Mon Oct 7 14:01:41 1985
Date-Received: Tue, 15-Oct-85 10:56:35 EDT

References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP>
Distribution: net
Organization: CACI, Inc - Federal, La Jolla
Lines: 17
Keywords: Other knock-offs?
Xref: watmath net.micro.pc:5595 net.micro.atari:1365 net.micro.mac:2956

In article <1196@vax1.fluke.UUCP>, pwv@fluke.UUCP (Pat Vilbrandt) writes:
>   Apple Computer and DRI today announced that DRI will take
> immediate measures to make changes to its GEM computer programs
> to avoid Apple's claims that the programs violate Apple's
> copywrights.
> .... omitted copy
> These changes are being reviewed by Apple to insure
> they satisfy Apple's requirement that GEM programs no longer
> appear to be substantially similar to Apple's programs. The
> specific programs to be modifided by DRI as soon as possible are
> GEM Desktop, GEM Paint and GEM Draw.

What does this do for PC-Paint?

     Joel West CACI, Inc. - Federal (c/o UC San Diego)
     {ucbvax,decvax,ihnp4}!sdcsvax!jww
     jww@SDCSVAX.ARPA

From 8637948800628693129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-07 11:22:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!uwvax!uwmacc!rick
From: rick@uwmacc.UUCP (the absurdist)
Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <1536@uwmacc.UUCP>
Date: Mon, 7-Oct-85 14:22:16 EDT
Article-I.D.: uwmacc.1536
Posted: Mon Oct 7 14:22:16 1985
Date-Received: Wed, 9-Oct-85 06:25:10 EDT
References: <3208@nsc.UUCP> <87@druhi.UUCP> <2750@vax4.fluke.UUCP>
Reply-To: rick@maccunix.UUCP (Rick Keir)
Organization: UWisconsin-Madison Academic Comp Center
Lines: 24
Xref: linus net.micro.atari:1228 net.micro.mac:2859

In article <2750@vax4.fluke.UUCP> moriarty@fluke.UUCP (Jeff Meyer) writes:
>Apple copyrighted the idea of "pull-down" menus about six months ago, i.e.
>the method of moving a on-screen pointer to the top of the screen and having

>the menu drop down. GEM (at least on the ST) has menus which come close to
>fitting this description. I was surprised to see this kind of a patent,
>also, but apparently Apple's lawyers made the claim quite solid, as can be
>seen by DEC's agreement to alter GEM without a fight.

I'm sure that Jeff knows that GEM is made by DRI, not by DEC.
(E-I-E-I-O, or something.... Don't you love alphabet soup?).

I'm not tremendously surprised -- there were a number of lawsuits
over PAC-MAN* several years ago, alleging that the maze/muncher/powerdots
layout was copyrightable. The owners of PAC-Man were winning them
(largely thru out of court settlements), right up till the bottom
dropped out of the home video game market.

* Disclaimer: PAC-MAN is a trademark of someone or other, who
probably has a lawyer on my trail even now....
--
"What if they gave a net.flame ... and nobody came?"
Rick Keir -- MicroComputer Information Center, MACC
1210 West Dayton St/U Wisconsin Madison/Mad WI 53706
{allegra, ihnp4, seismo}!uwvax!uwmacc!rick

From -3414439529487281895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f9d7839b82709124
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,f9d7839b82709124
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-10-07 12:21:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site oakhill.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!ut-sally!oakhill!brianw
From: brianw@oakhill.UUCP (Brian Wolf)
Newsgroups: net.micro,net.micro.atari
Subject: Re: (FASI), SASI, SCSI - General info on SCSI (PLEASE READ)
Message-ID: <553@oakhill.UUCP>
Date: Mon, 7-Oct-85 15:21:14 EDT
Article-I.D.: oakhill.553
Posted: Mon Oct 7 15:21:14 1985
Date-Received: Wed, 9-Oct-85 06:27:00 EDT
References: <123@apr.UUCP> <279@ccivax.UUCP> <268@aum.UUCP>, <297@ccivax.UUCP>
Organization: Motorola Inc. Austin, Tx
Lines: 224
Xref: linus net.micro:11049 net.micro.atari:1229

I would like to correct some misnomers presented in the following article
concerning the relationships of the so called "FASI" and SASI/SCSI
interfaces.

>This came up in net.atari but affects ALL micro-computer owners, no
>matter what brand.
>
>>
>> Is the ST port really SASI? (Are we talking similar or are we talking
>   ^^^^
>> identical) In otherwords can I use a industry standard SASI controller
>> and Disk? This would be great.
>> --
>> --
>>   Erik James Freed
>>   Aurora Systems
>>   San Francisco, CA
>>   {dual,ptsfa}!aum!freed
>

The ST port is not SASI/SCSI compatible so one can not buy an industry standard SASI/SCSI product and directly attatch it to the Atari port, however it appears that a host adaptor can be built off the port that will let the Atari talk SASI/SCSI. Ofcourse somebody will have to write device drivers for the Atari operating system.

>SCSI is not the same as SASI. SCSI was based on SASI, but is much simpler
>to integrate. SCSI is to computers what RCA Phono Plugs are to stereo.

While it is true SCSI is not the same as SASI there is very little difference between the two. SCSI uses the same physical data and control bus as SASI with the exception of the ATN signal added to help make SCSI multi-hostable. SASI is a defacto standard that allows one host computer to talk to upto 8 controllers while SCSI is a "soon to be" ANSI standard that allows any combination of upto 8 host computers and/or controllers to talk on the same bus. Additionally SCSI has the ability to send data synchronously up to 4 Megabytes/sec. SCSI is much more intelligent than SASI and tends to off load many of the time consuming functions (mostly disk format operations) from the host computer.

>The Atari DMA port is very close to SCSI, it provides all the critical
>interface signals for a "Kludge Box" which could be made by any company
>that wanted to do it. My guess is that Atari had a specific chip in
>mind, but I dont think the 5380 was the one they had in mind.

The Atari DMA port is just that - a DMA port - and nothing more. Its only resemblence to SASI/SCSI is the REQ/ACK handshake lines and the 8 data lines.

>SCSI is a very high speed genaric "flexable backplane". It is capable
>of handling up to 8 other SCSI controllers. Each SCSI controller can
>control up to 8 "logical devices", including R/W disks, Tape drives,
>WORM drives, CD-ROM drives, Printers of various types, and even other
>computers. Any combination of "Initiators" (computers/pc's...) and
>"Targets" (peripherals) may be combined. Each "logical device" may
>store/address up to 4 GIGABYTES of storage. Let's see, that's 64

>devices, and (best case) about 256 GIGABYTES. Did someone say the
>Atari wasn't expandable (like me)?

Basicaly true except that it is a combination of 8 host computers and/or controllers on the same bus rather than one host and 8 controllers as the above paragraph states.

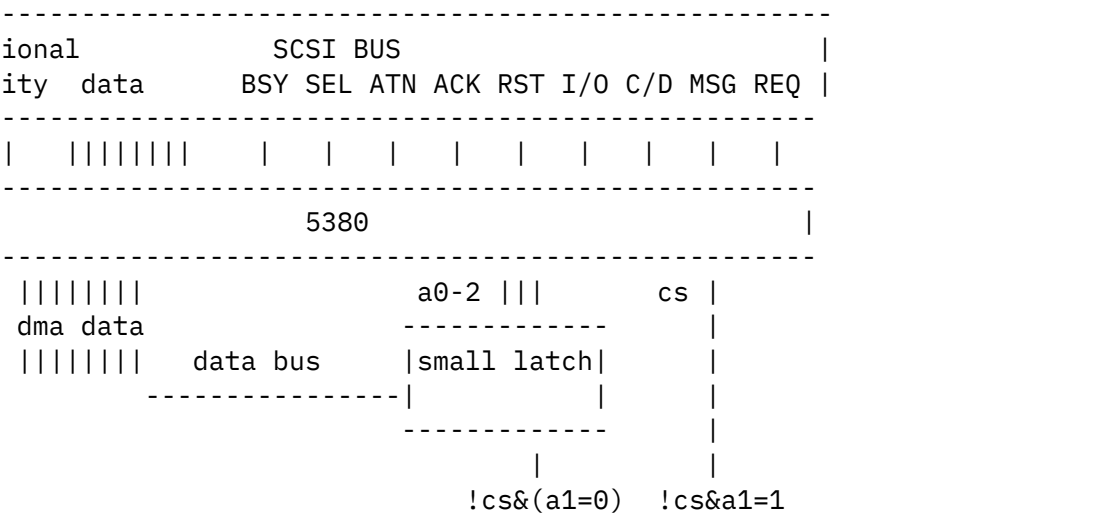
>SASI uses separate Command data and DMA data busses, supports only
>16 Megabytes/Logical device, and is primarilarily a "Winchester"
>controller only. Most SASI devices are available in SCSI, but
>many SCSI devices (CD-ROMS) may not be available in SASI.

SASI has only one data bus used to transfer both commands and data. Message and status information is also transferred over the same data bus. I am hopeful that all new products, including CD-ROMs, will be SCSI compatible.

>The Atari Port is VERY CLOSE to SCSI, but requires a little "glue"
>and an interface chip, such as the NCR 5380 series chips.

I disagree. The Atari Port is nothing more than a DMA channel. The circuit shown below is a SCSI Host Adapter for the Atari. It might work.

>To interface to the 538{5,1,0} you have to get three address lines to the
>address ports. Here is an example:
>
>[Note: this is from an earlier article - it looks about like what Ive seen,
>   but I'm not sure]
>
>> Pin out of the ST Hard Disk Port.
>>
>> 1 - Data 0   2 - Data 1   Pins 11,13,15, and 17 Ground
>> 3 - Data 2   4 - Data 3
>> 5 - Data 4   6 - Data 5
>> 7 - Data 6   8 - Data 7
>>
>> 10 - Interrupt Request (IRQ)
>>
>> 12 - Reset
>>
>> 14 - Acknowledge (DMA) (READY)
>>
>> 19 - Data Request (DMA) (DRQ)
>>
>> 16 - A1 (an address line)
>> 9 - Chip Select - the processor (not dma) has the data/A1 bus
>> 18 - Read/Write (Probably processor and DMA generated read/write signals)
>
>
>   Latches can be used to get extra address lines from data
>   for example:
>   CS   A1   RW
>   0   0   W   trigger address latch

>   0   1   x   pass this combination to the CS on the 5380
>   1   x   x   dma i/o
>
>essentially something like this:


>
>
>Add some software and you have instant expansion.
>I am not a hardware engineer and have no idea whether this would
>work, it is a guess based on documentation of the 5380 chip.
>
>Don't go groaning too loudly about the fact that they didn't do it
>"on board". They wanted to "keep the price down", a real SCSI port
>has 25 twisted pair balanced lines or 25 shielded ones.
>
>There are a few companies making SCSI interface chips which may be
>even more appropriate to the ST. Here are some manufacturers:
>
>Courtesy Mini/Micro Systems (Feb 1985, pg 125)
>
>Adaptec   Advanced Micro Devices   Data Technology
>Emulex   Intel   NCR
>Shugart   SMS/OMTI   Western Digital
>Xebec
>
>There is a good chance that at least one of these companies has a chip
>that is a perfect match for the ST. Would some people try looking at
>some spec sheets and post which come closest?
>
>A more complete chart is on pg 125 of that issue.
>
>Some good Articles include:
>
>Mini-Micro Systems May 1984 pg 241
>Mini-Micro Systems Feb 1985 pg 123
>
>Computer Design   Nov 1983 pg 64
>Electronic Design Oct 31,1984 pg 263
>

>It is also known as ANSI PROPOSED STANDARD X3T9
>
>BE CERTAIN THE DEVICE IS SCSI, AND NOT SASI, THEY ARE NOT THE SAME!!!!!

This is not true. A SCSI controller will work as well in a SASI bus environment as will a SASI controller in a SCSI bus environment. The protocol for the physical aspect of both busses allows for this. Now it is true that the firmware aspect of SASI is different from the SCSI but only in terms of the command implementation. For example both SASI and SCSI send commands over the data bus in 6 byte command blocks (SCSI also has 10 and 12 byte command blocks which allow for a 32 bit logical block address and a 16 bit transfer length). SASI commands are designed to work on a track by track basis while SCSI is designed to work on the whole unit. For instance SASI has a format track command while SCSI has a format unit command. The basic operations such as read and write data are identical. What all this boils down to is the device drivers for SASI are slightly different from the device drivers for SCSI.

>There are SCSI to SASI adapters available along with SCSI to just about
>any standard you want. Basically all they do is demultiplex the DMA/
>COMMAND channels.

I have never seen such a device. I think you mean host to SASI/SCSI adapters such as the NCR 5380. The same device is easily implemented using a simple circuit based on parallel ports.

>I haven't seen the Habba drive yet, is there an "SCSI OUT" port on it?

I believe that in the next year you will be seeing a number of high capacity drives with SCSI imbedded on the drive - therefore removing the added cost of a controller board. I am also happy to announce Motorola is building a single-chip controller which talks SCSI on one side and ST506, ST412, ESDI Serial, and ESDI Step disk interfaces. For more information see the cover story in the OCT. 3 issue of Electronic Design.

>By the way, there are kits to put SCSI on the MacIntosh (Xebec I believe).
>There are SCSI Adapter boards for most IBM compatibles (from almost anyone).
>
>Apple has announced plans to incorporate SCSI into the MAC (probably
>Jonathan).
>
>So if you want to be able to use an SCSI peripheral for IBM on an Atari you can.
>
>My guess is that when Peripheral manufacturers see that they can get the
>IBM, MacIntosh, Atari ST, and the Amiga market with the same product,
>"SCSI compatibility" will become more important than "IBM compatibility".
>
>Fortunately, SCSI compatibility is MUCH easier to accomplish.

I agree - SCSI is a great interface and would be a boon for the types of machines listed.

Brian D. Wolf
Motorola MCU Division
William Cannon at US 290 West
Austin, Texas

From -6844976312185014863
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,450dc4cdaa5a1b46,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-07 12:22:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.16 $; site mirror.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!cca!mirror!tom
From: tom@mirror.UUCP
Newsgroups: net.micro.atari
Subject: Kermit for 520ST?
Message-ID: <7900004@mirror.UUCP>
Date: Mon, 7-Oct-85 15:22:00 EDT
Article-I.D.: mirror.7900004
Posted: Mon Oct 7 15:22:00 1985
Date-Received: Mon, 14-Oct-85 06:03:44 EDT
Lines: 17
Nf-ID: #N:mirror:7900004:000:793
Nf-From: mirror!tom   Oct 7 15:22:00 1985

I was looking at the 520ST the other day in a store, and trying to find out about software for it. My main needs would be for a text editor and a telecommunications and terminal emulation package. For the latter, I was pointed to PC Intercomm, which sells for $124.95. There was a guy there who had been using it for a while and recommended it highly (he didn't work for the store), and he said it "included" Kermit.

First question: can I get just Kermit for the 520ST (i.e., public domain, from a users' group or something)?

Second question, for those who have used PC Intercomm: What does it have beyond the Kermit protocol? Assuming Kermit is or soon will be available for free, why spend $125 for PC Intercomm?

Tom Arnold
{mit-eddie, ihnp4!inmet, wjh12, cca, datacube} !mirror!tom

From 3697975079551433973
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,868b1ffc91448d54
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-07 12:25:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: $Revision: 1.6.2.16 $; site inmet.UUCP

Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!decvax!yale!inmet!
Anonymous
From: Anonymous@inmet.UUCP
Newsgroups: net.micro.atari
Subject: Re: Re: --- DRI changing GEM? ---
Message-ID: <6100006@inmet.UUCP>
Date: Mon, 7-Oct-85 15:25:00 EDT
Article-I.D.: inmet.6100006
Posted: Mon Oct 7 15:25:00 1985
Date-Received: Sat, 12-Oct-85 16:42:08 EDT
References: <1800@orca.UUCP>
Lines: 6
Nf-ID: #R:orca:-180000:inmet:6100006:000:118
Nf-From: inmet!Anonymous   Oct 7 15:25:00 1985

     Lets see if Apple tries the same sort of belly-aching toward ATT
and the window environment of the PC7300???

From 3717002836008467715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-07 14:18:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <1538@uwmacc.UUCP>
Date: Mon, 7-Oct-85 17:18:28 EDT
Article-I.D.: uwmacc.1538
Posted: Mon Oct 7 17:18:28 1985
Date-Received: Wed, 9-Oct-85 06:45:54 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP> <27@mit-
eddie.UUCP>
Reply-To: oyster@maccunix.UUCP (Vicious Oyster)
Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 28
Xref: linus net.micro.pc:5273 net.micro.atari:1230 net.micro.mac:2861

In article <27@mit-eddie.UUCP> barmar@mit-eddie.UUCP (Barry Margolin) writes:
>

>According to an
>article in Macworld by one of the Lisa developers, pull-down menus and
>double-clicking to open objects were innovations of the Lisa team, and
>GEM copied these exactly. Anyone who knows how to use the Mac Finder
>can sit down and feel perfectly comfortable with Gem Desktop; I doubt
>that the same could be said about the Dandelion.

   Does anybody else out there think this matter of patenting a "look and feel" is stupid? If this is actually legal and defensible, then look for lots of things happening like Sony suing Sharp (my Sharp "Lynitron" TV looks an awful lot like a Sony "Triniton", right down to the logo), etc. Or how about the originator of the standard telephone design (Bell, GTE?) suing everyone else who makes a telephone? Or what about automobiles? There seem to be quite a few different companies, foreign and domestic, making cars with that "Fiero" design.
   Also, I would think that the powers-that-be at Apple would be flattered and slightly amused at the (unofficial) "Jackintosh" label, rather than claiming it's in bad taste. I personally would feel great if my idea became something of an industry standard, especially since I don't work for IB... oops, uh, for a certain company known for bludgeoning their way to industry norms. Anyway, those people at Apple Corp. should loosen up.

 - joel "vo" plutchak
{allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

Can you say "opinion"? I *knew* you could!

From -4568104671134954311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-07 14:52:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site talaris.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!hplabs!sdcrdcf!
sdcsvax!noscvax!talaris!phil
From: phil@talaris.UUCP (Phil Cohen)
Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <115@talaris.UUCP>
Date: Mon, 7-Oct-85 17:52:24 EDT
Article-I.D.: talaris.115
Posted: Mon Oct 7 17:52:24 1985
Date-Received: Tue, 15-Oct-85 11:00:20 EDT
References: <3208@nsc.UUCP> <87@druhi.UUCP> <2750@vax4.fluke.UUCP>
Organization: Talaris Systems Inc.,San Diego, CA
Lines: 7
Xref: watmath net.micro.atari:1366 net.micro.mac:2958
Summary: apple is full of it!

The pull down menus that apple is so protective of, seem to
be direct extentions of the UCSD pascal system prompt line concept.
Actually, when you get right down to it, the mac is a blend of the
UCSD pascal system and the Xerox user interface.

If anyone has rights to this technology, it is Xerox, NOT crapple.
We all know this, I just had to say it again.

From 1883189639746865034
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cf7d3da8cfc51b25,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-07 17:02:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site nmtvax.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!cmcl2!lanl!unm-la!unmvax!
nmtvax!pickle
From: pickle@nmtvax.UUCP
Newsgroups: net.micro.atari
Subject: *Cheap* modems revisited
Message-ID: <804@nmtvax.UUCP>
Date: Mon, 7-Oct-85 20:02:33 EDT
Article-I.D.: nmtvax.804
Posted: Mon Oct 7 20:02:33 1985
Date-Received: Fri, 11-Oct-85 07:04:36 EDT
Distribution: net
Organization: New Mexico Tech, Socorro
Lines: 33

A while back I posted an article about the Atari modem advertised in
Computer Mail Order for $30.00 and asked for info. For the folks who
were wondering, here's a short overview of what all happened....

October ANALOG was mentioned; spent a few days getting a copy (Socorro
is Spanish for "One Horse Town":-), then called CMO. A nice(!) lady named
Vicki answered everything she could--the cheap modem is sold out, the 1030
has it's software on disc, and the 850 interface is not needed.

I really don't need a modem, so the 1030 was more than I wanted to spend.
A few pages later was the Atari ad I was informed of--in the mail now is
a check for the 830 Acoustic modem + cartridge. At $25, you can hardly go
wrong.... When it arrives, I'll let everyone know how it works.

MPP Microbits modem was recommended, but I couldn't find out anything
about it. Apparently it plugs in through the 4th joystick port (a problem
on the XL series, which have only 2). If anyone knows anything about it,
I'd like to here.

One final thing: could someone send me some info on controlling the modem
from software. I'd like to write a VT52 emulator with an Atari-sized window
into a full size screen.

One other final thing: CMO has some fantastic deals. I didn't buy the
modem from them, but I will send for the 410 recorder and a bunch of cartriges.

I trust most of the info above is correct, but some of it comes from seeing
which way people duck when they duck my questions. Anyone who knows otherwise,

please let me know.

Thanx for all the help,
Patrick H. Madden | "Dan said 'You're a 20-Hack', and I said 'No, I'm not a
New Mexico Tech | Hack, could you get me a DSR?' and he said 'No, you're a
Box 2244 | hack.' All I wanted was a DSR, but Dan wouldn't give it
Socorro, NM 87801 | to me. Just one DSR, and he wouldn't give it to me."
                              -- Sung to the tune of "Institutionalized."
       {Reality}!cmcl2!lanl!unm-cvax!nmtvax!pickle **I've moved again.   **
                      !ucbvax!unmvax!nmtvax!pickle **So, like now I'm here.**

From 4721762504972208221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ac8921de9f79ab28,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-07 17:54:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!decvax!decwrl!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- DRI changing GEM (postscript) ---
Message-ID: <8510080008.AA13503@UCB-VAX.ARPA>
Date: Mon, 7-Oct-85 20:54:00 EDT
Article-I.D.: UCB-VAX.8510080008.AA13503
Posted: Mon Oct 7 20:54:00 1985
Date-Received: Wed, 9-Oct-85 04:20:33 EDT
Sender: daemon@ucbvax.ARPA
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 8

For that matter (referring to my first message about this suit)
How can apple get down on DRI for GEM copying the "look and feel"
of the Mac, when the Mac got it's "look and feel" from the Xerox
Star??
              -Richard Hartman
              max.hartman@ames-vmsb

From -6214423413567838238
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,687441c0993d0288,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-07 23:31:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 UW 5/3/83; site uw-june
Path: utzoo!linus!decvax!tektronix!uw-beaver!uw-june!rling
From: rling@uw-june (Robert Ling)
Newsgroups: net.micro.atari

Subject: Commands within COMMAND.PRG
Message-ID: <338@uw-june>
Date: Tue, 8-Oct-85 02:31:14 EDT
Article-I.D.: uw-june.338
Posted: Tue Oct 8 02:31:14 1985
Date-Received: Wed, 9-Oct-85 06:13:42 EDT
Organization: U of Washington Computer Science
Lines: 18

Does anybody know of any other built-in commands within COMMAND.PRG
in addition to those documented in the GEMDOS manual, namely:

    dir   type   cd   md   rd   del(era)
    ren   show   copy

I came across one that saved me a lot of hair-pulling: EXIT
This command terminates COMMAND.PRG and drops you back to the desktop
so you don't have to re-boot every time. I seems a great oversight
that they did not mention this; or did I just miss something.

It is also possible to invoke COMMAND.PRG recursively (while you're still
within COMMAND.PRG). It doesn't do anything useful but could be quite
interesting at 4 o'clock in the morning. Of course, you have to 'exit'
each one.

- Robert Ling <rling@uw-june>

From 780312360446476073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,344f76b64a9f6eff,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-08 06:23:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.16 $; site ada-uts.UUCP
Path: utzoo!linus!decvax!yale!ada-uts!hedger
From: hedger@ada-uts.UUCP
Newsgroups: net.micro.atari
Subject: any MIDI software for the 520st????
Message-ID: <16600004@ada-uts.UUCP>
Date: Tue, 8-Oct-85 09:23:00 EDT
Article-I.D.: ada-uts.16600004
Posted: Tue Oct 8 09:23:00 1985
Date-Received: Sat, 12-Oct-85 06:27:13 EDT
Lines: 11
Nf-ID: #N:ada-uts:16600004:000:563
Nf-From: ada-uts!hedger   Oct 8 09:23:00 1985

I am planning to purchase the 520st in the near future and have the following
question....is anyone aware of any MIDI software on the market now????
I read an article in this newsgroup a few weeks ago that mentioned a lot of

MIDI software in development for the 520st. Has anyone seen any of this software on the market??? Are there any developers out there who can give me an inside tip on some release dates for this type of software?? All reponses to this article would be greatly appreciated.
sincerely,
keith hedger - intermetrics
ihnp4!inmet!ada-uts!hedger

From -7461997586561842012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e09c8f2cb36f2bee,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-08 06:40:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.16 $; site ada-uts.UUCP
Path: utzoo!linus!decvax!yale!ada-uts!hedger
From: hedger@ada-uts.UUCP
Newsgroups: net.micro.atari
Subject: Digital Sampling Software for the S
Message-ID: <16600005@ada-uts.UUCP>
Date: Tue, 8-Oct-85 09:40:00 EDT
Article-I.D.: ada-uts.16600005
Posted: Tue Oct 8 09:40:00 1985
Date-Received: Sat, 12-Oct-85 06:28:12 EDT
Lines: 29
Nf-ID: #N:ada-uts:16600005:000:1947
Nf-From: ada-uts!hedger   Oct 8 09:40:00 1985

To all of you music software developers out there:
I am a synthesist who is sold on the 520st (as I'm sure many people are).
I see many articles from developers asking what kind of music software would musicians like to see available. Well to date we've got multi track midi sequencers, patch librarians, music text programs , etc. and they are all valuable tools to the electronic musician. However, if any of you guys really want to develop something new and (I think) popular, you should consider this. One of the most popular 'new' techonologies beingmade available to synthesists is digital sampling. Until quite recently, you couldn't touch a sampling keyboard for less than $5000.00. In the last year we've seen the advent of the Mirage, a software based keyboard sampling instrument for $1700.00 and Akai has started marketing a rack mounted,midi controlled sampler for $1000.00. Deconnilix (sic) has been marketing a software digital sampler for the Apple ii for the last couple of years, but I feel that it's cost plus the required add ons makes it too expensive.
So with the advent of the 520 with it's built in MIDI interface etc. it seems that we lose the requirement for a lot of add ons, making it a greatmachine for the developement of a digital sampling software package. If someone could develop a good sampling package that sells for $150.00-$250.00 I think that they would sell A LOT of them, and would be doing a great service to electronic musicians everywhere. I would be interested in hearing from anyone who might be interested in developing this kind of software, or anyone who knows of any software of this kind currently in developement for the 520st.

Also, maybe there are reasons why itis not feasable to write this kind of
package for the st, if so , please send me e-mail and let me know.
I'll be looking forward to hearing from all you developers out there.
keith hedger - intermetrics
ihnp4!inmet!ada-uts!hedger

From 6273212601410531373
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b21efb6dcd2b8fc9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-08 06:48:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!brl-tgr!nlm-mcs!nlm-vax!
randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Re: sources for the OS
Message-ID: <695@nlm-vax.ARPA>
Date: Tue, 8-Oct-85 09:48:59 EDT
Article-I.D.: nlm-vax.695
Posted: Tue Oct 8 09:48:59 1985
Date-Received: Fri, 11-Oct-85 07:13:24 EDT
References: <1974@reed.UUCP>
Reply-To: randy@nlm-vax.UUCP (Rand Huntzinger)
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 40

In article <1974@reed.UUCP> rosalia@reed.UUCP (Mark Galassi) writes:
>
>   This is a question about what comes with the developers package:
>I heard that you get the source for GEM with the package, but I'm
>not sure if you get the sources for the underlying operating system.

You do not get sources of GEM or the underlying operating system (TOS). You
do get a listing of the source of the BIOS portion of the operating system and
the boot block (bootstrap loader).

>
>   Also, is Atari (or DRI) sending updates on the opearting system
>and on the development system? It would be really useful since I keep
>hearing that there are changes to GEM coming up, and a new text editor
>to go with the developers system.
>

Atari says they'll send updates if you return your signed license agreement.
I haven't received one yet, but there may not have been one to send. I am
looking forward to getting the icon editor, since then we should be able to
fix those funny looking 640x200 icons.

>   Are you developers happy with the package? Does it really allow

>you to program? How good is Hippo C in comparison? Thank you very
>much,

The developers package is acceptable, but not super. It's probably CPM 68K code which has been moved to the Atari environment. Not too fast, but it does work and you can develop software with it. Portions of the library is missing (no ctype stuff for example) and some things are buggy (stdio printf can trash memory). I haven't tried the GEM calls yet, since it takes quite a while to study them. Hopefully they are much better debugged.

From what I understand, the contents of the developers package is a moving target. Those who received it earlier or later than me may have something different. I know they changed editors from Mince to MicroEmacs, and some folk have complained they don't have standard I/O.

I can't compare the developer's kit and Hippo C since I don't have the latter.

From -4564323031849774487
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7ad7a2a2da4f3a1
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-08 06:58:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!brl-tgr!nlm-mcs!nlm-vax!
randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Re: Re: DS/DD ST drive
Message-ID: <696@nlm-vax.ARPA>
Date: Tue, 8-Oct-85 09:58:47 EDT
Article-I.D.: nlm-vax.696
Posted: Tue Oct 8 09:58:47 1985
Date-Received: Fri, 11-Oct-85 07:14:10 EDT
References: <7617@akguc.UUCP> <475@enmasse.UUCP> <556@riccb.UUCP>
Reply-To: randy@nlm-vax.UUCP (Rand Huntzinger)
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 14

Good news and bad news:

The good news is that I do have a program which makes a bootable
double sided floppy disk for the ST.

The bad news is that I don't know how to distribute it. I can
post it to the net, but how are those folks who are running nothing
but LOGO going to download it? I really can't afford the time to
make and send diskettes for anybody who might want one. I did give a
copy to my Atari dealer (the Program Store at White Flint Mall in Rockville
Md) but that only helps those in this area.

Does anybody have a downloader written in LOGO?

From -6466171677728106474
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b752b0c09679627f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,b752b0c09679627f
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-08 07:16:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cirl.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!think!cirl!gary
From: gary@cirl.UUCP (Gary Girzon)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: re: Amiga and ST (important comparisons?)
Message-ID: <219@cirl.UUCP>
Date: Tue, 8-Oct-85 10:16:09 EDT
Article-I.D.: cirl.219
Posted: Tue Oct 8 10:16:09 1985
Date-Received: Fri, 11-Oct-85 08:13:05 EDT
References: <377@eneevax.UUCP>
Distribution: net
Organization: Cochlear Implant Res. Lab, Boston, MA
Lines: 63
Xref: linus net.micro.atari:1239 net.micro.amiga:4213

In response to John Demar's comments,

*FLAME ON:
>
>   In the low res mode, those fantastic graphics chips
> steal almost 70% (yes!) of the possible CPU time that the 68000 could be
> using to do real computer things like calculate, move/sort data, and
> plot graphics on your screen.

    How does one arrive at the magic 70% time figure? Also, the 68000 in the Amiga does not draw lines, polygons or fill areas. It is done by one of the coprocessors. SO the 6800 can do "real" computer things.

>   Since the complicated screen data for the
> Amiga must come from the same ram on the same bus as the CPU, there are
> excessive wait-cycles imposed on the 68000.

    Unless the ST has some sort of dual-ported RAM, the screen data must come from the same data bus in the ST as well.

>   Inside the ST, you will find MORE custom IC's than the Amiga and MORE
> powerful chips 'off the shelf' than the Amiga. This adds up to a real
> optimized, fast and versatile computer.

         If you measure a computer's worth by the number of chips,

you might as well pick an IBM over a Mac. Perhaps the custom chips
in the AMIGA are better integrated to perform several functions in one
chip. Thus you do not need MORE chips if three can do the job.

> The ST brings in a 32K file
> in less than 4 seconds, including drive start up, directory search, etc.
> The Amiga takes almost 20 seconds!!

     That is just not true! The BYTE Basic benchmark for reading and
writting a 64k file takes 25 seconds. And this is in basic! Please check
or tell us how you arrived at these figures. The Atari may be faster in
disk accesses for some operations, but please do not misrepresent the
Amiga.

> The windows are poorly configured and move with flicker.

     They do? Not in my AMIGA.

I feel that if one is to compare the AMIGA and the ST, at least one should
have used them both. I get a feeling from the previous article that you
have only used an ST and have ignored the AMIGA. While the ATARI hardware
is glorified, we do not hear much about the inner workings of the AMIGA.
I have not used an ST, so I cannot really compare the two architectures.
The ST, however, does not have any expansion slots. All that is
available is the DMA slot which is a byte wide interface. Thus to
expand the ST requires a hardware hack. The ST does not offer an
alternative to GEM for a "real" user environment. Icons may be more user
friendly for applications, but real software development is much more
efficient given a "shell" environment.

I think the Amiga speaks for itself (no pun intended). If there is a
problem with the AMIGA (I am surprised it was never mentioned) is the
non-interlace screen resolution. The ST wins hands down with a 640 by 400
text display.

*FLAME OFF

UUCP: ...{ihnp4,harvard}!think!cirl!gary

From -1225563647912708592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,94bfd71e0535f2cc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-08 07:53:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site aero.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!qantel!hplabs!
sdcrdcf!trwrb!trwrba!aero!mendoza
From: mendoza@aero.ARPA (Lee Mendoza)
Newsgroups: net.micro.atari
Subject: ST Developer's Kit
Message-ID: <496@aero.ARPA>

Date: Tue, 8-Oct-85 10:53:07 EDT
Article-I.D.: aero.496
Posted: Tue Oct 8 10:53:07 1985
Date-Received: Sat, 12-Oct-85 21:23:12 EDT
Reply-To: mendoza@aero.UUCP (Lee Mendoza)
Organization: The Aerospace Corp., El Segundo, CA
Lines: 81
Keywords: ST Development Kit Contents, Comments
Summary:

<more line-eater stuff here>

I have seen a number of messages requesting information about the Atari ST Development Kit. I am posting the contents of a letter I recently received from Atari which details the contents of the kit. Please note that any item in square brackets is an editorial comment on my part.

ST DEVELOPMENT KIT

Atari Corp. is making available the ST Developers Package for $300.00. To receive this package, send payment to:

Richard Frick, Director S/W Development
Atari Corp.
1196 Borregas Avenue
Sunnyvale, CA 94086

Richard can be reached at (408) 745-4926
or (408) 745-4922

THE DEVELOPER'S KIT CONTAINS:

SOFTWARE

Utilities Disk [includes a command shell, Kermit, a debugger, and more]
Compiler Disk [DRI C Compiler, include files, "batch" facility - compiler is 3 pass, with some assembly required]
Linker Disk
RCS (Resource Construction Set)
MicroEMACS [seems to be just like some mainframe EMACS, also includes a tutorial and an updated Hitchhiker's Guide to the BIOS]

DOCUMENTATION

Non-Disclosure Agreement (Send back signed copies or you will not get future updates)
Screen Resolution Memo (Please follow this suggestion)
Six copies of the Software Performance Report (Bug Reports) [form]
Keyboard Scan Conversions from IBM
Introduction to GEM Programming

GEM VDI Programmers Guide, Vol. 1
GEM AES Programmers Guide, Vol. 2
GEM DOS Specification, rev. 13 May 16, 1985
Hitchhiker's Guide to the BIOS Sept. 12, 1985
Line - A Technical Reference Manual Sept. 9, 1985
Intelligent Keyboard Specification 2/26/85
BIOS Listing 7/9/85 (For Reference)
DRI "C" Language Programmer's Guide
DRI Programmer's Guide (Assembler, Linker and Debugger)
Kermit Users Guide April 5, 1985
Atari Hardware Specifications Jan. 24, 1985
Programming the DMA Channel and the 1772
MIDI address for further information
Printer Specifications (2 printers)
  SMM 804 - Dot Matrix
  SDM 124 - Daisy Wheel
Cartridge Slot Specifications
Sound Chip Specifications and Users Guide
MK68901 Specifications
ST Schematic

Although I have not had a chance to start any real software development yet, the kit has been of great value in my understanding of the computer, and in helping to uncover the minor mistakes I made during the upgrade of the memory of couple of STs. The Kermit seems to work pretty well (at least with the VAX/VMS Version of Kermit), and transfers files in reasonable speed when connected at 9600 baud (I don't know about earlier messages complaining about how slow it seemed, but it seemed pretty quick to me). Software development is almost unbearable with only one drive, but with one drive and a RAM disk it gets quite nice.

---
the opinions expressed above do not represent my company or even somebody else's company, etc., etc.

Lee Mendoza, The Aerospace Corporation, Los Angeles, California

From 98374539108091511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b752b0c09679627f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,b752b0c09679627f
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-08 08:35:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2.fluke 9/24/84; site vax2.fluke.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!hao!hplabs!tektronix!uw-beaver!fluke!kurt
From: kurt@fluke.UUCP (Kurt Guntheroth)
Newsgroups: net.micro.atari,net.micro.amiga
Subject: Re: Amiga and ST (important comparisons!)

Message-ID: <961@vax2.fluke.UUCP>
Date: Tue, 8-Oct-85 11:35:51 EDT
Article-I.D.: vax2.961
Posted: Tue Oct 8 11:35:51 1985
Date-Received: Fri, 11-Oct-85 08:31:01 EDT
References: <377@eneevax.UUCP>
Distribution: net
Organization: John Fluke Mfg. Co., Inc., Everett, WA
Lines: 44
Xref: linus net.micro.atari:1241 net.micro.amiga:4216

I am confused. I am hearing wildly contradictory information about the amiga and st. Just for instance

> The st has fast floppy disks and a 1.33 Mb/Sec DMA channel...The amign doesn't have DMA disks. (377@eneeval.UUCP and elsewhere)
>
> The amiga has a custom programmable DMA controller (the 'copper') and no less than 25 channels of DMA including video, disk, and audio. (BYTE article).

OK, what is true. The st definitely has DMA. Does the amiga use DMA for floppies? How fast is it?

> Running the BALL demo, with a 3-D ball rolling and bouncing, and making noise, less than 8% of the CPU is being used. (BYTE article)
>
> The amiga's video controller takes up too many cycles and the amiga's clock rate is lower. The amiga has much less horsepower for computing. (377@eneevax.UUCP)

The amiga does run at 7.8Mhz vs 8Mhz for the st. How much of the rest is true?

> The amiga OS is full of bugs. (377@eneevax.UUCP)
>
> AmigaDOS is a version of TRIPOS from Canbridge.
>
> AmigaDOS was written by Metacompco (various)

If AmigaDOS is a version of a longstanding OS, how come it is full of (presumably serious) bugs? Which rumor is true here. Furthermore, I have personally crashed TOS on the st just fooling around with it at a computer store. It took me 10 minutes before my first crash. Is the amiga getting undeservedly bad press here? Doesn't TOS ever crash? Also, a note about porting the multitasking OS9 to the ST: You will give up GEM if you port OS9 probably. It seems like it will be difficult to link GEM to OS9 and presumably difficult to duplicate its function. This means an OS9 will only be useful to hacker types (like us all I suppose).

How about some additional opinions?
--
Kurt Guntheroth

John Fluke Mfg. Co., Inc.
{uw-beaver,decvax!microsof,ucbvax!lbl-csam,allegra,ssc-vax}!fluke!kurt

From -1794429356124497682
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-08 09:12:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ecn-aa.UUCP
Path: utzoo!linus!decvax!tektronix!uw-beaver!cornell!vax135!houxm!ihnp4!inuxc!pur-ee!ecn-pc!ecn-aa!westerm
From: westerm@ecn-aa.UUCP (Richard P Westerman)
Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <73@ecn-aa.UUCP>
Date: Tue, 8-Oct-85 12:12:14 EDT
Article-I.D.: ecn-aa.73
Posted: Tue Oct 8 12:12:14 1985
Date-Received: Sat, 12-Oct-85 06:39:41 EDT
References: <3208@nsc.UUCP> <87@druhi.UUCP> <1790@saber.UUCP>
Reply-To: westerm@ecn-aa.UUCP (Richard P westerman)
Organization: Electrical Engineering Department , Purdue University
Lines: 17
Xref: linus net.micro.atari:1251 net.micro.mac:2884
Summary:

In article <1790@saber.UUCP> turner@saber.UUCP (D'arc Angel @ The Houses of the Holy) writes:
>
>from what i hear (from inside a certain company involved in this) DRI is
>just plain chicken and doesnt want to risk a lawsuit

Yeah. No balls, no babies. I think it's a crying shame that DRI doesn't stand up and fight -- what is it going to do to their reputation and that of GEM? Nobody will believe that's it a mature product anymore. As for Apple's reputation -- well, it's already shot anyway, this can't dirty the waters any more than the already are.

    Whom: Rick Westerman   Phone: +1-317-494-8344
    UUCP: {decvax, ihnp4, seismo, ucbvax}!pur-ee!westerm
    ARPA: westerm@purdue.ecn.ARPA
    USPS: Ag Data Network, Purdue University, West Lafayette IN 47907

                    "I think, therefore I am ... I think?"

From -4443411254104231208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9993bfc11f73d03,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-08 12:22:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!decvax!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- the menu for today ... ---
Message-ID: <8510081841.AA03722@UCB-VAX.ARPA>
Date: Tue, 8-Oct-85 15:22:00 EDT
Article-I.D.: UCB-VAX.8510081841.AA03722
Posted: Tue Oct 8 15:22:00 1985
Date-Received: Thu, 10-Oct-85 06:20:44 EDT
Sender: daemon@ucbvax.ARPA
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 31

1) Pull down
2) Pop up
3) Drop down
4) None of the above
5) All of the above

*** MEANWHILE ***

Regardless of which of the above terms applies to which menus (Max vs. GEM)
I believe the specific difference is that the mac menus appear when the
mouse button is clicked while the pointer is pointing to the menu name,
whereas the GEM menus fall out whenever the pointer crosses the name, without
waiting for a click (this feature, which DRI was hoping would make it
different enough from the mac scheme, has been the subject of some grumbling
by people who lose the menus by pointing off the bottoms of them.... It's
like working w/ a tightly rolled scroll that disappears when you remove
your hand from the bottom.....but falls open at the touch of a finger...)

-Richard Hartman
max.hartman@ames-vmsb

NOTE: I have not worked w/ the GEM interface at all, and only a little
w/ the mac. The above comments are based on articles read & personal
(2nd hand) gripes.

-rmh

(My avocado plant has no knowledge of my doings here....)

From 2074248705635991465
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,3e6a77cbac42a57f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-08 16:07:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site iuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!iubugs!iuvax!jec
From: jec@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: ST $CALL PRIprice list (C.S.)
Message-ID: <500012@iuvax.UUCP>
Date: Tue, 8-Oct-85 19:07:00 EDT
Article-I.D.: iuvax.500012
Posted: Tue Oct 8 19:07:00 1985
Date-Received: Sat, 12-Oct-85 16:49:08 EDT
Lines: 57
Nf-ID: #N:iuvax:500012:000:1871
Nf-From: iuvax!jec   Oct 8 18:07:00 1985

I did some research in the Computer Shopper (October), and here are some
interesting numbers from the ads listing 520STs for "$CALL":

Company	520ST w/COLOR	B&W
Dyscom Computers p. 178 1279 Tumbleweed NE Uniontown, OH 44685 (216) 877-1197	$770 (*) (see below)	$650 (*) (see below)
Computer Creations p. 260 P.O. Box 493 Dayton, OH 45459 (800) 824-7506	$839	$689
Lyco Computer p. 17 P.O. Box 5088 Jersey Shore, PA 17740 (800) 233-8760	$860	$679
White House Computer p. 181 P.O. Box 4025 Williamsport, PA 17701 (800) 351-3442	$870	$749
Scottsdale Systems Ltd. p. 5 617 N. Scottsdale Rd. Suite B Scottsdale, AZ 85257 (602) 941-5856	$899	$699

Explanation of (*):

Atari's warranty procedure seems to be kind of strange -- I guess they're
leaving it up to the dealer. Most dealers are including a warranty in the

quoted price, but Dyscom Computers is NOT; they're charging 5% of the purchase price for a 90-day warranty. I don't know what it covers.

All these prices include the unit, the mouse, a disk drive, and the standard O.S. software.

I asked some of these places if they sold the Developer's package ($300 from Atari), and Computer Creations said they have something called the "Development C Package" for 90. The guy on the order line doesn't know what is in it, and I'm not going to pay to find out.

DISCLAIMER: I am not affiliated with any of the companies cited here, nor with Atari or the publisher of the Computer Shopper. The prices listed here were obtained either from published material or from telephone calls to the companies listed, and are provided only as a service to interested people.

James E. Conley Usenet: {ihnp4,pur-ee,purdue}!iuvax!jec
I.U. Dept. of Linguistics Phone: (812) 335-6458
401 Lindley Hall (812) 332-3514
Bloomington, IN. 47405

From -7111278156031422184
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1bb46b04ee92edd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-08 16:18:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!decvax!decwrl!ucbvax!usc-isi.arpa!BROWNTJ
From: BROWNTJ@USC-ISI.ARPA
Newsgroups: net.micro.atari
Subject: Net Entry
Message-ID: <8510090024.AA10943@UCB-VAX.ARPA>
Date: Tue, 8-Oct-85 19:18:06 EDT
Article-I.D.: UCB-VAX.8510090024.AA10943
Posted: Tue Oct 8 19:18:06 1985
Date-Received: Fri, 11-Oct-85 06:47:08 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 3

I would like to join the info-atari net and receive the messages
If anyone can help I would appreciate it.

From -5193212297121996804
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-10-09 04:29:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!seismo!ut-sally!ut-ngp!shell!graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.micro.atari
Subject: Re: DRI agrees to change GEM
Message-ID: <279@graffiti.UUCP>
Date: Wed, 9-Oct-85 07:29:11 EDT
Article-I.D.: graffiti.279
Posted: Wed Oct 9 07:29:11 1985
Date-Received: Mon, 14-Oct-85 06:12:42 EDT
References: <2750@vax4.fluke.UUCP> <12148757255.8.MRC@SIMTEL20.ARPA>
Organization: The Power Elite, Houston, TX
Lines: 10

> There is a difference between a patent and a copyright. What Apple apparently
> has is a patent, since a copyright would not prevent anybody from recreating
> from scratch software with the same functionality (consider the GNU effort).

Yes it could. Look at the PAC-MAN wars a while ago. Apple is suing DRI on the
exact same grounds. They're almost certain to go after AMIGA next. I'm mad as
hell about this bovine excrement, myself. GEM isn't even anywhere near being a
good copy of the Mac desktop in function: it just looks like it. Also, UNIX
isn't protected by patent (except for set-uid bits) or copyright, but by trade-
secret protection (they reckon it's too hard to reverse engineer, I guess).

From 3121048516470706196
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-Thread: 142096,d9d9d99aab687b4f,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-09 04:44:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!seismo!ut-sally!ut-ngp!shell!graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM
Message-ID: <280@graffiti.UUCP>
Date: Wed, 9-Oct-85 07:44:44 EDT
Article-I.D.: graffiti.280
Posted: Wed Oct 9 07:44:44 1985
Date-Received: Mon, 14-Oct-85 06:12:55 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP> <27@mit-

eddie.UUCP>
Distribution: net
Organization: The Power Elite, Houston, TX
Lines: 33
Xref: watmath net.micro.pc:5587 net.micro.atari:1352 net.micro.mac:2944
net.micro.amiga:378

Background for net.micro.amiga-only types... DRI has been sued by apple
for using the Mac desktop. They will be going after the AMIGA next, you
can count on it.

The GEM desktop has been changed: two windows only, no resizable windows,
no trashcan, no horizontal scrollbars. Strange, since none of these things
are original with the Mac, but I guess any lobotomisation would do.

> In article <3226@nsc.UUCP> chuqui@nsc.UUCP (Chuq Von Rospach) writes:
> >Anyone who's seen a Xerox (anyone with a dandelion want to comment?) will
> >be the first to admit similarities, but Apple went very strongly out in
> >their own direction. The Mac isn't a copy of Xerox' work, it is just
> >influenced by it. From what the releases say, that isn't as true of the Mac
> >and GEM (I haven't seen GEM yet, so I won't comment on it).
>
> I haven't seen any of the recent Xerox workstations (I used the Alto a
> little), but I figured this was the case. Xerox introduced (or at least
> popularized) the mouse and icons, but the detailed approaches are quite
> different. I believe that their interface was based primarily on
> dragging icons to other icons, which only survives in the Finder as the
> Trash and copying files -- in Xerox systems, one would print a file by
> dragging it to the printer icon, and I think one would invoke a program
> on a file by dragging the file to the program's icon (I think the
> printer and trash can were just particular cases of this general
> facility).

I played around with a STAR at NCC-82 here in Houston, and
I remember that, too. You also sent mail by dropping it in your
out-box. The reciever's in-box then changed from an empty-box-icon to
a full-box-icon. Very nice. I hope that when Apple gets around to suing
AMIGA or C= (depending on who they're maddest at), said company will go back
to the pop-up menus and drag-and-drop model instead of lobotimising the
AMIGA like DRI lobotomised GEM.

From -7466641095791557638
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b53c1f5a141d73cf,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-09 06:08:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!linus!decvax!ittatc!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!mdf
From: mdf@trwrba.UUCP (Mark D. Falleroni)
Newsgroups: net.micro.atari
Subject: ST Answers

Message-ID: <1622@trwrba.UUCP>
Date: Wed, 9-Oct-85 09:08:35 EDT
Article-I.D.: trwrba.1622
Posted: Wed Oct 9 09:08:35 1985
Date-Received: Sat, 12-Oct-85 05:00:17 EDT
Organization: TRW EDS, Redondo Beach, CA
Lines: 25

After playing around with the Hippo C compiler, I have figured out the
answers to two of my previously posted questions:

    #1 the GEMDOS call create(name,attr) is synonymous with the C
       system call 'creat(name,pmode)'

    #2 the GEMDOS call open(name,mode) is synonymous with the C
       system call 'open(name,rwmode)'

Hippo C also supports low level I/O (read and write). I have found the
Hippo Operating System (called HOS) to be flexible, predictable and easy
to use. It is a mini Unix shell that can be easily enhanced with your
own functions.
For ST owners with only 1 drive, I've written a utility that runs within the
HOS. It allows you to copy files with only one disk swap, instead of the
usual GEMDOS four. To date file copy size is limited to 15K bytes. I'm
trying modify the program to allow copies of files up to 50K to be copied.
If anyone is interested, I'll post the source to net.sources.

         Mark Falleroni
         TRW
         Ogden Engineering Operations
         Ogden, Utah
         <mdf>

From -5435151022513169026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d9d9d99aab687b4f
X-Google-Attributes: gid142096,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-09 09:46:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!seismo!ut-sally!ut-ngp!shell!graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac,net.micro.amiga
Subject: Re: DRI agrees to change GEM

Message-ID: <282@graffiti.UUCP>
Date: Wed, 9-Oct-85 12:46:04 EDT
Article-I.D.: graffiti.282
Posted: Wed Oct 9 12:46:04 1985
Date-Received: Mon, 14-Oct-85 06:13:20 EDT
Distribution: net
Organization: The Power Elite, Houston, TX
Lines: 7
Xref: watmath net.micro.pc:5588 net.micro.atari:1353 net.micro.mac:2945
net.micro.amiga:379

Apropos to this... could anyone post the addresses (physical) to send
impassioned pleas for intelligence and imagination in the changes to
GEM, Intuition, and so on? There was a suggestion that we test the power
of USENET by creating Cheese Triscuits. How about saving it for
something more useful: either getting Apple to back down on this new idiocy
or getting AMIGA and DRI to implement the STAR desktop instead of the
MAC desktop & give Apple the finger. The AMIGA is very close as it is.

From 3064386422827207217
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5645ea49a6310f44,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,5645ea49a6310f44,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-10-09 14:51:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site iddic.UUCP
Path: utzoo!linus!decvax!tektronix!orca!iddic!richr
From: richr@iddic.UUCP (Rich Rodgers)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Atari vs. Amiga vs. Mac (Semi-Flame)
Message-ID: <2228@iddic.UUCP>
Date: Wed, 9-Oct-85 17:51:39 EDT
Article-I.D.: iddic.2228
Posted: Wed Oct 9 17:51:39 1985
Date-Received: Sat, 12-Oct-85 06:34:51 EDT
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 68
Xref: linus net.micro.amiga:4220 net.micro.atari:1250

*** REPLACE THIS LINE WITH YOUR FAVORITE COMPUTER ***

FLAME ON

I for one am getting tired of the silly comparisons of the ST and the Amiga.
Please keep the articles that say "I bought an ST and the Amiga sucks"
out of net.micro.amiga. Send them to /dev/null. If you insist on posting
them please substantiate your claims by posting algorithms that were used to
achieve your results. (If the processor is only 30% effective, why and how?)
Did you run a test with 520 ST assembly language and compare it with ABasiC?

List all the variables involved. Valid comparisons are more than welcome.

FLAME OFF

In reply to an article that was posted.

The person that had problems hooking speakers to his Amiga, had problems because he was not running software that used sound. Not because of problems with his machine or the speaker interface.

The person that could not copy a disk at the dealers could not do so because the version of Intuition he was using did not support that feature. The released version does this fine.

It is relatively easy to crash preliminary versions of the OS. I have done so many times at my local dealer. The released version that came with my developers kit has only crashed when I instructed it to :-).

My personal (hopefully non-biased) opinion of these three machines.

Apple Macintosh-
  Excellent user interface, especially among differing applications. Well thought out. Excellent machine for documentation, probably the best I have seen to date. Needs a great spread sheet program and a hard disk to become the business machine it could be. Closed architecture hurts it.

Atari 520ST-
  Superb machine in monochrome mode. Very good color graphics possibilities in color mode. Acceptable sound. Machine has yet to prove itself. As software becomes available, this machine may find a niche in the home market. The closed box approach may hurt this machine more than Atari realizes. (Do they never learn?) Excellent price for performance.

Amiga-
  Most powerful graphics/sound computer ever introduced for the low end microcomputer market. (If you do not believe it, you are biased) Has the ability to revive PC market. Arcade quality games will finally be available for the home. Is powerful enough to become a business machine, but Commodore name may kill off that market. Open architecture expands power. Price is the biggest barrier.

The price performance issue can be heavily debated over these three machines. In my opinion, they are mostly equal. The decision over what is most valuable to you is a personal one that once made will probably be a good one. I personally want the best graphics/sound available and so for me the Amiga was worth the extra money. Once you use the multitasking on a microcomputer you will never want to go back to single tasking. I made the choice that was best for me, hopefully you can make the choice that is best for you. When you do that, I am pleased for you, but please do not force me to listen to you saying that I made the wrong one. (I realize I do not have to read the articles, but I keep believing that some useful comparisons will be posted.)

P.S. Anybody interested in forming an Amiga Users Group in the Portland, OR

area please contact me via email. I have two other friends also interested.
--
Rich Rodgers

tektronix!iddic!richr

From 7105288161966063075
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-09 15:27:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM ; why??
Message-ID: <299@ccivax.UUCP>
Date: Wed, 9-Oct-85 18:27:57 EDT
Article-I.D.: ccivax.299
Posted: Wed Oct 9 18:27:57 1985
Date-Received: Sat, 12-Oct-85 05:32:52 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>
Distribution: net
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 80
Xref: linus net.micro.pc:5286 net.micro.atari:1245 net.micro.mac:2880

> In article <1196@vax1.fluke.UUCP> pwv@fluke.UUCP (Pat Vilbrandt) writes:
> >This is the announcement by Digital Research, Inc. as it appeared on the
> >Compuserve GEM SIG on Oct. 1. Seems as though DRI could use some better
> >lawers. (Maybe Xerox should sue Apple... :-)
>
> Anyone who's seen a Xerox (anyone with a dandelion want to comment?) will
> be the first to admit similarities, but Apple went very strongly out in
> their own direction. The Mac isn't a copy of Xerox' work, it is just
> influenced by it. From what the releases say, that isn't as true of the Mac
> and GEM (I haven't seen GEM yet, so I won't comment on it).
> --
> :From under the bar at Callahan's: Chuq Von Rospach

I find it rather hard to believe that Apple would really have a case against
DRI. Anyone who has worked with "Object Oriented" systems like the Mac,
and "Action Oriented" systems like the PC, Un*x, CP/M... knows how difficult
it is to get "Dynamic Run-time Binding" from the "Action Oriented" systems.

True, in terms of it's external appearance, the GEM interface looks very
much like the Mac interface. But things like binding (install application)

are much different. I see Apple's possiveness of "Pull Down Menus" and such as a little like trying to Trademark each letter of the alphabet and expecting to collect royalties. DRI was very cautious about avoiding anything that was declared a "Registered Trademark" by Apple. The even used different terminology. Even the "Pop out" menus on the top line are very different in usage from the Mac. GEM "pops out" the menus if the selector (arrow) even touches a word in the top line (this is a complaint for some Mac users). In fact, Creative Computing (Oct 1985) has a review of the ST which cites the differences as "Bugs".

Patent, Trademark, and Copywright laws were designed to promote creativity. In fact, the current laws, as used and interpreted by the computer industry are being used to stifle creativity.

If a playwright wants to create a script from a novelist, he gets a "royalty agreement" from the novelist. Often, patent rights are "traded" between competing companies.

If Apple has the right to sue DRI over "General Appearance", then DRI should be able to sue Apple over the "Concept" of a BIOS/BDOS, along with suing IBM/Microsoft. It's almost like declaring "open, close, read, write, seek, and flush" as trademarks. The basic terminology for these processes has become standard. Without this terminology, software engineering would be "the tower of babel".

Apple (Jobs) wanted to dictate the industry standards for this (Icons & windows) generation of computers. They succeded to a point, now they want to collect. It's a little like putting Kermit or FIDO in public domain for a few years, then expecting to collect royalties for those copies distributed as public domain.

Suppose whoever came up with the various "word processor" functionalities, used on virtually all "full screen" editors, decided it was time to "pay the piper". Erase your word processor or pay a $5000 fine.

English is a language of coined words. When a new concept is developed, we generate unique vocabulary to describe it. We could have called those cute little pictures "Hieroglyphics" instead of "Icons", but no one trademarked the word "Icon" in this context. Must we continue to try and figure out new terms for these "menus that appear from nowhere"?

There does need to be some level of "invention protection" for new software concepts, but copyrighting each of the "musical chords" of software is not the way to go about it. If we found "the lost chord" of music, could we copyright it?

If Von-Neuman or Turing had patented all of the algorythms used in modern computers, computer software development would have been shackled for twenty years.

Kay, Jobs, and the other Mac developers have given a great gift to the industry in the form of an interface with humans that does not require great effort to learn. For this, they should get a Nobel Prize or something,

but not the right to sue every Tom, Dick, and Harry that comes up with
a usable "mouse and windows" interface!

[These opinions are mine alone, and subject to change without notice]

     Rex B.

From 4901290932933240403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5668405db6c90f0b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-09 15:44:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ucbfranny!c50-1bo
From: c50-1bo@ucbfranny.BERKELEY.EDU (Dave Bernard)
Newsgroups: net.micro.atari
Subject: source for AMS players?
Message-ID: <10599@ucbvax.ARPA>
Date: Wed, 9-Oct-85 18:44:01 EDT
Article-I.D.: ucbvax.10599
Posted: Wed Oct 9 18:44:01 1985
Date-Received: Sat, 12-Oct-85 14:40:35 EDT
Sender: usenet@ucbvax.ARPA
Reply-To: c50-1bo@ucbfranny.BERKELEY.EDU (Dave Bernard)
Organization: University of California, Berkeley
Lines: 13

Hi,

   I was wondering if anybody has or knows where to get the source code for
   any of the AMS players out there.

   Any help would be greatly appreciated.

Thanks,
  Dave.

P.S. if anybody doesn't know...AMS is the Advanced Music System of apx
(written by Lee Actor). The AMS players sometimes go by the names of
"Composer's Jukebox" or the like.   Thanks Again.

From 3709502978183393673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f355dfd2adb5fa37,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-09 21:34:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site aero.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!hplabs!sdcrdcf!trwrb!trwrba!aero!

mendoza
From: mendoza@aero.ARPA (Lee Mendoza)
Newsgroups: net.micro.atari
Subject: Electronic Arts and the Atari ST
Message-ID: <498@aero.ARPA>
Date: Thu, 10-Oct-85 00:34:47 EDT
Article-I.D.: aero.498
Posted: Thu Oct 10 00:34:47 1985
Date-Received: Mon, 14-Oct-85 04:22:27 EDT
Reply-To: mendoza@aero.UUCP (Lee Mendoza)
Organization: The Aerospace Corp., El Segundo, CA
Lines: 99

Here is another posting for Mike Boiko of Digital Equipment Corp., who is still unable to post directly.

Well ST fans there's not much I can say about this note,(it pretty much speaks for itself) except to say that this came across our internal net the other day and I felt obligated to pass it on....

I would be very interested in any comments anyone might have concerning this note. Please post responses to net.micro.atari.

Mike Boiko

****

The following text is comprised of a letter sent to this store from a customer. Obviously Mr. McClary had written Electronic Arts about their product line for the 520ST, and got the following response. Mr. McClary attached a note to the copy of this letter sent to me that said; "Hope you will share this with your users group or upload it on BBS's and get people to write EA." Well, I found the letter quite appalling, and I am sure that the majority of the Atari community will also. So, in response to Mr. McClary's request I am sending a copy of this letter to Antic, Analog and the new Atari Corporation. I am also sending a copy of the letter I wrote Electronic Arts in response to their criticism of the ST to the same aforementioned companies in the hope that these letters will be printed for all Atari owners to read, including those who are presently unable to access Compuserve.

Electronic Arts letter reads as follows:

"September 12, 1985

Mr. J.L. McClary
3222 Clearwater Drive
Cleveland, TN 37311

Dear Mr. McClary:

Thank you for the compliments on our products and for asking about our product plans for the Atari 520ST.

Electronic Arts is in favor of industry hardware standardization. For this reason, EA is supporting the Commodore Amiga because it is the best designed, best supported, and most powerful new 16 bit computer, by a wide margin. We would like to see it become a success, and eventually and industry standard.

EA is also interested in supporting hardware systems that come from companies that can properly support our development efforts, and which have the financial resources to properly develop service and sales channels, and the marketing resources to develop and maintain a large customer base. Due to the confusion in the marketplace, it is especially important for a company to have a large advertising budget in order to educate consumers about the benefits of home computing. In EA's opinion, only Apple, Commodore and IBM are in this position in today's market, and as a result, we fully support their machines (Apple II and Macintosh, Commodore 64, 128 and Amiga, and IBM PC) and compatible machines like the Tandy 1000 and the Compaq product line. We believe all these machines represent good value in computing, and we are not swayed simply by the pricing of the Atari ST, which we believe to be misleading. For example, the Atari 520ST is touted as a 512K system, when in fact more than half the memory is used for GEM, a user-interface inferior to Macintosh's and Amiga's, both of which are stored in user ROM and not deducted from the RAM available to the user. We are familiar with the marketing practices, support, and reliability of machines built by companies operated by the current Atari management, and we are not anxious to repeat that experience.

Put simply, the Atari ST is a completely incompatible machine from a company that lacks the resources or the interest to support it fully. Ironically, the consumers most likely to buy the Atari ST are currently in Atari 800 user groups. You may not realize that the current Atari management are the same people who, while they were running Commodore helped BURY the old Atari and many of it's software developers. You also may not be aware of the fact that the designer of the Amiga is Jay Miner, who used to work at Atari and DESIGNED THE ATARI 800!

NEVERTHELESS, we are currently developing Marble Madness and Financial Cookbook for the ST, in order to learn more about the machine and it's market potential; and once we can see some sales history for those products, which will be out in early 1986, we will consider expanding our efforts if we are proven to be mistaken about everything that has been written above.

I appreciate your interest and hope that you will share my views with your users group.

Regards,

Trip Hawkins
President
Electronic Arts

From -2013618153684776442
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-Thread: 15517a,216182265e4dbef1
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-10-10 05:36:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site utah-cs.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!utah-cs!halff
From: halff@utah-cs.UUCP (Henry M. Halff)
Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM ; why??
Message-ID: <3487@utah-cs.UUCP>
Date: Thu, 10-Oct-85 08:36:01 EDT
Article-I.D.: utah-cs.3487
Posted: Thu Oct 10 08:36:01 1985
Date-Received: Sat, 12-Oct-85 06:17:32 EDT
References: <3208@nsc.UUCP> <1196@vax1.fluke.UUCP> <3226@nsc.UUCP>,
<299@ccivax.UUCP>
Organization: Halff Resources, Inc.
Lines: 34
Xref: linus net.micro.pc:5288 net.micro.atari:1246 net.micro.mac:2882

>From rb@ccivax.UUCP (rex ballard) Wed Oct 9 16:27:57 1985
>Newsgroups: net.micro.pc,net.micro.atari,net.micro.mac
>Subject: Re: DRI agrees to change GEM ; why??
>Organization: CCI Telephony Systems Group, Rochester NY
>
>> In article <1196@vax1.fluke.UUCP> pwv@fluke.UUCP (Pat Vilbrandt) writes:
>> >This is the announcement by Digital Research, Inc. as it appeared on the
>> >Compuserve GEM SIG on Oct. 1. Seems as though DRI could use some better
>> >lawers. (Maybe Xerox should sue Apple... :-)
>>
>> Anyone who's seen a Xerox (anyone with a dandelion want to comment?) will
>> be the first to admit similarities, but Apple went very strongly out in
>> their own direction. The Mac isn't a copy of Xerox' work, it is just
>> influenced by it. From what the releases say, that isn't as true of the Mac
>> and GEM (I haven't seen GEM yet, so I won't comment on it).
>> --
>> :From under the bar at Callahan's: Chuq Von Rospach
>

>
>If Von-Neuman or Turing had patented all of the algorythms used in modern
>computers, computer software development would have been shackled for
>twenty years.
>
When I was first learning about computers (around '68) I asked a teacher
why it was that CDC machines used 1's complement arithmetic. He replied
that IBM held hefty patents on two's complement algorithms that Control
Data did not want to pay for. I have no idea whether or not this story
is true, but, if so, it shows that Apple isn't the only one playing the
patent game.

--
Henry M. Halff   Halff Resources, Inc.
halff@utah-cs.ARPA   4918 33rd Road, N., Arlington, VA 22207

From 4466479089273743048
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ecc83fb193456b5f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,ecc83fb193456b5f
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-10-10 10:42:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sphinx.UChicago.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!gargoyle!sphinx!
beth
From: beth@sphinx.UChicago.UUCP (Beth Christy)
Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: DRI agrees to change GEM
Message-ID: <1185@sphinx.UChicago.UUCP>
Date: Thu, 10-Oct-85 13:42:00 EDT
Article-I.D.: sphinx.1185
Posted: Thu Oct 10 13:42:00 1985
Date-Received: Sat, 12-Oct-85 17:03:55 EDT
References: <73@ecn-aa.UUCP>
Organization: U. Chicago - Computation Center
Lines: 17
Xref: watmath net.micro.atari:1311 net.micro.mac:2911

[Foot? Basket? Base?]

From: westerm@ecn-aa.UUCP (Richard P Westerman), Message-ID: <73@ecn-aa.UUCP>:
>Yeah. No balls, no babies.

Oh yeah? My mom's got no balls, and she had Three babies.
None that lived, tho....

               [Oh, yeah, in case you couldn't tell: :-)]

--

--JB   (Beth Christy, U. of Chicago, ..!ihnp4!gargoyle!sphinx!beth)

"What if the after-effect of the terrible bomb is unusual beyond belief?
 Wouldn't you rather the whole population had listened to somebody like
    the old Indian chief?"   (The Roches)

From -1036966937656334486
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,49e7967287988091,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-10 12:04:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!ssc-vax!ssc-
bee!ditzel
From: ditzel@ssc-bee.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: GEM
Message-ID: <393@ssc-bee.UUCP>
Date: Thu, 10-Oct-85 15:04:10 EDT
Article-I.D.: ssc-bee.393
Posted: Thu Oct 10 15:04:10 1985
Date-Received: Sat, 12-Oct-85 20:41:24 EDT
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 17

Question : given Apple "software piracy"...that is ripping off the icon
nature of the user interface from Xerox's Star ...Can Xerox sue Apple
for copyright infringement??

Observation:
It seems the "new" Apple is trying to do legally what they cannot do
technologically (keep their share of the computer market). Given the
two year lead time the mac had on the competition it's ashame they
have squandered there time with internal bickering. Who knows maybe
when the next Apple super bowl ad comes out will get to see "the
open color mac".

On to some other questions ...
What is "portab.h" and "obind.h"?
Are these include files simply accessible to GEM Developers or can
they be acquired and used by people using Hippo C compilers?

From -2909976566222279220
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,78d3129811ec9dec,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-10 13:24:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.1 6/24/83; site imsvax.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!gymble!umcp-cs!seismo!elsie!
imsvax!bob
From: bob@imsvax.UUCP (Bob Burch)
Newsgroups: net.micro.atari
Subject: 256K 800xl conversion
Message-ID: <427@imsvax.UUCP>
Date: Thu, 10-Oct-85 16:24:04 EDT
Article-I.D.: imsvax.427
Posted: Thu Oct 10 16:24:04 1985
Date-Received: Sat, 12-Oct-85 07:56:07 EDT
Organization: IMS Inc, Rockville MD
Lines: 18

Myself and others are interested in performing the modifications
specified in "The Quarter-Meg Atari 800XL" article as featured in
BYTE 9/85. We currently have the necessary parts on order and have
acquired the BYTEnet code.

In the interim, we are looking for any advice, tips, suggestions,
warnings, etc. from those of you having experienced these
modifications.

Among our questions are:
1) Does this mod actually work?
2) Will DOS 2.5 perform the proper bank switching?
3) Is there any applicable Public Domain software
available?
4) and lastly, HELP!!!

Your comments on this matter will be greatly appreciated!

From -2907358301581562271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a0fd4dcfa1bc4a93,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-10 13:37:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ardc.arpa!ekijak
From: ekijak@ARDC.ARPA (Edmund S. Kijak, POINT)
Newsgroups: net.micro.atari
Subject: Re: A400 RAM upgrade
Message-ID: <8510102043.AA25750@UCB-VAX.ARPA>
Date: Thu, 10-Oct-85 16:37:17 EDT
Article-I.D.: UCB-VAX.8510102043.AA25750
Posted: Thu Oct 10 16:37:17 1985
Date-Received: Sat, 12-Oct-85 17:56:42 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 11

To: Burns Fisher,<fisher@ucb-vax.berkeley.edu>

Speaking of keyboards for the 400, I noticed Radio Shack is selling a keyboard for $4.95. It looks like it came from a 600XL or 800XL - I think it even says Atari on it. Does anyone know if this would be plug compatible with the 400, or interfacable with very little effort? It has all the keycaps in the proper location - cursor control, reverse video key, reset, select, etc. and would be a pretty good deal for only 5 bucks if it worked. But I looked on the back of it and there are some IC chips mounted there (the 400 keyboard is just a set of membrane switches, there are no chips on it), so it may not be compatible.

From -5424354243917176608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e5c6bf1547272362
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 13dc46,e5c6bf1547272362
X-Google-Attributes: gid13dc46,public
X-Google-Thread: 14c70f,e5c6bf1547272362
X-Google-Attributes: gid14c70f,public
X-Google-ArrivalTime: 1985-10-10 16:08:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site proper.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!proper!carl
From: carl@proper.UUCP (Carl Greenberg)
Newsgroups: net.micro.atari,net.games.rogue,net.games.emp
Subject: Re: Adding hit points on new levels.
Message-ID: <351@proper.UUCP>
Date: Thu, 10-Oct-85 19:08:45 EDT
Article-I.D.: proper.351
Posted: Thu Oct 10 19:08:45 1985
Date-Received: Sat, 12-Oct-85 19:39:41 EDT
References: <711@voder.UUCP> <130@spp3.UUCP> <>
Reply-To: carl@proper.UUCP (Carl Greenberg)
Organization: Lunatic Laboratories Unltd.
Lines: 14
Xref: watmath net.micro.atari:1319 net.games.rogue:2944 net.games.emp:413

In article <> cipher@mmm.UUCP (Andre Guirard) writes:
>Please advise: when attaining a new level, how is the number of hit
>points added determined? Is it totally random, or does it depend on
>other factors (such as how much magic apparatus you're carrying or how
>many points you are over the required amount to reach that level)?

Well, in AD&D, you get a die rolled according to class. Fighters are a 10-sider, so they get from 1 to 10 new HP, magic users 4-siders, thieves 6-siders, clerics get d8's, and monks get d4's. This is modified by the constitution of the character, adding new hit points per level- up to 4 per level if you're a fighter with an 18 constitution (sorry, only strength gets to be exceptional and I don't know if there are any other stats in the various rogue games- 3.6.1 doesn't have others...).

From -6355643759080572194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d82c91c8d9be49be,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-10-10 17:27:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!decvax!ucbvax!mayo
From: mayo@ucbvax.ARPA (Bob Mayo)
Newsgroups: net.micro.atari
Subject: ST programs without AES & VDI?
Message-ID: <10613@ucbvax.ARPA>
Date: Thu, 10-Oct-85 20:27:51 EDT
Article-I.D.: ucbvax.10613
Posted: Thu Oct 10 20:27:51 1985
Date-Received: Sat, 12-Oct-85 05:26:34 EDT
Reply-To: mayo@ucbvax.UUCP (Bob Mayo)
Distribution: net
Organization: University of California at Berkeley
Lines: 17

Has anybody gotton any non-AES&VDI programs to run on the ST? Even
the following program bombs for me:

```
#include <stdio.h>
main()
{
}
```

I'm linking it with gemstart. I've also tried it with gems. Anybody
out there know what is wrong?

--Bob Mayo

```
...!ucbvax!mayo
mayo@ucbkim.berkeley.edu
```

From 5574672634384261037
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e2be7bca3743ccf
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-29 11:56:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site baylor.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!ut-sally!ut-ngp!shell!neuro1!baylor!
peter
From: peter@baylor.UUCP (Peter da Silva)
Newsgroups: net.micro.atari

Subject: Re: Where to post ST sources...
Message-ID: <579@baylor.UUCP>
Date: Thu, 29-Aug-85 14:56:58 EDT
Article-I.D.: baylor.579
Posted: Thu Aug 29 14:56:58 1985
Date-Received: Wed, 11-Sep-85 07:09:45 EDT
References: <211215471985@omsi.UUCP>
Organization: The Power Elite, Houston, TX
Lines: 13

>
>   I was curious if people were able to handle sources for ST programs
> posted in net.micro.atari instead of trying to sort through all the other
> stuff in net.sources. And it shouldn't be too hard to jump over the article
> if you don't want the listing. What do the rest of you think?

Objection, your honor. Many sites archive net.sources.* but no other groups.
Net.sources frequently gets preferential treatment by expire. Net.micro.*
gets no such privilege. Post here at your own risk.
--
     Peter (Made in Australia) da Silva
          UUCP: ...!shell!neuro1!{hyd-ptd,baylor,datafac}!peter
          MCI: PDASILVA; CIS: 70216,1076

From -8296247268762830063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d751dfc348d7f7da,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-30 05:44:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: October 1985 ANTIC TOC
Message-ID: <20022@mgweed.UUCP>
Date: Fri, 30-Aug-85 08:44:48 EDT
Article-I.D.: mgweed.20022
Posted: Fri Aug 30 08:44:48 1985
Date-Received: Sat, 31-Aug-85 09:02:52 EDT
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 83

          October 1985 ANTIC Table of Contents
          Theme: Mind Tools

Page Article

8   COMMUNICATIONS: GAMES COMPUTERS PLAY
          A discussion of the Games Computers Play graphics

bulletin board and what is available there.

14 BOOKSHELF ON LASER DISK
A discussion of the CD-ROM that will be available for the ST series of computers with Tom Rolander of Activenture. He mentioned that the encyclopedia used for the demonstration at CES was the Grolier edition and will be available at the same time as the player for about $150 to $200. Pictures will not be a part of the early editions because they are very labor intensive (text isn't) and because most pictures in encyclopedias are printed by permission and permission would have to be renegotiated for the CD version.

20 GEM COLOR CASCADE
This is the first type-in program for the ST computers. It is written in C. There is also a BASIC version for 8-bit machines.

24 FIRST ST PERFORMANCE TEST
Using Byte Magazine's 'Prime Number Benchmark', ANTIC found that the ST is twice as fast as a MAC and about 100 times faster that an 800 running BASIC.

26 ST PRODUCT NEWS
A review of 'Present the Atari ST' book by Abacus. Also news on upcoming software such as 4xFORTH by Dragon Group and TWIN (a Lotus 1-2-3 clone) by Mosaic Software that will retail for $99. Arrakis Technology is developing some Tutorials and Demo disks.

28 BANJO PICKER
Program your Atari to make sounds like an automated 5 string banjo. BASIC.

31 GAME OF THE MONTH: ALIEN ASYLUM
An implacable and intimidating arcade game. Smash the lights, avoid the contagious inmates, snatch every key and keep moving. BASIC.

32 BONUS GAME: LEMONADE
Lemonade is a well-known educational simulation that teaches children basic economic concepts. This was programmed by Bob Polaro and used to be available from APX.

36 SEE HALLEY'S COMET ON YOUR ATARI
A review of 'Space Base', 'Halley Patrol' and 'Earth Views', three educational programs available through the ANTIC Catalog.

40 A STUDENT TESTS S.A.T. SOFTWARE
A review of the Krell and HBJ SAT software from the eyes of a student that tested them.

44 YOGA BREATHING--YOUR GURU, THE ATARI
A program for use on any 8-bit Atari that allows it to be used as a meditation tool for helping you learn to relax and fight stress. BASIC.

46 GRAPH 3D
Explore the world of visual calculus and create three-dimensional graphs from mathematical functions. BASIC.

51 SOFTWARE LIBRARY
The program listings for all the type-in programs in the magazine.

72 ASSEMBLY LANGUAGE: FINE SCROLLING WORLD, PART II

Learn how to fine scroll with all the speed and power of machine language. This is the second part of a two part tutorial by Mark Andrews, author of "Atari Roots".

73 PRODUCT REVIEWS

SOFTWARE: Mychess II (Datamost)
Crusade in Europe (MicroProse Software)
BOOKS: More BASIC Betting (St. Martin's Press)

Comments: Datamost has a full two page ad promoting their new line of productivity software called KWIK-WARE! They have a word processor, spelling checker, database, telecommunications package, a desk secretary, checking account program, mailing list, graphics print package, a customized form and report generator and soon a typing tutorial and a merge program that allows them all to be used together. They are $19.95 each.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -514847578029072609
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3db697abbd1bbcf2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-30 09:30:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!umcp-cs!eneevax!gyuri
From: gyuri@eneevax.UUCP (Gyorgy Fekete)
Newsgroups: net.micro.atari
Subject: strngart.c source for the ST
Message-ID: <357@eneevax.UUCP>
Date: Fri, 30-Aug-85 12:30:35 EDT
Article-I.D.: eneevax.357
Posted: Fri Aug 30 12:30:35 1985
Date-Received: Mon, 2-Sep-85 08:42:17 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 131

compile this, and link it with apstart, aesbind, vdibind, osbind, libf.

```
=========================================================================
#include <osbind.h>

#define NUMLINES   343  /* number of vectors in a design */
#define NUM_FUNCTIONS  13   /* number of functions */

/*
     This demo creates random vector designs.  This is accomplished by
```

```
     randomly choosing a function for each coordinate halve of the two
     points describing a vector that moves through two dimensional
     space. Both x coordinate halves cannot be the same since the design
     would simply be a collection of vertical lines. Similarly both
     y coordinate halves cannot be the same.

     The values of the functions were pre computed to have the demo
     run as fast as possible.  The program will terminate on any key
     press since it is in an endless loop.
*/

extern   double cos(), sin();
int func[13][NUMLINES];
int contrl[12], intin[256], ptsin[256], intout[256], ptsout[256];
int dummy,handle;
int xwidth,ywidth,height,width;
int pxy[4],t1,t2,t3,t4;
int i,j,k,l,m;
int mx;
long Randx=1;

main()
{
     /* Set the system up to do GEM calls */
     appl_init();

     /* Get the handle of the desktop */

     handle=graf_handle(&height,&width,&dummy,&dummy);

     /* Open the workstation. */

     for(i=1; i<10; ++i)  intin[i] = 1;
     intin[10] = 2;

     v_opnvwk(intin, &handle, intout);
     pxy[0]=0;
     pxy[1]=0;
     pxy[2]=intout[0];
     pxy[3]=intout[1];
     xwidth=pxy[2];
     ywidth= pxy[3];
     graf_mouse(0,i);
     v_clrwk(handle);
     v_gtext(handle,0,height*2,"Precomputing coefficients ... please wait");
     init();
     Srand((long) Gettime());    /* set the seed */
     while(!Bconstat(2)){        /* Any keys pressed? (2 is keyboard)*/
          v_clrwk(handle);
          i=Rand()%NUM_FUNCTIONS;
          while((j = Rand()%NUM_FUNCTIONS)==i);
          k=Rand()%NUM_FUNCTIONS;
          while((l = Rand()%NUM_FUNCTIONS)==k);
```

```
          /* only do NUMLINES-1 lines ... dont redraw first line */
          for(m=0;m<NUMLINES;m++) {
               t1 = func[i][m];
               t2 = (func[j][m]*40)/64;
               t3 = func[k][m];
               t4 = (func[l][m]*40)/64;
               Vector(t1,t2,t3,t4);
          }
          for(t1=0;t1 <1000;t1++){
               for(t2=0;t2 < 500;t2++);
          }
     }
     v_clsvwk(handle);
     /* Release GEM calls */
     appl_exit();
}

init()
{
     int x;
     double pi,v1,v2,v3,v4;
     pi=3.1415927;
     v4 = NUMLINES;
     v1 = 2*pi/NUMLINES;
     v2=xwidth/2;
     for(x=0;x<NUMLINES;x++){
          v3=x;
          func[0][x] = 2 * ( v3 - (v4/2) )*v2 /v4;
          if(func[0][x] < 0) func[0][x] = -func[0][x];
          func[0][x]=func[0][x]+320;
          func[1][x] = sin( v1*v3 )*v2 + 320;
          func[2][x] = -sin( v1*v3 )*v2 + 320;
          func[3][x] = cos( v1*v3 )*v2 + 320;
          func[4][x] = -cos( v1*v3 )*v2 + 320;
          func[5][x] = sin( 2*v1*v3 )*v2 + 320;
          func[6][x] = -sin( 2*v1*v3 )*v2 + 320;
          func[7][x] = cos( 2*v1*v3 )*v2 + 320;
          func[8][x] = -cos( 2*v1*v3 )*v2 + 320;
          func[9][x] = sin( 3*v1*v3 )*v2 + 320;
          func[10][x] = -sin( 3*v1*v3 )*v2 + 320;
          func[11][x] = cos( 3*v1*v3 )*v2 + 320;
          func[12][x] = -cos( 3*v1*v3 )*v2 + 320;
     }
}

Vector(a,b,c,d)
int a,b,c,d;
{
     ptsin[0] = a;
     ptsin[1] = b;
     ptsin[2] = c;
     ptsin[3] = d;
     v_pline(handle, 2, ptsin);
```

```
}

Srand(x)
long x;
{
     Randx = x;
}

Rand()
{
/*
 * The mask is for getting a 15 bit value
 */
     return((Randx = Randx * 505360173 + 907633385) & 0x00007fff);
}
```

From 5110038341070113791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9f525604e6d6347a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-30 09:32:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 UW 5/3/83; site uw-june
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!tektronix!uw-beaver!uw-june!rling
From: rling@uw-june (Robert Ling)
Newsgroups: net.micro.atari
Subject: Double clicking on the ST
Message-ID: <202@uw-june>
Date: Fri, 30-Aug-85 12:32:41 EDT
Article-I.D.: uw-june.202
Posted: Fri Aug 30 12:32:41 1985
Date-Received: Sun, 1-Sep-85 12:47:54 EDT
Organization: U of Washington Computer Science
Lines: 8

It appears that after I run an application program, the double-click
feature to open a drive/application program is disabled (or at least
set to a very high speed, higher than I'm able to invoke it). I had
to go into the control panel and reset it to make it work again.

Has anybody else experienced this?

- Robert Ling   <rling@uw-june.ARPA>

From -8972157121791536455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5aee9b0d3bfc4463
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-30 09:46:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: ST source posted to net.sources
Message-ID: <15700015@unido.UUCP>
Date: Fri, 30-Aug-85 12:46:00 EDT
Article-I.D.: unido.15700015
Posted: Fri Aug 30 12:46:00 1985
Date-Received: Sun, 1-Sep-85 13:15:26 EDT
References: <667@gitpyr.UUCP>
Sender: notes@unido.UUCP
Lines: 5
Nf-ID: #R:gitpyr:-66700:unido:15700015:000:141
Nf-From: unido!uh   Aug 30 14:46:00 1985

I unfortunately never received the source. Is anybody able to send me
the source by mail?

Uwe Hoch (...ihnp4!hpfcla!hpbbn!unido!uh)

From 8335229280989349213
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fef0d56aa3fa4fa5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-30 09:52:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Need Info on ST Develp. Pack.
Message-ID: <15700016@unido.UUCP>
Date: Fri, 30-Aug-85 12:52:00 EDT
Article-I.D.: unido.15700016
Posted: Fri Aug 30 12:52:00 1985
Date-Received: Sun, 1-Sep-85 13:19:42 EDT
Sender: notes@unido.UUCP
Lines: 12
Nf-ID: #N:unido:15700016:000:509
Nf-From: unido!uh   Aug 30 14:52:00 1985

What about the Development Package? ATARI Germany delivers this
package only to software houses and dealers. End users dont't get
any. Is anybody out there in Net-Land who can tell me, how this
is handeled elsewhere? Could eventuelly someone buy the package
in USA for me? What about the rumor of hardware coded serial
numbers?

Uwe Hoch

Computer Science Department, University of Dortmund
4600 Dortmund 50, P.O. Box 500500, W.-Germany
E-mail address UUCP: ...ihnp4!hpfcla!hpbbn!unido!uh

From 7811323405200323533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1d7a343e642e6577
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-30 23:58:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!tektronix!orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: Re: Atari ST Questions
Message-ID: <1701@orca.UUCP>
Date: Sat, 31-Aug-85 02:58:59 EDT
Article-I.D.: orca.1701
Posted: Sat Aug 31 02:58:59 1985
Date-Received: Mon, 2-Sep-85 03:45:10 EDT
References: <399@aero.ARPA>
Organization: Tektronix, Wilsonville OR
Lines: 14

> 1) Is there a way to set up an application so that it is ALWAYS installed?
>   When you install a program, where is that information saved?
>   What does it mean to install an application? What actually
>   goes on?
Saving your desktop (it's an entry in the options menu) make the installation
of an application permanent. It works by updating (and if necessary creating)
the file "desktop.inf" which the system checks on a reboot.
The purpose of installing an application is to record some information about
the type of a program (so that you can use just one filename extenstion for
all executables) and to make a link between a file and the program that
handles those files so that you can have the program start up automatically
by double clicking on the file icon.

dgc

From -6438589181864137785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9f525604e6d6347a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-03 08:15:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari

Subject: Re: Double clicking on the ST
Message-ID: <459@enmasse.UUCP>
Date: Tue, 3-Sep-85 11:15:44 EDT
Article-I.D.: enmasse.459
Posted: Tue Sep 3 11:15:44 1985
Date-Received: Thu, 5-Sep-85 01:04:37 EDT
References: <202@uw-june>
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 18

> It appears that after I run an application program, the double-click
> feature to open a drive/application program is disabled (or at least
> set to a very high speed, higher than I'm able to invoke it). I had
> to go into the control panel and reset it to make it work again.

set the click-speed, and save the desktop. Seems to work on my system.

Along the same line-
     If you hit the full screen toggle, run an application, and return,
     Gem forgets and thinks you are just a large window. (i.e. the full
     screen toggle doesn't return you to your original size.)
     Minor but irritating.
--
                              Mark Roddy
                              Net working,
                              Just reading the news.

                         (harvard!talcott!panda!enmasse!mroddy)

From -5429538718575736317
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1d7a343e642e6577
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-03 08:25:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: Atari ST Questions
Message-ID: <460@enmasse.UUCP>
Date: Tue, 3-Sep-85 11:25:45 EDT
Article-I.D.: enmasse.460
Posted: Tue Sep 3 11:25:45 1985
Date-Received: Thu, 5-Sep-85 01:05:23 EDT
References: <399@aero.ARPA>
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 26

>
> 1) Is there a way to set up an application so that it is ALWAYS installed?

>   When you install a program, where is that information saved?
>   What does it mean to install an application? What actually
>   goes on?

a) Select the application, install the application, save the desktop.
b) It is saved on your system disk's resource file.
c) It means that GEM is informed about the run time requirements for
this particular program, i.e., is it a GEM application, or is it A "TOS"
application. If it is a TOS application, and you select TOS- takes parameters,
you can pass arguements to the program. If you save the desktop after
installing an application, all of this data is stored in a resource file.

> 2) Is there a way to set up a disk, so that you can boot up to TOS i
>   (or CPM68k), rather than having to re-boot from GEM? A lot of us would
>   rather work with command lines rather than the mouse, and don't want to
>   keep swapping floppies in order to get back to GEM.

Not that I know of. It would be nice though.
--

Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!mroddy)

From -6249593179495461147
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d751dfc348d7f7da
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-03 10:16:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site brl-tgr.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!brl-tgr!greg
From: greg@brl-tgr.ARPA (Greg Hogg)
Newsgroups: net.micro.atari
Subject: Re: October 1985 ANTIC TOC
Message-ID: <1191@brl-tgr.ARPA>
Date: Tue, 3-Sep-85 13:16:58 EDT
Article-I.D.: brl-tgr.1191
Posted: Tue Sep 3 13:16:58 1985
Date-Received: Thu, 5-Sep-85 08:07:02 EDT
References: <20022@mgweed.UUCP>
Reply-To: greg@brl-tgr.ARPA (Greg Hogg (CSC) <greg>)
Organization: Ballistic Research Lab
Lines: 33
Keywords: GCP

I am a member of the GCP staff and could not help but send this when I
read the ANTIC TOC. The entry for us is not really correct.

In article <20022@mgweed.UUCP> kek@mgweed.UUCP (Kit Kimes) writes:
>   October 1985 ANTIC Table of Contents
>   Theme: Mind Tools
>
>Page   Article
>
>8   COMMUNICATIONS: GAMES COMPUTERS PLAY
>   A discussion of the Games Computers Play graphics
>   bulletin board and what is available there.

Games Computers Play is not a graphics bulletin board. We are an online service with full screen graphics and multi-player games. We also offer email and easy communitions between people. Our graphics are not slow as most of them are stored on the users disk so that we don't have to download them. Also we use an error-dectection-retransmission protocol so that there are never any como errors in what you see. I had better stop or I will sound like a commerical, sorry if I allready do. Just wanted to let people know GCP is not just a BBS. Just one more thing GCP is currently ATARI only, i.e. we don't support any other machines.

Gregory F. Hogg
Games Computers Play, Inc.

P.S. I am just visiting the machine that I am posting this on and it is in no way involed in GCP. You can send mail to me here as I logon once or twice a week.

From -5494703872481086899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,876a3ebcce06ad9a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-03 21:45:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!umcp-cs!eneevax!gyuri
From: gyuri@eneevax.UUCP (Gyorgy Fekete)
Newsgroups: net.micro.atari
Subject: Atari ST development kit update (Micro emacs)
Message-ID: <359@eneevax.UUCP>
Date: Wed, 4-Sep-85 00:45:51 EDT
Article-I.D.: eneevax.359
Posted: Wed Sep 4 00:45:51 1985
Date-Received: Fri, 6-Sep-85 04:08:15 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 21

I just recieved my updated Hitchhiker's guide to bios from ATARI.

It came in a floppy with Micro Emacs (by Mark Williams Co.)
This is just a quickie, as I have not even printed out the tutorial for
micro_emacs yet, but am too excited about it to keep quiet.

Differences from MINCE.
=======================
1   Arrow keys work as you'd expect.
2   ^X2 creates a new window, but you re not limited to two.
3   ^X^B displays active buffers in a new window (like emacs
     and unlike mince).
4   has keyboard macros (^X(and ^X)).
5   The manual looks (I glanced at it with ``more'') complete.

I actually uploaded the manual, (>120000 bytes) so that I can get
a hard copy, but with kermit it took me an hour (9600baud connection).
It took only 90 minutes to upload a document of nearly the same size with a
1200 baud modem (so where's the bottleneck?).

There will be more later, unless someone else posts/mails a review before I
get around to it.

From -2818076607753029328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,505197a5f3549a62,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-04 09:01:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: good news and bad news from Infocom
Message-ID: <20134@mgweed.UUCP>
Date: Wed, 4-Sep-85 12:01:52 EDT
Article-I.D.: mgweed.20134
Posted: Wed Sep 4 12:01:52 1985
Date-Received: Fri, 6-Sep-85 04:56:34 EDT
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 21

There is some good and bad news for Atari lovers in the latest issue
(Sept. 1985) of Computer Entertainer. The good news is that
Infocom is supporting the ST series of computers with their complete
line of text adventure games including their latest, A MIND FOREVER
VOYAGING (See my short review in net.games). The bad news is that
this games is designed for 128K machines only and will not be
released for the 8-bit machines (not even the 130XE apparently).
If this upsets you as much as it does me, write to Infocom and
let them know. Their address is:

          Infocom, Inc.
          55 Wheeler St.

Cambridge, MA 02138

Maybe, if enough people write, we can get them to change their mind.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -3670285765641408380
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2d25dd729b7c2213,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-04 12:25:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpl!redbud
From: redbud@ihlpl.UUCP (Al Kelkhoff)
Newsgroups: net.micro.atari
Subject: 400/800?
Message-ID: <324@ihlpl.UUCP>
Date: Wed, 4-Sep-85 15:25:07 EDT
Article-I.D.: ihlpl.324
Posted: Wed Sep 4 15:25:07 1985
Date-Received: Fri, 6-Sep-85 03:34:09 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 3

I have a very quick question. Is the model 400 software compatable with
the model 800 software? Thanks.
al kelkhoff

From 9162978384421296679
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c722adcec4023c7d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-04 16:18:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!decvax!decwrl!ucbvax!mayo
From: mayo@ucbvax.ARPA (Bob Mayo)
Newsgroups: net.micro.atari
Subject: hard disks for 520ST?
Message-ID: <10264@ucbvax.ARPA>
Date: Wed, 4-Sep-85 19:18:42 EDT
Article-I.D.: ucbvax.10264
Posted: Wed Sep 4 19:18:42 1985
Date-Received: Thu, 5-Sep-85 08:43:24 EDT
Reply-To: mayo@ucbvax.UUCP (Bob Mayo)

Distribution: na
Organization: University of California at Berkeley
Lines: 5

Has anybody hooked a hard disk up to an ST? The HabaDisk isn't being sold yet. It seems to me that it shouldn't be too hard to use some other hard disk via some simple means like a special cable.

--Bob

From 6871448831296448633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,76a6c9c2034106d5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-04 17:26:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site utecfa.UUCP
Path: utzoo!utcsri!utai!uthub!utecfa!mugc
From: mugc@utecfa.UUCP (ModemUserGroupChairman)
Newsgroups: net.micro.atari
Subject: Re: (ST) Install-application from menu
Message-ID: <1746@utecfa.UUCP>
Date: Wed, 4-Sep-85 20:26:53 EDT
Article-I.D.: utecfa.1746
Posted: Wed Sep 4 20:26:53 1985
Date-Received: Wed, 4-Sep-85 22:26:15 EDT
Organization: Engineering Computing Facility, University of Toronto
Lines: 66

The "save desktop" option allows you to set your preferences the way you can on the LISA or Mac. On the Mac, most of your options such as double-click speed, volume etc. are stored in parameter-ram which is battery backed up, so it stays permanent (at least until the battery runs down). On the ST, preferences are stored on disk in a file called desktop.inf (on the disk that is in the drive *when the option is invoked*). In order to make your preferences "permanent", you should insert your system disk and save desktop so that from then on whenever the ST is booted, it will come up with those preferences. Among things like mouse click-rate and keyboard repeat speed, save desk-top will also save information regarding the installation of applications. For instance, if you install command.prg as a TOS application and then save desktop on your system disk, command.prg will run as a TOS application from ANY disk.

Hacking around with the ST, I have discovered a number of little interesting things listed below:

1. Reverse the ST screen to make it white on black and then use the vt52 desk accessory -- it looks great!

   To do this:
      1. select the control panel

2. pull the three controls for Red Green and Blue all the way
   down
3. quit the control panel
4. select vt52

This configuration also goes well with the command.tos program

2. Sitting in GEM, if you want to change disks without having to close the the current disks window and double clicking on the disk icon after changing disks, simply hit the ESC key while a disk-window is open. (This will not work if there is no disk-window open on the desktop)

Question time: Does anyone know how to transmit a BREAK signal using the vt52 DA?

Fact time: In last month's Byte (August 1985), on page 132-133, there were a number of machines benchmarked using a C program on page 133 (of the same issue). I ran the (EXACT) same program on ST after compiling with the development C compiler (DRI's C) and the results are tabulated below

n	XT	AT	11/750	11/780	DSI-32	
8191	11.6	3.7	2.41	1.90	1.85	
20000	35.3	8.13	6.11	3.04	4.52	
40000	351.5	99.71	13.13	6.38	9.04	

(All times in seconds)

For the ST
n = 8191 2.7? seconds
n = 20000 6.7 seconds
n = 40000 16 seconds

(All times may be +/- 0.2 seconds since I measured the times by hand)

For all kinds of details on the benchmark, refer to the magazine's article on the DSI-32 co-processor.

Please post questions etc. to the net

From 4326059401895823409
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,53b218be10fcb2d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-04 19:47:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!brl-tgr!nlm-mcs!nlm-vax!randy

From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Atari 520ST VT52 terminal emulator
Message-ID: <299@nlm-vax.ARPA>
Date: Wed, 4-Sep-85 22:47:41 EDT
Article-I.D.: nlm-vax.299
Posted: Wed Sep 4 22:47:41 1985
Date-Received: Sat, 7-Sep-85 04:27:09 EDT
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 39

I am trying to fill out the control functions for the VT52 emulator on the Atari 520ST desktop. It is more than a straight VT52, since I have managed to figure out the following:

Sequence	Function	Sequence	Function
ESC A	Cursor up	ESC b_	Set char color
ESC B	Cursor down	ESC c_	Backgrnd color
ESC C	Cursor right	ESC d	Clear to BOS
ESC D	Cursor left	ESC e	Turn on cursor
ESC E	Clear screen	ESC f	Turn off cursor
ESC H	Home cursor	ESC k	Home cursor
ESC I	Insert line (here)	ESC l	Clear line
ESC J	Clear to EOS	ESC o	Clear to BOL
ESC K	Clear to EOL	ESC p	Inverse video
ESC L	Insert line above	ESC q	Normal video
ESC M	Delete line		
ESC Y__	VT52 Direct cursor addressing. Last 2 are address.		

where: BOL, EOL, BOS, EOS are beginning of line, end of line, beginning of screen and end of screen respectively. An underline is used to represent a variable argument character.

The ESC b and ESC c sequences are followed by a color selection byte where the last 2 or 4 bits (depending upon your screen mode) select the color. Default in 4 color mode is: 0 white, 1 red, 2 green and 3 black. I assume with black and white, you select with 1 bit. NOTE that you can hide characters by setting the color of the char and it's background the same.

Tabs work and seem to be hard wired every 8 columns.

I haven't been able to find character insert or delete functions.

This was discovered by trial and error in local mode (HALF duplex). Can anyone verify and/or add to this?

Rand Huntzinger

From 5532885396166916011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,55b90527dfe18013,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-05 04:29:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site sdcc3.UUCP
Path: utzoo!decvax!bellcore!petrus!sabre!zeta!epsilon!gamma!ulysses!mhuxr!mhuxn!
ihnp4!qantel!hplabs!sdcrdcf!sdcsvax!sdcc3!ee161bep
From: ee161bep@sdcc3.UUCP (Paul Van de Graaf)
Newsgroups: net.micro.atari
Subject: 256k 800XL!
Message-ID: <2984@sdcc3.UUCP>
Date: Thu, 5-Sep-85 07:29:34 EDT
Article-I.D.: sdcc3.2984
Posted: Thu Sep 5 07:29:34 1985
Date-Received: Sun, 8-Sep-85 00:47:15 EDT
Distribution: na
Organization: U.C. San Diego, Academic Computer Center
Lines: 13

I had been thinking about a 256k expansion for the 800xl I bought in a firesale for $45.00, but somebody's beat me to it. Check the current issue of Byte (Sept.) for details. It uses 256k memory chips and a handful of glue chips for decode & refresh. Should be able to build it for about $50.00. Ramdisk software is provided on that stupid BBS system that Byte runs instead of printing code for articles. I find this an annoying policy that Byte adopted so that it has room for even more ads. This sure beats a 130XE: you've got room for 2 full single density ramdisks, or 1 DD ramdisk.

If anyone gets a copy of the software, please post.

Paul van de Graaf sdcsvax!sdcc3!ee161bep U. C. San Diego

From -8617177981547985991
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18d2eb7ecec66062,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-06 13:59:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Need help and instructions
Message-ID: <20198@mgweed.UUCP>
Date: Fri, 6-Sep-85 16:59:02 EDT
Article-I.D.: mgweed.20198
Posted: Fri Sep 6 16:59:02 1985
Date-Received: Sat, 7-Sep-85 06:37:02 EDT
Organization: AT&T Information Systems - Montgomery Illinois

Lines: 27

As most people that get any type of magazine for the Atari know,
Computer Mail Order is running some super sales for the Atari.
They list several cartridges at $2.99 each with a minimum order of 10.
A couple of us ordered some of these cartridges. They come as bare
cartridges; no box, no instructions, no nothing. The end result is
that I am looking for some instructions. The two that we have that
we can't get anywhere on without instructions are:

Eastern Front
E.T.

The other cartridges I have are:

Pengo
Ms. PacMan
Dig Dug

If anyone has the instruction booklets for any of these games, especially
the first two, please send me email. I would be glad to pay postage and
copying fees if you have to use a pay type copying machine. Do not send
me anything without sending me email first. Thanks...

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 2095511462913261549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5d15300e4b0cc900,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-06 17:56:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!panda!talcott!
harvard!seismo!rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.atari
Subject: Re: OS9 on the ST
Message-ID: <245@ccivax.UUCP>
Date: Fri, 6-Sep-85 20:56:55 EDT
Article-I.D.: ccivax.245
Posted: Fri Sep 6 20:56:55 1985
Date-Received: Mon, 9-Sep-85 01:50:20 EDT
References: <> <138@apr.UUCP>
Distribution: net
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 28

> We have a port pack (running on our unix box) for OS9-68K and an ST.
> A friend and I would be willing to port it if we can get the
> hard core technical information. Unfortunatly right now fianances are
> such that neither of us can lay out the money for the developers kit. So
> if any generous soul in the area can help us out with a look at the
> specs we will do the port.
>
MICROWARE SYSTEMS CORPORATION
(515) 224-1929

Has already got a 68000 version of OS-9 with all sorts of neat toys included.
Are they doing a port?, When the released the radio shack (COCO) version,
the price was <$100 dollars (<$50?)?.

With amiga promising multi-tasking, It make sense that ATARIANS would want
the same thing. Besides, with OS-9's "dynamic library" (only what you need
in ram), it would give you more "usable memory".

Anybody from MICROWARE know anything about this.

If the theme of ATARI is "power without the price", I can't think of
anything more powerful than a "UN*X" system for under $1000.

Can anybody confirm the rumor that you can get a developer's kit free
if you have purchased the machine?

OS-9 tm MICROWARE SYSTEMS
UNIX tm BELL LABS (AT&T?)

From -779351884661170998
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f3a471c2fb0b0082,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,f3a471c2fb0b0082,start
X-Google-Attributes: gid142096,public
X-Google-Thread: 129c11,41b40676a9952202
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-09-06 19:39:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!panda!talcott!
harvard!seismo!rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro,net.micro.amiga,net.micro.atari
Subject: Re: AMIGA software in RAM instead of ROM?
Message-ID: <246@ccivax.UUCP>
Date: Fri, 6-Sep-85 22:39:22 EDT
Article-I.D.: ccivax.246
Posted: Fri Sep 6 22:39:22 1985
Date-Received: Mon, 9-Sep-85 02:29:29 EDT
References: <877@brl-tgr.ARPA>
Organization: CCI Telephony Systems Group, Rochester NY

Lines: 86
Xref: watmath net.micro:11872 net.micro.amiga:85 net.micro.atari:1096

Both the Amiga and the ST have delayed putting their
operating systems in ROM. LET'S HOPE THEY NEVER DO!!!
Would you want to void your warranty to upgrade from
ms-dos 1.x to 2.x or 3.x? How about CP/M 1.x (there was such
a beast back in the days of toggle switches), 2.x 3.x,
or do you prefer Unix V6 to V7, 4.2, S3, S5?
Once an operating system is put in ROM, the machine that
contains the ROM, starts to become obsolete.

Besides, When there are no 'Guarenteed ROM Vectors' for
developers to go blythly jumping into, you eliminate future
'Compatibility Problems' (Try running 1-2-3 on a sanyo 550)
There is no "best way" to write software (bad ways and good ways yes!!).
one routine may be faster but requires more memory. That is
why lotus and flight-sim... go manipulating the hardware. The
could have sold the OS enhancement as a separate products, instead,
you have to put up with the slower ROM routines.

Maybe wth a little luck, we will see third party operating
systems that will provide transparency between the ST and AMIGA.
Micro-ware already has OS-9 for the 68000, maybe they'll port it
to these machines. (It may not be true UNIX, but it fits in anything).
How many people would buy a UNIX-like OS for $95.00 (the price for the
COCO version)?

Vendors of multi-user systems now have a 'workstation'
complete with graphics for the price of a Terminal. If either company
"burns-in" their OS, they will have shut the doors to hundreds of new
marketing possibilities.

Part of the popularity of the 'PC' (IBM style) is that, one disk can
run on more than one machine. There are few stores in my area that
carry a good selection of BOTH atari and commodore software, maybe
some third party effort could make selection easier.

Both machines appear to be well designed, AMIGA seems to be a little
too proprietary for my tastes, but in markets which IBM and APPLE seem
to have all but abandoned (high performance <$1500), this may be just
the "fire" we all need.

OS in ROM is great for cassette based machines (YEACH,GAG,ECK!!!) where
downloading the operating system from tape could take several hours. Both
ATARI and AMIGA were smart, they didn't try to get you to buy the system
with a cassete and "Upgrade to DISK" when your frustration level got
so high that you were ready to start from scratch.

Speaking of ROM upgrades, remember the COCO (TRS-80 Color Computer)?
There are bugs in 1.0 rom but the better ROMS are not available to
earlier COCO users. At $39, you can start all over again with the new

one. If you have "Extended basic", (makes the machine just usable),
double the above price. If you want your dealer to install them, he'll
charge for that. In fact, If you bring in a 16K machine that has been
upgraded to 64K, they will pull your chips out and put theirs in (for
an additional fee of course). The best trick of all is that you have to
upgrade the ROM to extended basic to get the Disk drive loaded so that
you can boot OS-9, which immediately throws away BASIC. Now that
Could have happened with these new machines.

They want to be able to have CD-ROM's, but as of yet, there is no "Universal
Standard" for such things. Suppose the Standard you buy is not the most
popular? I hope they dowload the drive controller.

How about networking? If anybody comes up with a "Universal Standard"
and your ROM can't handle it...

Either of these machines would make a nice workstation for a UN*X host,
but you can bet that if "POPPING THE ROM's' is required, that even
OEM's would rather "Pass it by" or "Start from scratch".

Suppose that next week, you were able to get a digital phone line (50KB)
an an X.25 modem. If your operating system didn't support that protocol,
Too bad, pop out another $100+.

Maybe someone will come up with a new media that will allow you to buy
one disk for ALL of the major machines.

Ram is like an automobile, you can go almost anywhere.
Rom is like a railroad, you go where it takes you.

Can anybody clarify the disk formats on these two machines?
AMIGA seems to be using 11 secs/track 512 bytes/sec
ATARI seems to be using 9 secs/track 512 bytes/sec
Are these figures right?

Any chance of getting them data-format compatible with each other?

From -8506752835540076399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,64c97620d9981957,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-07 20:20:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site utah-cs.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!panda!talcott!
harvard!seismo!utah-cs!brownc
From: brownc@utah-cs.UUCP (Eric C. Brown)
Newsgroups: net.micro.atari
Subject: Notes from the Developer's Package Underground.
Message-ID: <3464@utah-cs.UUCP>
Date: Sat, 7-Sep-85 23:20:48 EDT
Article-I.D.: utah-cs.3464

Posted: Sat Sep 7 23:20:48 1985
Date-Received: Tue, 10-Sep-85 03:02:25 EDT
Reply-To: brownc@utah-cs.UUCP (Eric C. Brown)
Organization: Univ of Utah CS Dept
Lines: 267

*** READ THIS BEFORE FLAMING ***
This is posted for a friend of mine who has an ST and the developer's package;
I have neither and am doing this as a public (dis)service.

*** Begin Forwarded Message ***
I am sending a portion of the Hitchhikers Guide to the Bios. This
is a confidential document that Atari has sent to all of the developers.
However since most of the teminal escape functions have alread been
figured out this will clear up any problems. Also I see no reason
for this to be confidential.

These are the escape functions interpreted by the BIOS' conout() function. For the most part they emulate a VT-52 terminal [that's the easy one to do]. There are extensions to hack screen colors, control screen wrap, and a few other simple functions.

ESC A
Cursor Up
This sequence moves the cursor up one line. If the cursor is already on the top line of the screen, this sequence has no effect.

ESC B
Cursor Down
This moves the cursor down one line. If the cursor is already on the last line of the screen, this escape sequence has no effect.

ESC C
Cursor Forward
This moves the cursor one position to the right. If this function would move the cursor off the screen, this sequence has no effect.

ESC D
Cursor Backward
This move the cursor one position to the left. This is a non- destructive move because the character over which the cursor now rests is not replaced by a blank. If the cursor is already in column O, this escape sequence has no effect.

ESC E
Clear Screen (and Home Cursor)
This moves the cursor to column O, row I (the top

left-hand corner of the screen), and clears all characters from the screen.

ESC H
Home Cursor
This move the cursor to column 0, row 0. The screen is NOT cleared.

ESC I
Reverse Index
Moves the cursor to the same horizontal position on the preceding lines. If the cursor is on the top line, a scroll down is performed.

ESC J
Erase to End of Page
Erases all the information from cursor (including cursor position) to the end of the page.

ESC K
Clear to End of Line
This sequence clears the line from the current cursor position to the end of the line.

ESC L
Insert Line
Inserts a new blank line by moving the line that cursor is on, end all following lines, down one line. Then, the cursor is moved to the beginning of the new blank line.

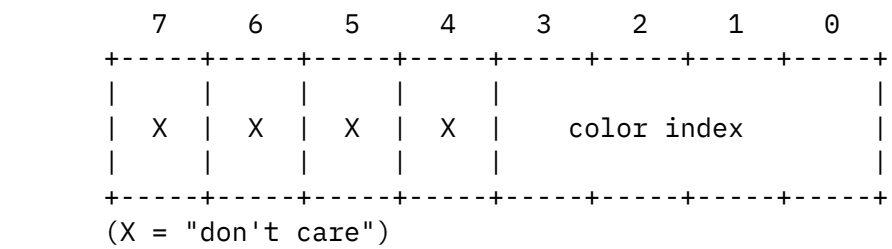
ESC M
Delete Line
Deletes the contents of the line that the cursor is on, places the cursor at the beginning of the line, moves all the following lines up one line, and adds a blank line at the bottom.

ESC Y
Position Cursor
The two characters that follow the "Y" specify the row and column to which the cursor is to be moved. The first character specifies the row, the second specifies the colum. Rows and columns number from 1 up.

ESC b
Set Foreground Color
The Foreground Color is the color in which the character is displayed.

Escape-b must be followed by a color selection character. Only the four least significant bits of the color character are used:

Bit Pattern of Control Byte:



(X = "don't care")

ESC c
Set Background Color

This function selects Background Color, the color of the cell that contains the characters.

Escape-c must be followed by a color selection character. Only the four least significant bits of the color character are used. (See diagram for ESC-b function)

ESC d
Erase Beginning of Display

This sequence erases from beginning of the display to the cursor position. The cursor position is erased also.

ESC e
Enable Cursor

This sequence causes the cursor to be invisible. The cursor may still be moved about on the display, using escape sequence defined in this appendix.

ESC f
Disable Cursor

This sequence causes the cursor to be invisible. The cursor may still be moved about on the display, using escape sequences defined in this appendix.

ESC j
Save Cursor Position

This sequence preserves the current cursor position. You can restore the cursor to the previously saved position with ESC-k.

ESC k
Restore Cursor Position

This sequence restores the cursor to a previously saved position. If you use this sequence without having previously saved the cursor position, then the cursor is moved to the home position, the top left-hand corner of the screen.

ESC l
Erase Entire Line
This sequence erases an entire line and moves the cursor to the leftmost column.

ESC o
Erase Beginning of Line
Erases from the beginning of the line to the cursor and includes the cursor position.

ESC p
Enter Reverse Video Mode
Enters the reverse video mode so that characters are displayed as background color characters on a foreground colored cell.

ESC q
Exit Reverse Video Mode
Exits the reverse video mode.

ESC v
Wrap at End of Line
This sequence causes the first character past the last displayable position on a line to be automatically placed in the first character position on the next line. The page scrolls up if necessary.

ESC w
Discard at End of Line
Following invocation of this sequence, after the last displayable character on a line has been reached, the characters overprint. Therefore, only the last character received is displayed in the last column position.

I realy recommend that anyone interested in working on the ST become a registered developer. The software developers package costs $300. It includes 8 diskettes: TOS, Logo, Resource editor, C compiler & assembler, linker, Mince, Micro Emacs, and a utilities disk. You also get over 2000 pages of documentation. There is also a number you can call and get information (It really works too).

TOS and Logo are same ones that come when you by the system.

The resource editor disk has a couple of sample resources. There seems to be several problems with the resource editor. The main one, is it displays things differently than a program does. Alerts in the editor do not look anything line they do in a progam. This is not really a problem since alerts are really a "black box". The major problem is with menus and dialogs. Both of them are squished vertically. You need to resize every object so that it looks right. This is something

of a pain since you have to leave the resource editor and execute your application to see if they look right.

The Compiler disk containes the 3 Pass Digital Research Compliler and their Assembler. The compiler puts out assembler code so it really takes 4 passed to complile a program. The documentation for the compiler is the standard CP/M-68K documentation. This can cause some really problems since the ST is not really running CP/M-68K but GEM-DOS. However the major problem is with the libraries. All of the routines in the libraries appear to be there, but they do not all seem to work. sprintf is there, but when you link it in you get several undefined symbols from the linker. The program still works though. I have not tried printf or fprintf. Open, close, read, write, malloc, and free are there but they do not seem to work at all. However Atari provided a include file "osbind.h" that provides macros called Fopen, Fclose, Fread, Malloc, and Mfree that do work but have a slightly different set of parameters. There are 10 .h files included on the complier disk. You almost have to read each one to figure out which ones you need to include. Another problem, if you only have a single disk drive system. You run out of room on your compiler disk if your file is larger than about 15K.

The linker disk has five separate libraries that you need to include for most application. Using the linker is a lot easier than using the compiler.

The utilities disk contains:

command.prg	the command line interpeter
dump.prg	a hex dumper
find.prg	similar the the MSDOS find
high.prg	puts the ST into medium res
low.prg	puts the ST into low res
kermit.prg	A poor but usable version of kermit
nm68.prg	A symbol table dumper
sid.prg	A debuger
size68.prg	A segment size utility

There is a way to make the ST come up into the command line mode on boot. You create a folder called "auto" on your boot disk. Then the ST will execute any program with a .prg extenction that is in that folder. (I have not tried this.)

Rumors:

The roms will not be available until December.

Hard disks from Atari will not be available until december.

A 512K internal expansion board for $300 will be available from a third party vendor in the next few months.

Atari is going to try and get royalties from Commodor for each Amiga that they sell.

Requests:

     Has anyone written a program that will allow transfer of binary
     files for the ST over the net?

*** End Forwarded Message ***

From 3608604349091993252
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9f525604e6d6347a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-08 10:46:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site hao.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!hao!hull
From: hull@hao.UUCP (Howard Hull)
Newsgroups: net.micro.atari
Subject: Re: Dbl clik on ST & Last DTACK
Message-ID: <1741@hao.UUCP>
Date: Sun, 8-Sep-85 13:46:53 EDT
Article-I.D.: hao.1741
Posted: Sun Sep 8 13:46:53 1985
Date-Received: Wed, 11-Sep-85 07:15:10 EDT
References: <202@uw-june>
Organization: High Altitude Obs./NCAR, Boulder CO
Lines: 63

> It appears that after I run an application program, the double-click
> feature to open a drive/application program is disabled (or at least
> set to a very high speed, higher than I'm able to invoke it). I had
> to go into the control panel and reset it to make it work again.
>
> Has anybody else experienced this?
>
> - Robert Ling   <rling@uw-june.ARPA>
I don't have an ST, but you may find the following amusing:

 DTACK GROUNDED, The Journal of Simple 68000/32081 Systems
 Issue #45 (and last) September 1985 Not Copyrighted

 :::(From Page 4):::
"The very brief operating manual explains that 'click' means to press the
 left button on the mouse and to quickly release the button. That seems
 to work fine, as well as the use of the ball on the bottom of the mouse
 to drag the arrow around on the screen. But then the introduction tells
 us to 'double click', without defining the term. By experiment, we learned
 that 'double click' apparently meant to click both the left and right button
 simultaneously. However, we could only get this to work right one time in
 three attempts. We decided we were clutzy and let James S., who was watching

the proceedings with amusement, give it a try. Same result. So we invoked the Control Panel and changed the response time setting of the mouse. No difference. Something is either wrong with us or the 'double click' software. (Yes, we tried placing one finger over both buttons to improve the simultaniety of the 'double click'. Didn't help.) By the way, after about 2.5 hours, the middle finger of our right hand, the one we would like to use to display the Italian fertility symbol to the mouse's inventor, got cramps from repeated unsuccessful 'double clicks'.
[The next day: by changing the response time of the mouse we can improve our average success rate on double clicks to about 70% - still annoying.]"

:::(From Page 28, Left Column):::
"THIS NEWSLETTER HAS BEEN PUBLISHED BY:

DIGITAL ACOUSTICS
1415 E. McFadden, Ste. F
SANTA ANA CA 92705 "

:::(From Page 28, Right Column, End):::
"SUBSCRIPTION FULLFILLMENT:

Most of your subscriptions expire with issue #48. Since we don't want Death March Dunkerson to get terminal hard-cramp writing $4.50 checks, we are negotiating with another newsletter writer to fill out your subscription. Since this guy is a better writer than we are, you will come out ahead on the deal. Different arrangements will be made for the several subscribers with a LONG time to go on their subscriptions.

If YOU decide to write a newsletter, remember that the real trick is to stop writing EXACTLY at the end of the"
[sic]

My comment: Well, I figured this would happen. Ole' FNE is going to be a real hard act to follow. I would advise strongly against flaming Digital Acoustics or the FNE over this, as anyone who was a subscriber got their money's worth once they had their hands on even one issue. The real pity is that we'll probably never see a FNE style cross-evaluation, normalized as to features/dollars, between the ST and the yet non-existent Amiga. I wish the new editors success in their effort, and I sincerely hope they keep the same spirit that was the brilliant life-force of DTACK Grounded.

Howard Hull
{ucbvax!hplabs | allegra!nbires | harpo!seismo } !hao!hull

From 983280008948199246
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18d2eb7ecec66062
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-08 14:16:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site cae780.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!cae780!gordon
From: gordon@cae780.UUCP (Brian Gordon)

Newsgroups: net.micro.atari
Subject: Need help and instructions - PILOT
Message-ID: <1307@cae780.UUCP>
Date: Sun, 8-Sep-85 17:16:56 EDT
Article-I.D.: cae780.1307
Posted: Sun Sep 8 17:16:56 1985
Date-Received: Thu, 12-Sep-85 07:46:20 EDT
References: <20198@mgweed.UUCP>
Reply-To: gordon@cae780.UUCP (Brian Gordon)
Organization: Tektronix, Inc. (CAE Systems Division), Sunnyvale, CA
Lines: 25

In article <20198@mgweed.UUCP> kek@mgweed.UUCP (Kit Kimes) writes:
>As most people that get any type of magazine for the Atari know,
>Computer Mail Order is running some super sales for the Atari.
>They list several cartridges at $2.99 each with a minimum order of 10.
>A couple of us ordered some of these cartridges. They come as bare
>cartridges; no box, no instructions, no nothing. The end result is
>that I am looking for some instructions.   ...

Mine is even worse - the PILOT cartridge is probably great, but with
absolutely no documentation, ...

Can anyone help - even a pointer?

FROM: Brian G. Gordon, CAE Systems Division of Tektronix, Inc.
UUCP: tektronix!teklds!cae780!gordon
     {ihnp4, decvax!decwrl}!amdcad!cae780!gordon
        {nsc, hplabs, resonex, qubix, leadsv}!cae780!gordon
UNTIL THE MOVE
 USNAIL: 1333 Bordeaux Drive, Sunnyvale, CA 94089
 AT&T: (408)745-1440
AFTER THE MOVE
 USNAIL: 5302 Betsy Ross Drive, Santa Clara, CA 95054
 AT&T: (408)727-1234

 Down 56 1/2 pounds, and counting ...

From 1895957993535893963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1cb772fe224c6df,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-08 19:25:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Need VT52-termcap-entry for 520ST !!
Message-ID: <15700017@unido.UUCP>
Date: Sun, 8-Sep-85 22:25:00 EDT

Article-I.D.: unido.15700017
Posted: Sun Sep 8 22:25:00 1985
Date-Received: Wed, 11-Sep-85 07:39:26 EDT
Sender: notes@unido.UUCP
Lines: 4
Nf-ID: #N:unido:15700017:000:129
Nf-From: unido!uh   Sep 9 00:25:00 1985

Please repost the termcap-entry of the VT52-emulation for the 520ST

                  Uwe Hoch (...ihnp4!hpfcla!hpbbn!unido!uh)

From 5290476938081343072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,783e377d93036cf9,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,783e377d93036cf9,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-08 21:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site looking.UUCP
Path: utzoo!watmath!looking!jan
From: jan@looking.UUCP (Jan Gray)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Reposting of comparison between Atari 520ST and Commodore Amiga
Message-ID: <343@looking.UUCP>
Date: Mon, 9-Sep-85 00:00:00 EDT
Article-I.D.: looking.343
Posted: Mon Sep 9 00:00:00 1985
Date-Received: Tue, 10-Sep-85 04:13:45 EDT
Organization: Looking Glass Software, Waterloo, Ont
Lines: 135
Xref: watmath net.micro.amiga:94 net.micro.atari:1098

By popular demand, this is a reposting of my comparison between
the Atari 520ST and the Amiga, as well as Eric L's added comments.

 Here are some corrections to Jan Gray's Amiga/ST comparison. My
corrections look like TECO comments (!* xxx !)...

	Atari 520ST	Commodore Amiga
processor	8 MHz 68000	8 Mhz 68000 !* 7.8Mhz !
RAM	512K	256K + 256K expansion board !* 8 Meg externally !
ROM	little (later, 192K?) GEM may be available in ROMs	192K

	sometime around August, for a $40 upgrade fee.	
expansion connectors	128K ROM cartridge slot, hard disk (DMA), floppy disk, modem (RS-232), printer (Centronics), monochrome/colour monitor, MIDI in and out, joystick and mouse ports. !* Connector for RF Mod !	256K RAM slot, full system bus connector(!), floppy disk,modem (RS-232), printer (Centronics), stereo RCA audio plugs, RGB monitor, TV/MOD? and NTSC video, joystick and mouse ports.
graphics resolution	640 X 400 monochrome 640 X 200 4 colours 320 X 200 16 colours 320 X 200 32 colours (plus some ability to display different resolutions on different parts of screen) !* Special 'hold and modify mode allows displaying all 4096 colors at once. Sprites and 'blobs' (blitter objects)!	640 X 400 16 colours 640 X 200 16 colours 320 X 400 32 colours
palette size	512 colours	4096 colours
fancy graphics hardware	no? !* Yes, and sprites !	bitblt in VLSI?
video outputs	monochrome, RGB	analog RGB, digital RGB, NTSC
sound hardware	GI sound chip (AY-8910?) Three voices, 30-20000 Hz, programmable waveform, envelope, and filters. !* Custom VLSI, stero output. Four channels (multiple voices on each). Plus digital sampling capability. !	Who knows? Stereo sound generation, and some special functions in VLSI?
keyboard	part of unit; function keys, numeric keypad, cursor keys, HELP and UNDO keys(!)	detachable; function keys, numeric keypad, cursor keys !* Slides under main unit !
floppies	3.5" floppy, holds 350K (formatted), attached by expansion connector, more floppies daisy chained? !* May daisy chain up to 3 external floppies !	3.5" floppy, holds 880K (formatted?), built-in. Expansion connector for second drive.
hard disk	15 Mbytes, $500? Attaches to DMA and hard disk expansion connector (built-in).	20 Mbytes (from Tecmar), $1000? Attaches to system expansion bus.

IBM compat. no yes, via $500 Trump card
!* Check that - IBM stuff
is done in sofware. If you
want a 5-1/4" drive, add
~$300 !

OS GEM and TOS (CPM/68K) Intuition and AmigaDOS
Similar to Mac Finder Similar to Mac Finder?
(multitasking!)
!* Similiar only in that
they both use windows and
icons. Amiga option lets
you use CLI, a Command Line
Interface smiliar to MS-DOS.!

future peripherals compact disk ROM (holds MBytes of data); 800K floppy; cheap graphics printers 500 Trump card ($500); digitizer; "Genlock Interface" (merges video with screen images); frame grabber; MIDI interface; music keyboard; multifunction accessory card (2 Mbytes of RAM, serial port, printer port or Winchester interface, and power supply); Pitchwriter ("sound grabber"?)

mass market versions Atari 260STD Doubtful.
!* Maybe later next year, but
Commodore will maintain a
minimum 30% profit margin
for dealers !

general availability Real soon now. Real soon now?
!* Sept. 15 !

software Real soon now. Real soon now.
!* Some packages available
even now. At least 20 will
be available on Sept 15 !

price $800 (Atari 520ST with high res. monochrome monitor, mouse, and 350K floppy drive) $2000 (Commodore Amiga with 256K of memory, built in 880K floppy, and mouse ($1300), plus 256K board ($200), plus high resolution colour monitor ($500).

>The Amiga, with all of its special function VLSIs, seems to be the
>better machine -- but is it worth 2.5X as much as the Atari 520ST?
>How badly do *you* want multitasking and spiffing graphics?

The Amiga is faster, more expandable has more built in and is

generally more powerfull by a large margin.

Eric

ARPA: LAVITSKY@RUTGERS
UUCP: ...{harvard,seismo,ut-sally,sri-iu,ihnp4!packard}!topaz!eric
SNAIL: 16 Oak St., Flr 2
     New Brunswick, NJ 08903

Jan Gray, soon to be jsgray@watrose.

From -2589046738311438968
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,afbaf55fe2ea694f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-09 10:19:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!amd!vecpyr!lll-crg!seismo!mcvax!
unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: BYTE and ATARI ???!!!???
Message-ID: <15700018@unido.UUCP>
Date: Mon, 9-Sep-85 13:19:00 EDT
Article-I.D.: unido.15700018
Posted: Mon Sep 9 13:19:00 1985
Date-Received: Sat, 14-Sep-85 01:40:25 EDT
Sender: notes@unido.UUCP
Lines: 11
Nf-ID: #N:unido:15700018:000:407
Nf-From: unido!uh   Sep 9 15:19:00 1985

Subject: BYTE and ATARI ?!?

What about Byte magazine and Atari 520ST?? Why is the brand
new hacker machine never a subject of any Byte issue?? A
technical magazine like Byte should report about such
computers. They did it both with the Mac and the Amiga,
but why not with the new Atari. Are there any political
reasons?? I'm intersted in any information!

               Uwe Hoch (...ihnp4!hpfcla!hpbbn!unido!uh)

From -4306563300059505165
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,75609c3e175fe10f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-09 10:30:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!amd!vecpyr!lll-crg!seismo!mcvax!
unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Haba Soft- and Hardware.
Message-ID: <15700019@unido.UUCP>
Date: Mon, 9-Sep-85 13:30:00 EDT
Article-I.D.: unido.15700019
Posted: Mon Sep 9 13:30:00 1985
Date-Received: Sat, 14-Sep-85 01:40:42 EDT
Sender: notes@unido.UUCP
Lines: 9
Nf-ID: #N:unido:15700019:000:290
Nf-From: unido!uh   Sep 9 15:30:00 1985

Subject: Haba Soft- and Hardware.

Last ANTIC or ANALOG magazine an ad from HABA promised many
fine things: a hard disk, a C-Compiler and much more. Does anybody
know, whether these things are already availible or not. Please
send mail to

Uwe Hoch (...ihnp4!hpfcla!hpbbn!unido!uh)

From 5923151594561326229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7b9969369f964043,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-09 10:36:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro.atari
Subject: 256K 800XL ATARIRAM.ASM
Message-ID: <293@ihnet.UUCP>
Date: Mon, 9-Sep-85 13:36:43 EDT
Article-I.D.: ihnet.293
Posted: Mon Sep 9 13:36:43 1985
Date-Received: Tue, 10-Sep-85 04:25:19 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 10

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

For anybody who has read the article in the September issue
of BYTE about the 256k 800XL and has been unable to get on
their BBS; I called up Byte and they are going to send me a
listing of ATARIRAM.ASM. When I get it I will post it for
anybody who wants a copy of it.

ihnet!bryan

From -7736532664851403416
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2d25dd729b7c2213
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-09 12:21:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rochester.UUCP
Path: utzoo!linus!decvax!genrad!panda!talcott!harvard!seismo!rochester!ray
From: ray@rochester.UUCP (Ray Frank)
Newsgroups: net.micro.atari
Subject: Re: 400/800?
Message-ID: <11494@rochester.UUCP>
Date: Mon, 9-Sep-85 15:21:15 EDT
Article-I.D.: rocheste.11494
Posted: Mon Sep 9 15:21:15 1985
Date-Received: Thu, 12-Sep-85 08:16:44 EDT
References: <324@ihlpl.UUCP>
Distribution: net
Organization: U. of Rochester, CS Dept.
Lines: 5

> I have a very quick question. Is the model 400 software compatable with
> the model 800 software? Thanks.
>   al kelkhoff

YES.

From -5297887585037631115
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ad475af6f7a42f41
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-09 16:36:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ecsvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!decvax!mcnc!ecsvax!cjl
From: cjl@ecsvax.UUCP (Charles Lord)
Newsgroups: net.micro.atari
Subject: Re: ST - Developer's mailing list
Message-ID: <385@ecsvax.UUCP>
Date: Mon, 9-Sep-85 19:36:49 EDT
Article-I.D.: ecsvax.385
Posted: Mon Sep 9 19:36:49 1985
Date-Received: Wed, 11-Sep-85 06:21:56 EDT
References: <353@eneevax.UUCP>
Distribution: net
Organization: North Carolina Educational Computing Service
Lines: 11

I have been following this discussion with interest and have one question- WHO have you guys called to get your kits? The Atari reps I have talked to have said things like "Oh, yeah- they made those for a while and sold them for around $2000" (!!!). Please write me with a person's name and telephone number if you have actually succeeded in getting a Developer's kit for $300. THANKS!

Charles Lord
...!decvax!mcnc!ecsvax!cjl

From 5261922529847529287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,94949620558e0b3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-09 17:14:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!panda!talcott!harvard!seismo!lll-crg!gymble!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: 1 Meg ST upgrade (long)
Message-ID: <360@eneevax.UUCP>
Date: Mon, 9-Sep-85 20:14:26 EDT
Article-I.D.: eneevax.360
Posted: Mon Sep 9 20:14:26 1985
Date-Received: Thu, 12-Sep-85 08:48:27 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 213

I am forwarding these instructions to the net as the original author does not have access to usenet. So far he and I as far as I know are the only ones who have upgraded to 1 meg. If you are brave enough to try this upgrade you might want to let us know if you succeeded or perish the thought failed.

-ravi

==========

Date: Wed, 28 Aug 85 20:53:05 pdt
From: Gert Slavenburg <gert@Pescadero>
Subject: manual to 520ST 1 Meg upgrade
To: info-st@eneevax
Status: RO

I had enough requests to justify sending this out to all of you at info-st.
Good luck with the modification. Cheers will be appreciated, as well as

examples of use of the full 1 Meg - it's lonely at the top.

Directions for expanding the Atari 520ST memory to 1 MByte

WARNING : This is a hardware modification that will void the warranty of your 520ST. If you do not have the appropriate tools or experience you have a substantial chance of ruining your 520ST. Proceed at your own risk ! This modification has been in my 520ST without any problems for 6 days now. However, I have (of course) not checked with knowledgable sources at Atari to verify if this modification endangers the long term machine reliability and/or software compatibility (I suspect it may endanger their software compatibility if enough of us do it !).

tools/components needed :

16 256k * 1 RAM chips, 150 nSec. access time type, e.g. NEC 41256C-15. (available at e.g. Fry's Electronics, Sunnyvale, CA for $ 2.77 each)

A good quality, preferrably temperature controlled soldering iron, with a miniature tip (tip should be narrow enough to avoid touching 2 I.C. pins at the same time). E.g. Weller type soldering station.

Good quality resin core solder (thin).

Approximately 4 foot of wire-wrap wire and a good stripper for it. (you will have to route 3 wire's over a sequence of I.C. pins. The easiest way to do this is to have a stripper allowing you to shift the isolation forward over the wire, solder the next point, measure new length, shift over insulation etc. until the endpoint). The "No Nik" .014" (dark green handle) wire wrap stripper is the best tool for this. Available e.g. at Jensen tools, Phoenix, AZ (602) 968-6231 catalog no H4B305.

De-soldering wick and solder suction tool.

Philips type screwdriver (for opening your ST), tweezers, pliers etc.

A steady hand and self-confidence.

explanation of the modification :

(Please read the rest of this document before starting. It may save you time and a 520ST)

The current memory inside the 520ST consists of 16 256k*1 RAM chips.
Address (A0..A8) lines are common to all those chips.
The WriteEnable line is also common to all chips.
Data (in and out) lines are (of course) individual. The RAS (Row-Address Strobe) line is common to all chips. The 8 chips forming the high order byte group have one common CAS line, and the 8 forming the low order byte group

have one common CAS line (CAS is used as enable for write operations,
suchthat WriteEnable can be common to both groups).
The high order group from MSB to LSB consists of U45,44,43,42,38,34,33,32.
The low order group of U30,29,28,25,24,18,17,16. Note that all chips are
adjacent, though the numbering has gaps. RAS0, CAS0H and CAS0L are supplied
from U15 pin 8,6 and 7 respectively. (The 0 indicates bank 0)

Bank 1 that you are going to build in will be "piggy-backed" on
top of the current chips, where all pins of the new chips EXCEPT RAS (pin 4)
and CAS (pin 15) are soldered to the old chips equivalent pin. Thus they will
end up sharing addresses, data, WriteEnable and power and ground with the
existing chips.

All RAS pins of the new chips are wired together and will be supplied with
the "RAS1" signal generated on pin 18 of U15 (the Memory Controller, marked
3H-2119CC or so).
The CAS pins of the 8 new high order byte chips (on top of U45..U32)
are wired together and supplied from the "CAS1H" signal generated on
pin 22 of U15.
Analogously, the CAS pins of the new U30 to U16 are wired together and
supplied with "CAS1L" from pin 21 of U15.

how to go about it :
====================

step 1 : Open up your 520ST, pull of the keyboard connector, and remove
         the main circuit card from its top and bottom shielding.
         Make sure to remember which screws go where and note the
         keyboard connector orientation.

step 2 : Desolder all the capacitors adjacent to the existing RAM chips.
         (DO NOT SKIP THIS STEP. You'll loose time if you do, and worse,
         the modification will not be reliable since you can't solder
         the pins obstructed by the capacitors reliably (if at all)).
         To desolder them, I found it easiest to heat the island on the
         non component side, and bend the wires straight. After doing that
         for each capacitor, turn over to the component side and heat the
         islands while pulling the capacitor out with tweezers.

step 3 : Open up the holes of all the desoldered capacitors, using a
         combination of de-soldering wick and suction tool. Do this from
         the non-component side. If certain holes are difficult to open
         up, you may want to use a wood splinter. (push it through while
         heating). Be carefull to remove all solder debris !
         THE REASON for opening the holes NOW is that they will be less
         accessible once you've done the other steps ! Patience is a virtue.

(NOTE : Step 2 and 3 are the only ones that may damage your ST PCboard.
Be sure not to use excessive force while pulling out the capacitors. If
you damage your PCboard anyway, cure the problem now and not later).

step 4 : In this step we will piggyback the new RAM's on top of the old ones.
         Be sure to connect all pins except pin 4 (RAS) and 15 (CAS).

The best way to go about this is to do chip by chip. First bend the pins of the new RAM's suchthat they are perpendicular to the package (instead of having slightly spread "cowboy legs"). Use pliers to bend pin 4 and 15 suchthat it comes out of the I.C. package horizontal, and cut of the excess length of pins 4 and 15 (I mean part of the pin, you still need to be able to solder to it!). Make sure that the new RAM fits snugly on top of the old one (in the same orientation !!!!), without intervening space and with the new pins touching the old ones. Now solder
each pin (except the non-touching 4 and 15) to the other RAM's. The best way to do this with least chance of damage is to touch both the new RAM's pin and the old RAM's pin. Heat them both for a second and add A LITTLE solder then. Wait till the solder flows. After each IC, check all pins carefully to assure a good connection. (use a magnifying glass)
NOTE : This step is crucial for the long term reliability of the memory extension. A badly soldered joint may show up later as sporadic memory errors. TAKE YOUR TIME.

(NOTE : until step 6 is finished, do not in any way apply power to your ST. This intermediate state of affairs will damage your memory chips !)

step 5 : Re- mount all the desoldered capacitors. Bend the pins like they were before re-soldering, suchthat they will not touch the lower shielding. Solder from the non-component side.

step 6 : In this step you will route the 3 wires mentioned earlier. The first wire connects pin 4 (RAS) of all new RAM's to pin 18 of U15. The second wire connects pin 15(CAS) of the new U45 to U32 to pin 22 (CAS1H) of U15. The third wire connects pin 15 (CAS) of the new U30 to U16 to pin 21 of U15.
The best way to do this is to use the stripper to remove 5 inches of isolation. Solder the first IC pin to the end of the blank wire, measure the distance to the next pin in sequence and shift over that amount of isolation. Continue in this fashion untill all pins in the sequence are done.
Work from U45 to the left, soldering directly to the leftover pins on the new chips. Make sure that no wire or solder sticks out above the top plane of the new chips, since they will almost touch the top shielding !
Route the wires through the PC board hole below and to the left of U15 to connect to U15 on the non-component side.

step 7 : Sit back. Use brain. Do you feel confident about the quality of your work ? No mistakes ? Check everything once again if you are but a little uncertain. Applying power with errors might make your ST into a decorative, non-functional piece of art.
OK. Either rebuild your ST into its shielding and cabinet, or put it onto a surface clear of wires and solder-remains and connect it to monitor, disk and supply. Boot it.

If it boots, you're probably there. Test if the new memory works by looking at the phystop variable ($42E) with SID if you have the

developper stuff. It should read $100000 (1M hex). Also note that
memcntlr ($424) now holds 5 instead of 4, and that v_bas_ad ($44E)
now holds $F80000 (screen bitmap origin).
If you don't have the developper stuff, try a single drive copy and
check that you get the whole disk in one buffer instead of two.

If the new memory does not seem to exist, use SID to deposit and
retrieve words on locations $80000 and up (1/2 M hex). If bit errors
occur, the ST bootROM did not detect the extension (it checks all
bits of 512 locations by testing a pseudo random sequence, before
accepting a memory bank). Try to pinpoint the faulty chip(s) and
remove the error.

If it doesn't boot, you're in trouble. I'm sorry. It is difficult
to give hints on what to do here. So many possibilities.
Desoldering the new chips probably won't work (if the old ones
were functional, the ST would still boot). Check for hidden
short-circuit on RAM pins. May also be that you have a flaky
new pin connection.
Good luck. I feel bad. Well, I might be able to help you a little,
call me when you're really stuck ! Evenings at (415) 965-7696.
Not after september - I'll be out of USA by then.

PLEASE :
========

Let me know if you did the modification and failed or succeeded. I'd like
to know how many people benefit from this and if it's safe enough for large
scale application. Mail to arpanet address gert@su-pescadero.

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--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 6759664367864400840
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9041cd895c097778,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-09 17:41:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!panda!talcott!
harvard!seismo!lll-crg!gymble!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: 5 1/4 inch floppy conversion for ST
Message-ID: <361@eneevax.UUCP>
Date: Mon, 9-Sep-85 20:41:01 EDT
Article-I.D.: eneevax.361

Posted: Mon Sep 9 20:41:01 1985
Date-Received: Thu, 12-Sep-85 08:48:46 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 258

I am forwarding this from the info-st developers mailing list.
I have not tried this upgrade but have no reason to think it
would not work.

-ravi

==========

Date: Fri, 30 Aug 85 12:21:57 edt
From: Gyorgy Fekete <gyuri>
Message-Id: <8508301621.AA05765@eneevax.ARPA>
To: info-st
Subject: 5.25 Floppy on the ST.
Status: RO

From: allegra!decwrl!dec-rhea!dec-cgvax2!boiko (Michael Boiko MKO2-2/KO2
264-3626)
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granted only if the following line
appears at the top of the article:

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 HOW I MADE AN IBM-ST
 (ST WITH 5 1/4" DISK ACCESS)

   By DAVID SMALL

You can read and write IBM PC disks
on your Atari ST -- if you connect a
40-track 5 1/4-inch disk drive to your 3
1/2-inch disk drive.

Or...if you don't need IBM file
compatibility for an ST, you can connect
a 2-sided, 80-track, 5 1/4-inch drive
and store 720K on one disk. This will
save you money because 5 1/4-inch disks
and drives are cheaper than 3 1/2-inch
disks and drives.

But can you use the disk drive from
your 8-bit Atari? Not if the drive is an
810, 1050, or an Atari workalike such as
an Indus, Astra, or Rana. However,
ATR8000 and Percom drives will work.

They are "industry standard" drives that communicate via standard 34-pin interlace connector.

THE WARNING

Before actually telling how to hook up a 5 1/4-inch drive to your ST, we must caution you this is no job for electronics beginners. You need to solder and to understand the circuitry of whatever 5 1/4-inch you are using. Debugging your new system can be a frustrating experience. Not only that, open up your ST drive and you'll violate the warranty.

RIBBONS AND PINS

Of the 34 pins in the standard industry connector, only about 14 are used. The Atari ST brings these 14 wires out in a short, thick cable that plugs from the ST into the first drive's IN connector. This cable uses a non-standard 14-pin DIN connector, but it carries industry standard signals. Our goal is to get those signals to a standard 34-pin connctor and thus to a standard disk drive.

Theoretically we'd put a 34-pin edge connector on one end of a ribbon cable, 14-pin DIN connector on the other, and we'd have our disk drive cable. However, in practice I couldn't find a 14-pin DIN connector.

INSIDE THE DRIVE

Therefore, the method I chose to use was to tap into the signals inside the 3 1/2-inch ST drive. Besides voiding your warranty, this will probably require you to cut a slot in the drive case for the new ribbon cable.

If you open up the drive (use a phillips screwdriver) you'll find the

14-pin DIN connector expands to (Surprise!) an industry standard 34-pin ribbon cable.

Of course, it does this inside the shield to prevent radio noise from leaking out. A small circuit board has the two 14-pin connectors (IN and OUT) mounted on it, and it connects to the 34-pin ribbon cable inside the drive.

I put a "tap" from the 34-pin ribbon cable in the drive to the 34-pin ribbon cable running to my remote 5 1/4-inch disk drive. I then used a DB-40, 40-pin male and female clamp-on connector to clamp one side to the ribbon cable and the other to the remote drive's cable. Then I plugged the two DB-40s together.

You don't have to use a DB-40. Any clamp-on connector that covers the first 34 pins will work fine.

KINKY WIRING

But there's a catch. Atari does something kinky with the drive B select signal. It's on pin 6 of the DIN connector when coming from the ST. But inside drive A it is switched from IN connector pin 6, to OUT connector pin 5, where it becomes drive select for drive B.

This means Atari ST drives always listen on pin 5 for select, and the daisy chain scheme gives the proper drive the correct signal. Thus the two connectors on the back of the ST drive are not interchangeable, like other Atari drives. Plug your ST into the OUT connector, the drive won't work, period.

Therefore we have to jump from pin 6 of the DIN connect (drive B select) to pin 12 of the ribbon cable (drive B select) to get this signal across. Otherwise it doesn't show up on the 34-pin cable otherwise. This is easy to do on the bottom of the 3 1/2-inch drive's DIN connect board.

Now we need to set the remote drive as drive B. Sometimes it's called drive 1 or drive 2, depending on whether the manufacturer numbers drives at 0 or 1.

When a drive is idle, a five-volt signal (HIGH) exists on the BUSY line. When the computer wants to access the drive, it pulls down this signal to zero (LOW).When the computer is finished with the drive, it releases the signal and the drive "pulls up" the signal to its original five volts. If two drives are hooked up, only one may contain pull up circuitry because the computer can only pull down five volts.

Pull-up circuitry usually is contained in a chip in the drive. And now you are at a point where you must know enough about your 5 1/4-inch drive to figure out where the chip is.

Since the ST drive A contains all the pull-up termination circuitry we need we must remove termination packs from the remote drive. In the case of my Tandon TM-100-2 drive I also needed to deal with the select line termination, since it doesn't go through the resistor pack. I had to clip resistor R14 from my Tandon to get rid of the added termination.

Special Note: The ST monitor throws out a lots of magnetism. If you don't keep your drive at least one foot from the monitor, the disk's heads will pick up the monitor's signals and confuse he read data. You'll immediately notice data error if you get your drive close to the monitor. This is good reason to use a fairly long ribbon cable (3 feet or so) (We haven't noticed this problem in-house. ANTIC ED)

ALL DONE

All right, assume you have added an 80-track drive. Put the disk in, close the door and turn on the system. Click

on drive B, select FORMAT, and format
the disk either single-sided or
double-sided.

>From then on, treat the 80-track
drive as an Atari ST drive. Note: 80
track drives have traditionally been
persnickety, which is why 40-track
drives remain popular. Keep a sharp eye
on the drive's alignment. It takes very
little misalignment to make a disk that
only one 80-track drive in the whole
world can read.

If you've added a 40-track drive, you
may use it as an ST drive in only a
limited fashion. You can't use FORMAT
or a track copy, because they'll try to
force the drive past its 40th track.

   IBM ST

On the other hand, you can put an IBM
PC disk in that 40-track drive, and
click on the B icon. It'll pull up the
disk's directory into folders and "text
only" files.

You'll notice on the top of the
window an PC-DOS type of "pathname"
consisting of multiple (if needed)
folders and a file name. GEM simply
turns the concept of pathnames into
folder icons and moves you through the
path by your actions of selecting,
opening, or closing a folder.

Of course, you can't run IBM programs
because they are written in IBM assembly
language, which the ST cannot
understand. However, you can freely
copy and use text files and the data
within them. Furthermore, if you write
back out from the ST to the PC disk,
you'll find that an IBM has no trouble
reading what you wrote.

==========

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 2314580899806619501
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,aa1fae39455dc4f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-09 22:10:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 +MULTI+2.11; site brueer.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!amd!vecpyr!lll-crg!seismo!mcvax!
ukc!reading!brueer!tony
From: tony@brueer.UUCP (Tony Begg)
Newsgroups: net.micro.atari
Subject: Terminal Emulator for 520ST
Message-ID: <206@brueer.brueer.UUCP>
Date: Tue, 10-Sep-85 01:10:21 EDT
Article-I.D.: brueer.206
Posted: Tue Sep 10 01:10:21 1985
Date-Received: Sat, 14-Sep-85 01:40:00 EDT
Organization: Dept of EE & E, Brunel University, Uxbridge, U.K.
Lines: 10
Xpath: reading gateway.cs

I do not know whether it is true of the U.S. version (I suspect it is)
but the U.K. VT52 emulator does not bind the cursor keys (or the function
keys). In addition the single quote character is bound to colon.
DESK1.ACC contains no calls to "trap 14,16" so must use the key bindings in
the BIOS. The single quote thing is probably a coding error.
Has anybody written a terminal emulator yet that does not have these problems?
If so *please* e-mail me a copy.

Thanks
Tony Begg ...!mcvax!ukc!reading!brueer!tony

From -812470921904796671
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f3a471c2fb0b0082
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-10 12:13:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 Unisoft-Cosmos; site kepler.UUCP
Path: utzoo!linus!decvax!genrad!panda!talcott!harvard!seismo!umcp-cs!gymble!lll-
crg!well!micropro!kepler!mojo
From: mojo@kepler.UUCP (Morris Jones)
Newsgroups: net.micro.atari
Subject: Re: AMIGA software in RAM instead of ROM?
Message-ID: <225@kepler.UUCP>
Date: Tue, 10-Sep-85 15:13:40 EDT
Article-I.D.: kepler.225
Posted: Tue Sep 10 15:13:40 1985
Date-Received: Thu, 12-Sep-85 23:09:58 EDT

References: <877@brl-tgr.ARPA> <246@ccivax.UUCP>
Reply-To: mojo@kepler.UUCP (mojo)
Organization: MicroPro Int'l Corp., San Rafael, CA
Lines: 13

In article <246@ccivax.UUCP> rb@ccivax.UUCP (rex ballard) writes:
>Both the Amiga and the ST have delayed putting their
>operating systems in ROM. LET'S HOPE THEY NEVER DO!!!

I agree with the spirit of your posting. Unfortunately on the Atari,
with the DOS in RAM, not much memory is left for applications.

Obviously the thing to do is increase the RAM.

--
Mojo
... Morris Jones, MicroPro Product Development
{dual,ptsfa,hplabs}!well!micropro!kepler!mojo

From 5081658394564670654
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ad475af6f7a42f41
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-10 19:54:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site riccb.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ihopa!riccb!djb
From: djb@riccb.UUCP (Dave J. Burris)
Newsgroups: net.micro.atari
Subject: Re: Re: ST - Developer's mailing list
Message-ID: <525@riccb.UUCP>
Date: Tue, 10-Sep-85 22:54:35 EDT
Article-I.D.: riccb.525
Posted: Tue Sep 10 22:54:35 1985
Date-Received: Wed, 11-Sep-85 20:04:06 EDT
References: <353@eneevax.UUCP> <385@ecsvax.UUCP>
Distribution: net
Organization: Rockwell Telecommunications, Downers Grove,Il.
Lines: 23

>
>
> I have been following this discussion with interest and have one
> question- WHO have you guys called to get your kits? The Atari
> reps I have talked to have said things like "Oh, yeah- they made
> those for a while and sold them for around $2000" (!!!). Please
> write me with a person's name and telephone number if you have actually
> succeeded in getting a Developer's kit for $300. THANKS!
>
>   Charles Lord
>   ...!decvax!mcnc!ecsvax!cjl

Send $300 certified check or money order to:

     Atari Corp.
     1196 Borregas Ave.
     Sunnyvale, CA 94086
     ATTN: Richard Frick

--
Dave Burris
..!ihnp4!ihopa!riccb!djb
Rockwell Switching Systems, Downers Grove, Il.

From 3574524243958281124
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e4c35091876c55a7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-11 08:25:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!decvax!tektronix!orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: Re: Re: OS9 on the ST
Message-ID: <1721@orca.UUCP>
Date: Wed, 11-Sep-85 11:25:16 EDT
Article-I.D.: orca.1721
Posted: Wed Sep 11 11:25:16 1985
Date-Received: Fri, 13-Sep-85 03:41:12 EDT
References: <> <138@apr.UUCP> <245@ccivax.UUCP>
Organization: Tektronix, Wilsonville OR
Lines: 3

The developers kit is $300.

dgc

From 4499606510364266360
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18d2eb7ecec66062
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-11 08:55:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site rayssd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!rayssd!ejc
From: ejc@rayssd.UUCP (Edward J. Casey)
Newsgroups: net.micro.atari
Subject: Re: Need help and instructions - PILOT
Message-ID: <1045@rayssd.UUCP>
Date: Wed, 11-Sep-85 11:55:31 EDT
Article-I.D.: rayssd.1045
Posted: Wed Sep 11 11:55:31 1985

Date-Received: Thu, 12-Sep-85 12:21:28 EDT
References: <20198@mgweed.UUCP> <1307@cae780.UUCP>
Sender: ejc@rayssd.UUCP (Edward J. Casey @ Raytheon Co., Portsmouth RI)
Organization: Raytheon Co., Portsmouth RI
Lines: 2

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

From -7459805739954939490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,94486406a3d603a7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-11 09:16:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site rayssd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!rayssd!ejc
From: ejc@rayssd.UUCP (Edward J. Casey)
Newsgroups: net.micro.atari
Subject: word processing
Message-ID: <1046@rayssd.UUCP>
Date: Wed, 11-Sep-85 12:16:58 EDT
Article-I.D.: rayssd.1046
Posted: Wed Sep 11 12:16:58 1985
Date-Received: Thu, 12-Sep-85 11:34:33 EDT
Sender: ejc@rayssd.UUCP (Edward J. Casey @ Raytheon Co., Portsmouth RI)
Distribution: net
Organization: Raytheon Co., Portsmouth RI
Lines: 16

In the very near future (like really soon) I'm going to be starting
on several papers required for courses toward an MS degree. What I
need from NETLAND are recommendations as to what word processing
package is best for my needs. I currently have the ATARI WRITER and
the ATARI WORD PROCESSOR but feel there must be something better.
I've read the ads (articles) in the mags but have been left with the
impression that they were leaving alot out. I currently have a 1200XL
(maybe soon to be a 130XL), a RANA disk drive, and a GEMINI 10X
printer. Intend to add a computer interfacable typewriter soon.
Any comments (good or bad) about the various items of word processing
software or computer interfacable typewriters is most welcome.
If there is overwelming response I'll gladly post results to net.
Thanks. ejc.

From 2955969427232000055
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,afbaf55fe2ea694f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-11 10:31:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP

Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!panda!talcott!
harvard!seismo!lll-crg!dual!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari
Subject: Re: BYTE and ATARI ???!!!???
Message-ID: <146@aum.UUCP>
Date: Wed, 11-Sep-85 13:31:46 EDT
Article-I.D.: aum.146
Posted: Wed Sep 11 13:31:46 1985
Date-Received: Sat, 14-Sep-85 06:01:07 EDT
References: <15700018@unido.UUCP>
Organization: The Aurora Systems Bunch
Lines: 23

> Subject: BYTE and ATARI ?!?
>
> What about Byte magazine and Atari 520ST?? Why is the brand
> new hacker machine never a subject of any Byte issue?? A
> technical magazine like Byte should report about such
> computers. They did it both with the Mac and the Amiga,
> but why not with the new Atari. Are there any political
> reasons?? I'm intersted in any information!
>
>   Uwe Hoch (...ihnp4!hpfcla!hpbbn!unido!uh)

I would also be very interested in why Byte has managed to ignore
such a provacative combination of price and utility. I suspect that
Jack Tramiel opted not to play up to them and they responded by
blacklisting it. It does not speak very well for Byte's interest in
their readers. I for one lost a lot of respect for Byte because of
this glaring omission.
--

                          Erik James Freed
                 Aurora Systems
                 San Francisco, CA
                 {dual,ptsfa}!aum!freed

From -4715326481360876958
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ad475af6f7a42f41
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-11 10:35:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!panda!talcott!
harvard!seismo!lll-crg!dual!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari
Subject: Re: ST - Developer's mailing list
Message-ID: <147@aum.UUCP>
Date: Wed, 11-Sep-85 13:35:22 EDT

Article-I.D.: aum.147
Posted: Wed Sep 11 13:35:22 1985
Date-Received: Sat, 14-Sep-85 06:05:29 EDT
References: <353@eneevax.UUCP> <385@ecsvax.UUCP>
Distribution: net
Organization: The Aurora Systems Bunch
Lines: 22

>
>
> I have been following this discussion with interest and have one
> question- WHO have you guys called to get your kits? The Atari
> reps I have talked to have said things like "Oh, yeah- they made
> those for a while and sold them for around $2000" (!!!). Please
> write me with a person's name and telephone number if you have actually
> succeeded in getting a Developer's kit for $300. THANKS!
>
>   Charles Lord
>   ...!decvax!mcnc!ecsvax!cjl

The confusion here is that the Atari reps were talking about a
Hardware *and* Software package available a long time ago. The
$300 package is *just* software and is available only after you
have proof of purchase of an atari ST.
--

                          Erik James Freed
                Aurora Systems
                San Francisco, CA
                {dual,ptsfa}!aum!freed

From 2135277659869385257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,718707d8d25a23f8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-11 18:52:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site gargoyle.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!crsp!gargoyle!ed
From: ed@gargoyle.UUCP (Ed Friedman)
Newsgroups: net.micro.atari
Subject: Editor for Atari ST
Message-ID: <183@gargoyle.UUCP>
Date: Wed, 11-Sep-85 21:52:26 EDT
Article-I.D.: gargoyle.183
Posted: Wed Sep 11 21:52:26 1985
Date-Received: Thu, 12-Sep-85 11:09:41 EDT
Distribution: net
Organization: U. of Chicago, Computer Science Dept.
Lines: 8

Has anyone with an Atari ST development system located a decent (hopefully

inexpensive) editor yet? The documentation mentioned Mince - are there
any others to choose from? How have people been developing software for
this machine without the use of an editor (or is there an in-house version)?

Thanks in advance,
Ed Friedman

From -5208124615597172260
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,83b0853e19e2b6fc,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,40335548c3a38948
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-12 09:12:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site anasazi.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!ucbvax!ucdavis!lll-crg!
seismo!hao!noao!terak!anasazi!john
From: john@anasazi.UUCP (John Moore)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Re: Amiga memory management query
Message-ID: <290@anasazi.UUCP>
Date: Thu, 12-Sep-85 12:12:26 EDT
Article-I.D.: anasazi.290
Posted: Thu Sep 12 12:12:26 1985
Date-Received: Tue, 17-Sep-85 05:15:28 EDT
References: <1323@eagle.UUCP> <462@enmasse.UUCP>
Reply-To: john@anasazi.UUCP (John Moore)
Distribution: net
Organization: Anasazi, Phoenix Az.
Lines: 18
Xref: watmath net.micro.amiga:148 net.micro.atari:1133

In article <462@enmasse.UUCP> mroddy@enmasse.UUCP (Mark Roddy) writes:
>> Does anyone know how the Amiga does multiprogramming
>> safely without a memory-management unit? The Byte article
>> makes no mention of MMU hardware.
>
>There isn't one, so it doesn't do it safely, although the Amiga loyalists
>are kind of blind about this point. I think that when you boot up a
>   (harvard!talcott!panda!enmasse!mroddy)
I have heard (from someone looking under the hood) that the Atari 520ST
has a chip labelled "MMU". Is this an MMU? Is it any good? If so, this
would seem to be a significant advantage for the ST.

--
John Moore (NJ7E)
{decvax|ihnp4|hao}!noao!terak!anasazi!john
{hao!noao|decvax|ihnp4|seismo}!terak!anasazi!john
(602) 952-8205 (day or evening)

From -6180766591746736042
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,afbaf55fe2ea694f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-12 09:32:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site uwai.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!dual!lll-crg!
seismo!uwvax!uwai!neves
From: neves@uwai.UUCP
Newsgroups: net.micro.atari
Subject: Re: BYTE and ATARI ???!!!???
Message-ID: <235@uwai.UUCP>
Date: Thu, 12-Sep-85 12:32:46 EDT
Article-I.D.: uwai.235
Posted: Thu Sep 12 12:32:46 1985
Date-Received: Sun, 15-Sep-85 09:47:15 EDT
References: <15700018@unido.UUCP> <146@aum.UUCP>
Organization: U of Wisconsin CS Dept
Lines: 35

>
> I would also be very interested in why Byte has managed to ignore
> such a provacative combination of price and utility. I suspect that
> Jack Tramiel opted not to play up to them and they responded by
> blacklisting it. It does not speak very well for Byte's interest in
> their readers. I for one lost a lot of respect for Byte because of
> this glaring omission.
> --
> --
Ease up on Byte magazine.

You should note that Byte has several kinds of features on machines.
One kind is a preview, which is not really a review. These are done
months before the machine makes it to market and depends on the
manufacturer letting Byte come in and playing with one of their
pre-production models. The Mac was previewed by Byte (in October?) in
this way. Besides the previews there are also the official reviews
which take place on released hardware. Because these have to take
place after the machine has come out you will probably see it several
months later (because of publication lag, etc.)

I suspect that either Byte couldn't get to see a pre-production Atari,
or it was not clear that the pre-production model was close enough to
production quality. When they previewed the Amiga Byte said that the
ROMs were still being worked on, but they seemed sufficiently close to
the final product to preview. Expect a review 3-4 months after the
machine has come out (assuming also that Atari gives Byte a machine to
review.)
--
David Neves

Computer Sciences Department
University of Wisconsin-Madison

Usenet: {allegra,heurikon,ihnp4,seismo,uwm-evax}!uwvax!neves
Arpanet: neves@uwvax

From 2335815041630229749
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,602be15f3386519f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-12 09:55:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: The Developers Package
Message-ID: <20364@mgweed.UUCP>
Date: Thu, 12-Sep-85 12:55:57 EDT
Article-I.D.: mgweed.20364
Posted: Thu Sep 12 12:55:57 1985
Date-Received: Fri, 13-Sep-85 04:29:30 EDT
References: <> <138@apr.UUCP> <245@ccivax.UUCP> <1721@orca.UUCP>
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 12

There is an ad in the October Issue of Analog Computing for a company
called Gizzmoz that are selling things for the ST already. In their
ad they list one of the packages available as: "ST" Development Software
Package. They don't give a price. You have to call. Their number
(in Mass.) is (617)-371-1855. If anyone calls and gets their price,
post it in this newsgroup.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 5864681859549158286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3323b25976266784,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-12 16:23:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site uvicctr.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!uvicctr!collinge
From: collinge@uvicctr.UUCP (Doug Collinge)
Newsgroups: net.micro.atari
Subject: Interfacing an ST

Message-ID: <152@uvicctr.UUCP>
Date: Thu, 12-Sep-85 19:23:59 EDT
Article-I.D.: uvicctr.152
Posted: Thu Sep 12 19:23:59 1985
Date-Received: Sun, 15-Sep-85 12:21:38 EDT
Distribution: net
Organization: University of Victoria, Victoria B.C. Canada
Lines: 20

I am interested in interfacing some magic hardware to an ST.
I see two possibilities: the DMA port and the cartridge slot.
However, this hardware needs to be written to and
>>>>>>>>>> the cartridge slot does not have R/W! <<<<<<<<<<
I couldn't believe this when I saw it but it's true. However,
this can be probably be overcome by using a high-order address
line as R/W and agreeing to write only to one half of the
address space and to read only from the other half. See any
problems with this? Excepting "Yeccchhh!", of course.
The problem with the DMA port is that I don't know how it works.
Can anyone enlighten me? DMA would be nice for this particular
hardware.
--

         Doug Collinge
         School of Music, University of Victoria,
         PO Box 1700, Victoria, B.C.,
         Canada, V8W 2Y2
         decvax!nrl-css!uvicctr!collinge
         decvax!uw-beaver!uvicctr!collinge
         ubc-vision!uvicctr!collinge

From 3240190662164519397
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1cb772fe224c6df
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-12 17:16:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!linus!decvax!ucbvax!ucdavis!lll-crg!seismo!rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.atari
Subject: Re: Expansion on 520ST?? -No more RAM??
Message-ID: <249@ccivax.UUCP>
Date: Thu, 12-Sep-85 20:16:03 EDT
Article-I.D.: ccivax.249
Posted: Thu Sep 12 20:16:03 1985
Date-Received: Sun, 15-Sep-85 05:18:30 EDT
References: <15700017@unido.UUCP>
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 50

I hope I get flamed on this, I hope I am wrong, and I hope that
something can be done soon, but,

After looking at the cartridge pinout on the 520-ST in the back of the Owners manual, I realised that any hope of ram expansion without tearing into the box itself were dashed. D0-D16, A1-A15, UDS, LDS, +5, Gnd and two ROM-SELECTS were all that appeared to be drawn out. Two pins were used for ground and two for +5.

I suppose for $800, I shouldn't really expect a 7 slot backplane, but they should have brought out at least 7 of the other address pins, and R/W pins, a 50 pin rather than a 40 pin card would have enabled expansion for anything but Co-processors (bus is already kind of busy). I guess everybody has to screw up something.

Even the "Doorstop Sinclair" was more 'open' than the 'ST'. One of the "Expansion options" for the ZX-80 was real cute, A ribbon cable with 6 "slots" on it. Expansion cartridges were just "Stacked Up" and plugged into the ribbon (RFI was a bit sticky, but aluminum paint helped that).

On the flip side, the "Hard disk port" looks an awfull lot like a 488 bus to me. Anybody tried interfacing any 488/HPIB peripherals to it? If all that is needed is a RAM disk, the RAM drive could be stuffed on the hard port.

Went to an Atari users group meeting, only one of the 16 owners was even remotely less than satisfied. He was the only one without a developers kit and was "getting tired of running demo's". Seems that the developers kit would make a great RETAIL product.
(does anybody from ATARI read this net?)

One publisher appears to be delaying the release of their software until the OS is put in ROM. Appearently, they want to go jumping into the BIOS/BDOS the way Lotus did. Can't anybody write a KOSHER program?

Do Un*x programmers write APPLICATIONS that HACK UP the KERNAL?
(not OS drivers, but the applications which don't use the standard interface, ie: jump into the kernal)

How come the ST takes less time to load it's OS into RAM than it takes a MAC to boot up from ROM?

Someone read an article in the users group (newspaper) that said AT&T was going to OEM ST's. Will they run UNIX? How about a GEM/UNIX combination?

Anybody heard of any Smalltalk-like devopement for the ST?

(These opinions used to be mine but I'm giving them up for adoption)

From -8572555084913010635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3b35c0013f9f5319,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-12 17:56:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rochester.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!dual!lll-crg!
seismo!rochester!henry
From: henry@rochester.UUCP
Newsgroups: net.micro.atari
Subject: amiga & st
Message-ID: <11602@rochester.UUCP>
Date: Thu, 12-Sep-85 20:56:11 EDT
Article-I.D.: rocheste.11602
Posted: Thu Sep 12 20:56:11 1985
Date-Received: Sun, 15-Sep-85 11:50:57 EDT
Sender: henry@rochester.UUCP
Organization: U. of Rochester, CS Dept.
Lines: 38

From: Henry.Kautz

I just played with some ST's at the King of Prussia shopping mall
(the country's largest!). I was extremely impressed with the ST. The
monochrome display was EXTREMELY sharp: it was just as sharp as the
MacIntosh, but with a larger display. I saw a demo of a super
spreadsheet program, which not only had multiple windows, but the
ability to adjust the font size in each: you could make the characters
and lines large enough to read across the room. Programs load and
execute VERY fast. Maybe the Amiga will do color better, but for black
and white, I suspect that all those chips are just wasted horsepower.
The dealers were particularly unhelpful, even for computer salespeople
(I suspect that there is an IQ test for becoming a computer
salesperson: if you score in 2 digits, you sell Apple and IBM; if you
score in 1 digit, you sell Atari; 3 digits and they throw you out). At
one place they had removed the mouse, and REFUSED to plug it in!
(Finally I discovered how to manipulate the curser and "click" from the
keyboard.) None the less, the machines were selling themselves.

One of the major factors that sold and continues to sell the Mac is its
sharp display. All the spinning cubes in the world won't help a user
if he can't read the text on the screen (and anyway, the ST can spin
cubes and bounce balls, even if it does so slower than the
Amiga.) Commadore really screwed up by not giving the Amiga a hi-res
non-interlaced display. A 200 line display is GARBAGE. Period.

I am amazed at how the ST is being ignored by the computer press.
Nothing touches it for price/performance. The Atari ads people are
complaining about are a lot more factual then 99% of the ads you see
(yeah, tell me why NRC "builds a better computer", why ATT "has the
future built in", or why "an Apple can balance your budget"; if you
want to flame, then flame about the AT ads which stress its enormous
address space, but don't mention that DOS can't use it...)
---- Henry Kautz
     :uucp: {seismo|allegra}!rochester!henry

:arpa: henry@rochester
:mail: Dept. of Comp. Sci., U. of Rochester, NY 14627
:phone: (716) 275-5766

From 7645131735156647738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bac948d9824042b3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-13 05:52:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpm!rtb
From: rtb@ihlpm.UUCP (Todd)
Newsgroups: net.micro.atari
Subject: Re: BYTE and Atari
Message-ID: <480@ihlpm.UUCP>
Date: Fri, 13-Sep-85 08:52:40 EDT
Article-I.D.: ihlpm.480
Posted: Fri Sep 13 08:52:40 1985
Date-Received: Sat, 14-Sep-85 06:21:02 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 11

The editor-in-chief of BYTE (I think his last name is Lemman, or something like that) recently visited Atari. He then posted a lengthy article on Compuserve praising the ST and new developments going on at Atari. This all happened about three weeks ago. Your average magazine is about 3 months behind so it will take a while for articles to appear in BYTE reflecting this attitude. The "product preview" of the Amiga was not a review, but a description of the hardware. It was probably written by Commadore themselves.

R.T. Bradstrum

From -5795685967670718827
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a778fb4cd475e1be,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-13 06:33:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro.atari
Subject: RAMDISK256.ASM for 800XL
Message-ID: <294@ihnet.UUCP>
Date: Fri, 13-Sep-85 09:33:57 EDT
Article-I.D.: ihnet.294

Posted: Fri Sep 13 09:33:57 1985
Date-Received: Sat, 14-Sep-85 06:25:37 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 391

```
; Ramdisk Controller for 256k atari 800xl
; by Claus Buchholz, Dec. ,1984
;
;
;
; This assembly language program provides a RAM-DISK for the
; 256k Atari 800XL described in the September issue of BYTE
;
;
; OPTIONS: Drive # and density
;
DRIVE  =    2
DENSITY=    SINGLE
;
;
;  Equates
;
SINGLE =    $80        SECTOR LENGTHS
DOUBLE =    $00
DDEVIC =    $300       SIO DEVICE CONTROL BLOCK
DUNIT  =    $301
DCOMND =    $302
DSTATS =    $303
DBUFLO =    $304
DBYTLO =    $308
DAUX1  =    $30A
DOSINI =    $0C        Acess to RESET initialization
CHKSUM =    $31        Temporary checksum
BUFRLO =    $32        Temporary pointer to user's buffer
ZTEMP  =    $34        Temporary miscellaneous use
STACKP =    $318       Stack pointer save
PORTB  =    $D301      PIA port B - memory control register
;
; Load-time code - Copy OS into RAM
;
       *=   $3000
GO
       LDA  PORTB      Enable OS ROM
       ORA  #1
       STA  PORT
       LDA  #$CO       Zero page pointer
       STA  $CC
       LDA  #0
       STA  $CB
       SEI             Disable Interrupts
       STA  $D40E
```

```
       TAY
LOOP
       LDA  ($CB),Y    Copy OS
       DEC  PORTB      Enable RAM
       STA  ($CB),Y
       INC  PORTB      Enable ROM
       INY
       BNE  LOOP
       LDX  $CC
       CPX  #$CB       Skip pages $CC to $D7
       BNE  NXPG
       LDX  #$D7
NXPG
       INX
       STX  $CC
       BNE  LOOP
       DEC  PORTB      Enable RAM
       LDA  #$40       Enable Interrupts
       STA  $D40E
       CLI
       RTS             Continue Load
       *=   $2E2
       .WORD GO        Execute preliminary load-time code
;
;  Ramdisk Controller Code
;
       *=   $CC00      Permanet Code - in place of alt. char. set
HOOK
       CLC             Hook into all SIO calls
       LDA  DDEVIC
       ADC  DUNIT
       CMP  #$31+DRIVE Right drive Number ?
       BEQ  HOOKED
OLDVEC =    *+1
       JMP  *          If not, goto SIO
HOOKED
       TSX             If so, intercept
       STX  STACKP     Save Stack Pointer
       LDA  DCOMND     Examine Command
       CMP  #'!        Format ?
       BNE  NOFMT
       JMP  FORMAT
NOFMT
       CMP  #'P       Put Sector ?
       BNE  NOPUT
       JMP  PUTSEC
NOPUT
       CMP  #'R       Read Sector ?
       BNE  NOGET
       JMP  GETSEC
NOGET
       CMP  #'S       Read Status ?
       BNE  NOSTT
```

```
       JMP  STATUS
NOSTT
       CMP  #'W       Write Sector ?
       BNE  NAKRET
       JMP  PUTSEC
;
; Returms - Restore Stack Pointer, report error status and return
;
NAKRET
       LDX  STACKP
       TXS
       LDY  #139      NAK error for improper command
       STY  DSTATS
       RTS
ERRRET
       LDX  STACKP
       TXS
       LDY  #144      Bad sector error
       STY  DSTATS
       RTS
SUCRET
       LDX  STACKP
       TXS
       LDY  #1        No error
       STY  DSTATS
       RTS
;
; Subroutine - set pointer to user buffer
;
SETBUF
       LDS  DBUFLO   Move from DCB to zero page
       STA  BUFRLO
       LDA  DBUFLO+1
       STA  BUFRLO+1
       RTS
;
; Subroutine - Prepare to access sector of ramdisk
;
SETSEC
       LDA  #DENSITY
       STA  SECLEN    Set sector length
       LDA  DAUX1+1   Check sector #
       BNE  NOTZ
       LDA  DAUX1
       BEQ  OUTRG     Sector 0 invalid
       CMP  #4
       BCS  INRNG
       LDA  #$80      Sectors 1-3 are always 128 bytes long
       STA  SECLEN
       BNE  INRNG
OUTRG
       JMP  NAKRET    Sector # out of range
NOTZ
```

```
       CMP  #2        Check for sector # > $2D0
       BCC  INRNG
       BNE  OUTRG
       LDA  #$D0
       CMP  DAUX1
       BCC  OUTRG
INRNG
       LDA  DAUX1     Sector # valid
       LDY  DAUX1+1
       LDX  #$FF
DIV121
       INX            Divide # 121 - Result is bank #, remainder is page #
       SEC
       SBC  #121
       BCS  NOBOR
       DEY
NOBOR
       CPY  #$FF
       BNE  DIVI121
       AND  #$7F      Remainder+7
;
; Subroutine - Prepare to switch banks:
;
SETBNK
       STA  ZP        Save page  #
       LDA  PORTB
       STA PBN        Normal bank
       AND  #$8F
       STA  PB        Bank 0
       TXA
       ASL  A
       ASL  A
       ASL  A
       ASL  A
       ORA  PB
       STA  PB        Bank X
       LDA  $FFFA     NMI vector
       STA  ZTEMP
       LDA  $FFFB
       STA  ZTEMP+1
       LDY  #0
       LDA  #$40      RTI opcode
       SEI            Disable IRQ
       STA  (ZTEMP),Y Place RTI in NMI routine - disables NMI
       LDA  PB
       STA  PORTB     Switch bank In
       TYA
       STA  0         Set up Zero-page pointer
       LDA  ZP
       STA  1
       LDA  PBN
       STA  PORTB     Switch normal bank back in
       RTS            Leave 0 in Y, bank # in X
```

```
;
; Format Routine
;
FORMAT
       LDX  #5        CLEAR BANKS 0 TO 5
CLOOP1
       LDA  #2        CLEAR PAGE 2 AND UP
       JSR  SETBNK    PREPARE FOR SWITCH
       LDA  PB
       STA  PORTB     SWITCH BANK IN
       TYA
CLOOP2
       STA  (0),Y     ZERO ENTIRE PAGE
       INY
       BNE  CLOOP2
       INC  1         NEXT PAGE
       BPL  CLOOP2
       LDA  PBN
       STA  PORTB     SWITCH BANK OUT
       LDA  NMI
       STA  (ZTEMP),Y ENABLE INTERRUPTS
       CLI
       DEX            NEXT BANK
       BPL  CLOOP1
       JSR  SETBUF
       LDA  #$FF       RETURN A SECTOR WITH 2 $FF AND THE REST 0
       LDY  #0
FLOOP
       CPY  #2
       BNE  NOTFF
       LDA  #0
NOTFF
       STA  (BUFRLO),Y
       INY
       CPY  SECLEN
       BNE  FLOOP
       JMP  SUCRET     Done
;
; Write sector routine
;
PUTSEC
       JSR  SETBUF
       LDA  #0
       STA  CHKSUM     ZERO CHECKSUM
       JSR  SETSEC     POINT TO RAMDISK SECTOR
PLOOP
       LDA  (BUFRLO),Y GET BYTE FROM USERS BUFFER
       LDX  PB
       STX  PORTB
       STA  (0),Y      PUT BYTE INTO RAMDISK
       LDX  PBN
       STX  PORTB      NORMAL BANK
       CLC
```

```
        ADC  CHKSUM     ADD BYTE TO CHECKSUM
        STA  CHKSUM
        INY             NEXT BYTE
        CPY  SECLEN     PROPER SECTOR LENGTH
        BNE  PLOOP
        LDX  #0         BANK 0 HOLDS CHECKSUM TABLE
        LDA  DAUX1+1
        CLC
        ADC  #2         SECTOR # INDEXES CHECKSUM TABLE
        JSR  SETBNK
        LDY  DAUX1
        LDA  CHKSUM
        LDX  PB
        STX  PORTB      SWITCH BANK
        STA  (0),Y      STORE CHECKSUM
        LDX  PBN
        STX  PORTB      NORMAL BANK
        LDY  #0
        LDA  MNI
        STA  (ZTEMP),Y  ENABLE INTERRUPTS
        CLI
        JMP  SUCRET     DONE
;
;  READ SECTOR ROUTINE
;
GETSEC
        JSR  SETBUF
        LDA  #0
        STA  CHKSUM     ZERO CHECKSUM
        JSR  SETSEC
GLOOP
        LDX  PB
        STX  PORTB      SWITCH BANK
        LDA  (0),Y      GET BYTE FROM RAMDISK
        LDX  PBN
        STX  PORTB      NORMAL BANK
        STA  (BUFRLO),Y PUT BYTE INTO USERS BUFFER
        CLC
        ADC  CHKSUM     ADD TO CHECKSUM
        STA  CHKSUM
        INY             NEXT BYTE
        CPY  SECLEN     PROPER SECTOR LENGTH
        BNE  GLOOP
        LDX  #0         BANK 0 FOR CHECKSUM TABLE
        LDA  DAUX1+1
        CLC
        ADC  #2
        JSR  SETBNK
        LDY  DAUX1
        LDX  PB
        STX  PORTB      SWITCH BANK
        LDA  (0),Y      GET ORIGNIAL CHECKSUM
        LDX  PBN
```

```
       STX  PORTB      NORMAL BANK
       TAX
       LDY  #0
       LDA  NMI
       STA  (ZTEMP),Y  ENABLE INTERRUPTS
       CLI
       CPX  CHKSUM     COMPARE CHECKSUMS
       BEQ  GCSOK
       JMP  ERRRET     IF DIFFERENT, BAD SECTOR
GCSOK
       JMP  SUCRET     IF SAME, DONE
;
; READ STATUS ROUTINE
;
STATUS
       JSR  SETBUF
       LDY  #4         RETURN 4 BYTES
       LDA  #0         ALL ZEROS
SLOOP
       DEY
       BEQ  STEND
       STA  (BUFRLO),Y
       JMP  SLOOP
STEND
FLAG   =    DENSITY/4
       LDA  #$20-FLAG
       STA  (BUFRLO),Y FIRST BYTE TELLS DENSITY OF DRIVE
       JMP  SUCRET     DONE
;
; VARIABLE STORAGBE AREA
;
ZP     *=   *+1        HOLDS PAGE # IN RAMDISK TO BE ACCESSED
PB     *=   *+1        VALUE OF MEMORY CONTROL REGISTER FOR SELECTED BANK
PBN    *=   *+1        VALUE OF MEMORY CONTROL REGISTER FOR NORMAL BANK
NMI    *=   *+1        FIRST OPCODE IN NMI ROUTINE - USED TO RESTORE NMI
SECLEN *=   *+1        LENGTH OF CURRENT SECTOR
;
; RESET  INITIALIZATION ROUTINE
;
       *=   $100       HIDDEN (HOPEFULLY !)
NEWINI
       DEC  PORTB      ENABLE RAM OS
OLDINI =    *+1
       JSR  *          CALL ORIGINAL  DOSINI ROUTINE
MODINI
       LDA  #NEWINI$&FF set hook for next reset
       STA  DOSINI
       LDA  #NEWINI/$100
       STA  DOSINI+1
       RTS
;
; LOAD-TIME CODE - INSTALL RAMDISK
;
```

```
       *=   $3000
DO
       LDA  $E45A      SAVE ORIGNIAL SIO VECTOR
       STA  OLDVEC
       LDA  $E45B
       STA  OLDVEC+1
       LDA  #HOOK&$FF  INSTALL NEW SIO VECTOR
       STA  $E45A
       LDA  #HOOK/$100
       STA  $E45B
       LDA  $FFFA      SAVE FIRST OPCODE IN NMI ROUTINE
       STA  $CB
       LDA  $FFFB
       STA  $CC
       LDY  #0
       LDA  ($CB),Y
       STA  NMI
       LDA  DOSINI    SAVE ORIGINAL DOSINI VECTOR
       STA  OLDINI
       LDA  DOSINI+1
       STA  DOSINI+1
       JSR  MODINI    INSTALL NEW ONE
       JSR  $7E0      RE-INITIALIZE FMS TO SHOW RAMDISK PRESENT
       RTS            DONE
       *=   $2E2
       .WORD DO       EXECUTE FINAL LOAD-TIME CODE
```

From 7276695853173657123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,718707d8d25a23f8
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-13 06:41:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!ucbvax!ucdavis!lll-crg!
seismo!harvard!talcott!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: Editor for Atari ST
Message-ID: <465@enmasse.UUCP>
Date: Fri, 13-Sep-85 09:41:51 EDT
Article-I.D.: enmasse.465
Posted: Fri Sep 13 09:41:51 1985
Date-Received: Mon, 16-Sep-85 00:20:49 EDT
References: <183@gargoyle.UUCP>
Distribution: net
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 33

[]
> Has anyone with an Atari ST development system located a decent (hopefully
> inexpensive) editor yet?

If you bought the software developers package you should be getting MicroEmacs.
Otherwise there is another emacs clone, Mince, which is available.

MicroEmacs (ME) and Mince are very similar, with the following exceptions:

1) Mince can operate on very large files, using a temporary swap file
and a virtual memory mapping scheme. ME is like most micro text editors,
it can only operate on files that fit in RAM.

2) ME can open up more than 2 windows, MINCE is limited to 2.

3) ME has a macro feature, MINCE doesn't.

4) ME will fit on your C compiler disk, MINCE doesn't (at least not with the
standard 64K swap file.) This makes a difference if you, like me, are currently
stuck with 1 single sided drive.

5) ME is supposed to retail for around $50, MINCE sells for about $120.

Conclusion: either one is reasonable for text editing. Neither one is a
GEM application, nor do they exactly knock your socks off. Price is certainly
a factor. If you go for the software developers package, don't bother with
MINCE.
--

Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!mroddy)

From 7350599477437487678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d68e6992d26f7ff3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-20 07:39:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: 520ST theft protection needed!
Message-ID: <15700024@unido.UUCP>
Date: Fri, 20-Sep-85 10:39:00 EDT
Article-I.D.: unido.15700024
Posted: Fri Sep 20 10:39:00 1985
Date-Received: Wed, 25-Sep-85 05:36:59 EDT
Sender: notes@unido.UUCP
Lines: 10
Nf-ID: #N:unido:15700024:000:318
Nf-From: unido!uh   Sep 20 12:39:00 1985

Subject: 520ST theft protection needed!

Has anybody any experiences with theft protections for the
ATARI 520ST? Please mail any hints to

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address UUCP: ...ihnp4!hpfcla!hpbbn!unido!uh

From -4976222726638897050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 157808,d39018f648466e15,start
X-Google-Attributes: gid157808,public
X-Google-Thread: 1517c1,d39018f648466e15,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-20 07:46:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site philabs.UUCP
Path: utzoo!linus!philabs!fft
From: fft@philabs.UUCP (Fryderyk Tyra)
Newsgroups: net.music.synth,net.micro.atari
Subject: MIDI and Atari 520ST
Message-ID: <449@philabs.UUCP>
Date: Fri, 20-Sep-85 10:46:57 EDT
Article-I.D.: philabs.449
Posted: Fri Sep 20 10:46:57 1985
Date-Received: Sun, 22-Sep-85 14:06:45 EDT
Distribution: net
Organization: Philips Labs, Briarcliff Manor, NY
Lines: 28
Xref: linus net.music.synth:508 net.micro.atari:1075

     I've noticed that some of you netters have an Atari 520ST
that comes with the built-in MIDI interface. I saw the ST
last night for the first time (I liked the graphics). I'd
appreciate it if you could post or send me some info on it's
capabilities. Also, if you know of any reviews/articles on the
MIDI capabilities of the ST, please point me in the right direction.

What MIDI software does the ST come with?

Is there any software for the ST (Atari or outside vendor) for archiving
synthesizer voices (particularly for the DX-7)?

Is there any synthesizer sequencing sofware for the ST?

Where can I get an ST and for how much? (I'm in the New York- Metro area).

TNX in advance,
Fritter WB2SPU
--
And you may say to yourself
  What is this place
And you may say to yourself
  How did I get here
And you may say to yourself
  My God, What have I done

From 8385027842474552802
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2fb9a2d149f619a7
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,2fb9a2d149f619a7
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-20 08:30:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!ssc-bee!eve
From: eve@ssc-bee.UUCP (Michael Eve)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Another ST-AMIGA comparison
Message-ID: <380@ssc-bee.UUCP>
Date: Fri, 20-Sep-85 11:30:11 EDT
Article-I.D.: ssc-bee.380
Posted: Fri Sep 20 11:30:11 1985
Date-Received: Sun, 22-Sep-85 04:47:02 EDT
References: <489@ihlpm.UUCP>
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 24
Xref: watmath net.micro.amiga:191 net.micro.atari:1168

>
> Let's look at few facts on the ST-AMIGA comparison.
>
> IT will cost more to upgrade the AMIGAS ram because the AMIGA
> uses expensive 64k by 4 chips instead of cheaper and more available
> 256k by 1 chips. There is already a way to expand the ST to 1 meg
> for just the cost of 16 256k by 1 chips.
>
>   R.T. Bradstrum

I really don't believe this is a fact.
Although the Amiga appears to use 64Kx4 on the main board, it does this
for the convenience of the video controller chip. Since the video controller
chip is supposedly limited to 512k bytes addressing range, there is no reason
memory hung on the side beyond the first 512k bytes need be 64kx4; 256kx1
will probably do quite nicely.

If you don't know the facts, R.T., don't claim you do. Thats why we have the word probably!

--
     Mike Eve   Boeing Aerospace, Seattle
     ...uw-beaver!ssc-vax!ssc-bee!eve

From 6669116285375000631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a766483958a1d13,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,3183d6ca1f74cc9d
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-20 12:26:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site tymix.UUCP
Path: utzoo!linus!decvax!decwrl!Glacier!oliveb!tymix!granvold
From: granvold@tymix.UUCP (Tom Granvold)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: File Transfer Protocals
Message-ID: <531@tymix.UUCP>
Date: Fri, 20-Sep-85 15:26:57 EDT
Article-I.D.: tymix.531
Posted: Fri Sep 20 15:26:57 1985
Date-Received: Wed, 25-Sep-85 11:45:52 EDT
References: <250@h.cs.cmu.edu.ARPA> <527@tymix.UUCP>
Reply-To: granvold@tymix.UUCP (Tom Granvold)
Distribution: net.micro.amiga, net.micro.atari
Organization: Tymnet Inc., Cupertino CA
Lines: 149
Keywords: file transfer, protocals
Xref: linus net.micro.amiga:4062 net.micro.atari:1111
Summary: Responces to earlier questions.

-

A couple of weeks ago I posted an article asking how best to transmit
files and programs for machines like the Amiga and ST. These are the
responces that I received. Any more comments? I am going to ask in
net.micro.mac what they use and how well has it worked. I feel like
an infidel about to journey into the holy land :-). I will post any
interesting responces here.

Thanks to all who replied,
Tom Granvold
ucbvax!allegra!oliveb!tymix!granvold

>From: <hplabs!ames!jaw>
>
>as for compression, use the 4.3 bsd standard "compress".

>it beats any huffman coder, and runs on many unix systems.
>relevant questions here would be whether amiga lattice c includes the
>"standard i/o" library. the mac folks had trouble, i heard, with
>their compressor (it wasn't "compress").
>
>also need a binary-to-text converter for passing through the unix mailer.
>"uuencode" (bsd) is sometimes used, but is not optimal.
>others ("btoa" (?)) which have been posted to the net are more efficient
>because they expand 6.5 "bits" into 8, rather than the 6-to-8 "sixel" method.
>
>all this is easy with unix pipes, of course, but someone's got to
>mash it all up for whatever os the amiga runs. beat's me why they
>didn't just use unix for the underlying o.s.
>

>From: John McNamee <hplabs!ucbvax!eneevax!jpm@BNL44.ARPA>
>
>>From: <seismo!ihnp4!uw-beaver!uw-june!rling@maryland>
>>
>>I vote for bin->hex with a checksum at the end of each record/line.
>>Those who have the capability of downloading binary files could convert
>>these hex files to binary before downloading and that would halve the
>>transfer time.
>
>I don't see the purpose of the checksum. We can assume that netmail is
>transfered corrected (either by UUCP or SMTP/TCP). I think we can also
>assume that ST users will have either XMODEM or KERMIT to download the
>files from their local Unix site. The protocol will take care of error
>checking, so there is no need for it inside the file.
>
>I would much rather see some binary->ASCII conversion scheme that was
>able to get better than a 2 to 1 expansion. I think the Mac people have
>a system like that, and isn't there a Usenet semi-standard set of programs
>called uuencode/uudecode that does the same thing?
>--

>From: Mohorovicic discontinuity <hplabs!ucbvax!eneevax!ken@rochester.ARPA>
>
>I'd thought I'd add my two cents worth. Disclaimer: I don't own a ST
>(yet) but I am getting very excited by the traffic on this mailing
>list:
>
>Choosing a binary to printable ASCII conversion is easy. Besides
>uu??code there are a couple of alternatives: atob and btoa, which were
>posted along with compress a while back to Usenet; and one I posted a
>while back called encode/decode (which gives 23% expansion but uses
>division and modulus, so may be slower on some machines). If ultimate
>compression is not the goal, uu??code is good enough.
>

>Typically, binary files contain long runs of values like zeros. It
>would be nice to have a format that could compress these runs, like the
>new BinHex formats for the Mac do.
>
>I know little about the Mac format, but could it be adapted? This has
>the great advantage that existing software like macget/put could be
>reused.
>
>I venture to suggest this: start posting now in uu??code, there are
>enough hooks to add upward compatible compression later.

>From: allegra!hplabs!well!wvucenic (Wayne Vucenic)
>
>In addition to the two concerns you identified, binary files and
>data compression, I'd like to add a third concern: How to handle
>collections of files (it'd sure be convenient to be able to transfer
>a set of files as one "archive" file, rather than one at a time.)
>
>I don't know much about how this is done for the Macintosh, but looking
>at the Mac newsgroup, I notice they use a program called "BinHex" to
>convert binary files into printable ascii. I also noticed a discussion
>about a new, "better" version of BinHex, which was incompatible with
>the existing version. Thus, these ascii files are preceded with a
>message like "must be unpacked with BinHex 4.0". Finally, nothing
>in the printable ascii format is human readable, so one has to run
>the file through BinHex to even determine the file name.
>
>I've a few thoughts on the format of printable ascii files (I'll refer
>to them as "transfer files") that I think might avoid some of the problems
>that BinHex seems to have. Perhaps the file could consist of the
>following fields:
>
>1) A "magic number" that identifies this as a transfer file, so that
>the program that "unpacks" these files can have some assurance that
>its input is really a transfer file. 4 characters (like ")]$#")
>would probably be sufficient.
>
>2) The version number of the pack/unpack program that created this
>file (so we don't have to say "must use BinHex 4.0")
>
>3) An optional character string of arbitrary length. This could be
>used for a SHORT description of the contents of this file. This is
>not the place to put documentation. It is intended to be a "memory
>jogger" when you're looking at this file and can't remember what
>it is. For example "C source files for bouncing ball demo"
>
>*** the fields above this line do not become part of the unpacked file ***
>
>4) Whatever "directory info" AmigaDOS needs. This is really anything that
>is not part of the actual "data" content of the file. File name, access
>permissions, dates of creation/modification, etc. Since some of this

>information is fairly short (like file name), and little space would be
>saved by compressing it, I suggest that this field be broken into two
>sub fields:
>
>4a) The "directory info" that would make sense to put in human readable
>(i.e., uncompressed) form. File name is an obvious candidate here. If the
>file name is not compressed, it will be readable without unpacking the file.
>Again, this just makes it a little easier to figure out what the transfer
>file contains without taking the time/trouble to unpack it.
>
>*** the fields above this line are in uncompressed, human readable form ***
>
>4b) The rest of the "directory info", in compressed form, if appropriate.
>
>5) The actual contents of the file, converted to ascii and probably compressed
>
>6) A checksum
>
>Anyway, these are just a few random thoughts. It would be nice to know
>more about how the Macintosh folks do it, and what pitfalls they've
>encountered. I agree with you that it'd be nice to get something like
>this in place sooner rather than later.
>

Tom Granvold
ucbvax!allegra!oliveb!tymix!granvold

From -9041373682141735535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a766483958a1d13
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-20 15:37:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site tymix.UUCP
Path: utzoo!linus!decvax!decwrl!Glacier!oliveb!tymix!granvold
From: granvold@tymix.UUCP (Tom Granvold)
Newsgroups: net.micro.atari
Subject: Re: File Transfer Protocals
Message-ID: <533@tymix.UUCP>
Date: Fri, 20-Sep-85 18:37:20 EDT
Article-I.D.: tymix.533
Posted: Fri Sep 20 18:37:20 1985
Date-Received: Wed, 25-Sep-85 11:49:04 EDT
References: <250@h.cs.cmu.edu.ARPA> <527@tymix.UUCP> <531@tymix.UUCP>
Reply-To: granvold@tymix.UUCP (Tom Granvold)
Distribution: net.micro.atari
Organization: Tymnet Inc., Cupertino CA
Lines: 149
Keywords: file transfer, protocals
Summary: Responces to file transfer questions.

_

A couple of weeks ago I posted an article asking how best to transmit
files and programs for machines like the Amiga and ST. These are the
responces that I received. Any more comments? I am going to ask in
net.micro.mac what they use and how well has it worked. I feel like
an infidel about to journey into the holy land :-). I will post any
interesting responces here.

Thanks to all who replied,
Tom Granvold
ucbvax!allegra!oliveb!tymix!granvold

>From: <hplabs!ames!jaw>
>
>as for compression, use the 4.3 bsd standard "compress".
>it beats any huffman coder, and runs on many unix systems.
>relevant questions here would be whether amiga lattice c includes the
>"standard i/o" library. the mac folks had trouble, i heard, with
>their compressor (it wasn't "compress").
>
>also need a binary-to-text converter for passing through the unix mailer.
>"uuencode" (bsd) is sometimes used, but is not optimal.
>others ("btoa" (?)) which have been posted to the net are more efficient
>because they expand 6.5 "bits" into 8, rather than the 6-to-8 "sixel" method.
>
>all this is easy with unix pipes, of course, but someone's got to
>mash it all up for whatever os the amiga runs. beat's me why they
>didn't just use unix for the underlying o.s.
>

>From: John McNamee <hplabs!ucbvax!eneevax!jpm@BNL44.ARPA>
>
>>From: <seismo!ihnp4!uw-beaver!uw-june!rling@maryland>
>>
>>I vote for bin->hex with a checksum at the end of each record/line.
>>Those who have the capability of downloading binary files could convert
>>these hex files to binary before downloading and that would halve the
>>transfer time.
>
>I don't see the purpose of the checksum. We can assume that netmail is
>transfered corrected (either by UUCP or SMTP/TCP). I think we can also
>assume that ST users will have either XMODEM or KERMIT to download the
>files from their local Unix site. The protocol will take care of error
>checking, so there is no need for it inside the file.
>
>I would much rather see some binary->ASCII conversion scheme that was
>able to get better than a 2 to 1 expansion. I think the Mac people have
>a system like that, and isn't there a Usenet semi-standard set of programs
>called uuencode/uudecode that does the same thing?
>--

>From: Mohorovicic discontinuity <hplabs!ucbvax!eneevax!ken@rochester.ARPA>
>
>I'd thought I'd add my two cents worth. Disclaimer: I don't own a ST
>(yet) but I am getting very excited by the traffic on this mailing
>list:
>
>Choosing a binary to printable ASCII conversion is easy. Besides
>uu??code there are a couple of alternatives: atob and btoa, which were
>posted along with compress a while back to Usenet; and one I posted a
>while back called encode/decode (which gives 23% expansion but uses
>division and modulus, so may be slower on some machines). If ultimate
>compression is not the goal, uu??code is good enough.
>
>Typically, binary files contain long runs of values like zeros. It
>would be nice to have a format that could compress these runs, like the
>new BinHex formats for the Mac do.
>
>I know little about the Mac format, but could it be adapted? This has
>the great advantage that existing software like macget/put could be
>reused.
>
>I venture to suggest this: start posting now in uu??code, there are
>enough hooks to add upward compatible compression later.

>From: allegra!hplabs!well!wvucenic (Wayne Vucenic)
>
>In addition to the two concerns you identified, binary files and
>data compression, I'd like to add a third concern: How to handle
>collections of files (it'd sure be convenient to be able to transfer
>a set of files as one "archive" file, rather than one at a time.)
>
>I don't know much about how this is done for the Macintosh, but looking
>at the Mac newsgroup, I notice they use a program called "BinHex" to
>convert binary files into printable ascii. I also noticed a discussion
>about a new, "better" version of BinHex, which was incompatible with
>the existing version. Thus, these ascii files are preceded with a
>message like "must be unpacked with BinHex 4.0". Finally, nothing
>in the printable ascii format is human readable, so one has to run
>the file through BinHex to even determine the file name.
>
>I've a few thoughts on the format of printable ascii files (I'll refer
>to them as "transfer files") that I think might avoid some of the problems
>that BinHex seems to have. Perhaps the file could consist of the
>following fields:
>
>1) A "magic number" that identifies this as a transfer file, so that
>the program that "unpacks" these files can have some assurance that
>its input is really a transfer file. 4 characters (like ")]$#")

>would probably be sufficient.
>
>2) The version number of the pack/unpack program that created this
>file (so we don't have to say "must use BinHex 4.0")
>
>3) An optional character string of arbitrary length. This could be
>used for a SHORT description of the contents of this file. This is
>not the place to put documentation. It is intended to be a "memory
>jogger" when you're looking at this file and can't remember what
>it is. For example "C source files for bouncing ball demo"
>
>*** the fields above this line do not become part of the unpacked file ***
>
>4) Whatever "directory info" AmigaDOS needs. This is really anything that
>is not part of the actual "data" content of the file. File name, access
>permissions, dates of creation/modification, etc. Since some of this
>information is fairly short (like file name), and little space would be
>saved by compressing it, I suggest that this field be broken into two
>sub fields:
>
>4a) The "directory info" that would make sense to put in human readable
>(i.e., uncompressed) form. File name is an obvious candidate here. If the
>file name is not compressed, it will be readable without unpacking the file.
>Again, this just makes it a little easier to figure out what the transfer
>file contains without taking the time/trouble to unpack it.
>
>*** the fields above this line are in uncompressed, human readable form ***
>
>4b) The rest of the "directory info", in compressed form, if appropriate.
>
>5) The actual contents of the file, converted to ascii and probably compressed
>
>6) A checksum
>
>Anyway, these are just a few random thoughts. It would be nice to know
>more about how the Macintosh folks do it, and what pitfalls they've
>encountered. I agree with you that it'd be nice to get something like
>this in place sooner rather than later.
>

Tom Granvold
ucbvax!allegra!oliveb!tymix!granvold

From 6547089691663707134
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a766483958a1d13
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-20 15:40:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site tymix.UUCP
Path: utzoo!linus!decvax!decwrl!Glacier!oliveb!tymix!granvold
From: granvold@tymix.UUCP (Tom Granvold)

Newsgroups: net.micro.atari
Subject: Re: File Transfer Protocals
Message-ID: <534@tymix.UUCP>
Date: Fri, 20-Sep-85 18:40:47 EDT
Article-I.D.: tymix.534
Posted: Fri Sep 20 18:40:47 1985
Date-Received: Wed, 25-Sep-85 11:49:43 EDT
References: <250@h.cs.cmu.edu.ARPA> <527@tymix.UUCP> <531@tymix.UUCP>
<533@tymix.UUCP>
Reply-To: granvold@tymix.UUCP (Tom Granvold)
Distribution: net.micro.atari
Organization: Tymnet Inc., Cupertino CA
Lines: 6
Summary: Sorry!

_

Sorry that I ended up sending two copies of the same article.

Tom Granvold
ucbvax!allegra!oliveb!tymix!granvold

From -8331057396841005221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,967fee668eaacfbc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-21 17:48:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site utecfa.UUCP
Path: utzoo!utcsri!utai!uthub!utecfa!mugc
From: mugc@utecfa.UUCP (ModemUserGroupChairman)
Newsgroups: net.micro.atari
Subject: Alterm.s (source) for the ST.
Message-ID: <1750@utecfa.UUCP>
Date: Sat, 21-Sep-85 20:48:46 EDT
Article-I.D.: utecfa.1750
Posted: Sat Sep 21 20:48:46 1985
Date-Received: Mon, 23-Sep-85 08:21:54 EDT
Organization: Engineering Computing Facility, University of Toronto
Lines: 512

     Don't flame me for posting here; the issue is debatable.
     Compile and enjoy.

     This program has some simple ascii capture facilites that
     the DA does not have.

--------------- Snip Snip here here ---------------------------------

.TEXT
* ==

```
* TERMINAL PROGRAM FOR ST WITH DISK CAPTURE AND FILE SEND
* By Alan Page - August 1985
* Public Domain
* NOTE: THE AUTHOR IS NOT RESPONSIBLE FOR ANY BUGS OR MALFUNCTIONS THAT MAY
* EXIST IN THIS PROGRAM OR ANY LOSS OF DATA THAT MAY RESULT FROM
* SUCH MALFUNCTIONS.
* ============================================================================
* ADMITTEDLY A SLOPPY LOOKING LISTING
* BUT WHAT THE HECK, IT WORKS, AND AS SOON AS
* A DECENT COMMERCIAL PROGRAM IS AVAILABLE, INTO THE TRASH IT GOES!
* ----------------------------------------------------------------------------
* CHANGE NAME TO TERM.S BEFORE ASSEMBLING
* ASSEMBLE WITH AS68 -L -P TERM.S
* LINK WITH LO68 -R -O TERM.68K TERM.O
* THEN RELMOD TERM.68K TERM.TOS
     MOVE.L    A7,A5     * CODE FROM APSTART.S
     MOVE.L    #USTK,A7
     MOVE.L    4(A5),A5
     MOVE.L    $C(A5),D0
     ADD.L     $14(A5),D0
     ADD.L     $1C(A5),D0
     ADD.L     #$100,D0
     MOVE.L    D0,-(SP)
     MOVE.L    A5,-(SP)
     MOVE D0,-(SP)
     MOVE #$4A,-(SP)
     TRAP #1
     ADD.L     #12,SP
     MOVE.B    #$1B,D3   * ESC,$76 SETS UP LINEWRAP ON CONSOLE
     BSR  SHOWBYTE * SHOWS BYTE ON SCREEN
     MOVE.B    #$76,D3
     BSR  SHOWBYTE
     LEA  HELLO,A0
     BSR  PSTRING
     MOVE.B    #0,FLAG   * SET ALL FLAGS TO ZERO
     MOVE.W    #7,D0     * 1200 BAUD DEFAULT
     MOVE.W    #7,BAUD
     BSR  SETBAUD
     LEA  BAUD12,A0
     BSR  PSTRING
TOP: BSR  CKSER    * SERIAL STATUS
     CMP.W     #$FFFF,D0
     BNE  NOFILE
     BSR  GETSER    * GET A SERIAL BYTE
     MOVE.W    D0,D3
     ANDI.W    #$7F,D3   * STRIP 8 TH BIT
     BSR  SHOWBYTE * THEN SHOW BYTE ON CONSOLE (IN D3)
*    BTST #0,FLAG   * IS PFLAG SET?
*    BEQ  NOPRINT
*    BSR  PRNT * PRINTER OUTPUT
* NOPRINT:    * SEE IF FILE OUTPUT
     BTST #1,FLAG
     BEQ  NOFILE
```

```
* D3 CONTAINS BYTE TO OUTPUT
* DOESN'T SEND MOST CONTROL CHARACTERS TO FILE
* FOR NEATER DOWNLOADS. OMIT IF YOU WISH
     CMP.B    #$20,D3
     BGE  NOCTL2
     MULU #2,D3
     LEA  PTABLE,A0
     MOVE.W   #0(A0,D3.W),D0
     MOVE.W   D0,D3
NOCTL2:  CMP.B    #0,D3    * NO NULLS TO FILE
     BEQ  NOFILE
     LEA  BUFFER,A0
     MOVE.W   BUFFCOUNT,D0  * D0 CONTAINS # OF BYTES IN BUFFER
     MOVE.B   D3,#0(A0,D0.W)
     ADD.W    #1,D0
     MOVE.W   D0,BUFFCOUNT
     CMP.W    #32000,D0* IF BUFFER FULL, SEND IT TO FILE
     BNE  NOFILE
     EXT.L    D0
     BSR  SENDBF
NOFILE: BSR   CKKB * SEE IF KEYPRESS
     CMP.W    #$FFFF,D0
     BNE  TOP
     BSR  GETKB    * GET KEYPRESS
* F1 TOGGLE BAUD RATE
     CMP.B    #$3B,D0
     BNE  NOFN1
     CMPI.W   #9,BAUD
     BEQ  SPEEDUP
     LEA  BAUD3,A0
     BSR  PSTRING
     MOVE.W   #9,D0
     MOVE.W   D0,BAUD
     BSR  SETBAUD
     BRA  TOP
SPEEDUP:
     LEA  BAUD12,A0
     BSR  PSTRING
     MOVE.W   #7,D0
     MOVE.W   D0,BAUD
     BSR  SETBAUD
     BRA  TOP
* F2 FILE CAPTURE TOGGLE FUNCTION
NOFN1:   CMP.B    #$3C,D0
     BNE  NOFN2
     BTST #2,FLAG  * FILE OPEN?
     BNE  OKFL
     LEA  FERROR,A0
     BSR  PSTRING
     BRA  TOP      * IF FILE NOT OPEN, NO ACTION
OKFL:    BCHG #1,FLAG  * TOGGLE FLAG
     BNE  DOFF
     LEA  STARTF,A0
```

```
     BSR  PSTRING
     BRA  TOP
DOFF:     LEA  STOPF,A0
     BSR  PSTRING
     BRA  TOP
* UNDO TO EXIT
NOFN2:    CMP.B    #$61,D0
     BNE  NOUNDO
     BTST #2,FLAG  * SEE IF FILE EXISTS TO BE CLOSED
     BEQ  EXIT
     BSR  FILEND   * OUTPUT LAST OF BUFFER AND CLOSE FILE
EXIT:     MOVE.W   #0,-(SP)
     TRAP #1
* F3 = CREATE AND OPEN FILE FOR INPUT
NOUNDO:   CMP.B    #$3D,D0
     BNE  NOFN3
     BTST #2,FLAG
     BEQ  NOTMADE
* A FILE ALREADY EXISTS, CLOSE IT AND CREATE ANOTHER
     BSR  FILEND
NOTMADE: * ZERO COUNT OF BYTES IN BUFFER
     MOVE.W   #0,BUFFCOUNT
     MOVE.L   #0,FPTR
     LEA  PROMPT,A0
     BSR  PSTRING
     BSR  GETFN    * GET FILENAME
     BSR  OPENFR   * OPEN IT TO SEE IF ALREADY EXISTS
     TST.L    D0
     BMI  NXT1 * DOESN'T EXIST
     MOVE.W   D0,FHNDL3
     LEA  WARN,A0
     BSR  PSTRING
     BSR  YESNO    * ASK IF FILE TO BE DESTROYED BY (RE)CREATION
     BRA  TOP
NXT1:     BSR  FILECR   * CREATE FILE
     TST.L    D0
     BPL  CONTF    * IF ERROR IN CREATION, DON'T OPEN FILE, EXIT
     BRA  TOP
CONTF:    BSR  OPENFW
     TST.L    D0
     BPL  SAVEFH
     LEA  FERROR2,A0
     BSR  PSTRING
     BRA  TOP
SAVEFH:   MOVE.W   D0,FHNDLE
     BSET #2,FLAG
     LEA  OKMSG,A0
     BSR  PSTRING
     BRA  TOP
* F4 GET FILENAME FOR FILE TO BE OUTPUT
NOFN3:    CMP.B    #$3E,D0
     BNE  NOFN4
     BTST #4,FLAG  * IF FILE EXISTS AND HASN'T BEEN SENT POST ERROR3
```

```
     BEQ  OKFL4
     LEA  FERR3,A0
     BSR  PSTRING
     BRA  TOP
OKFL4:   LEA  PROMPT2,A0
     BSR  PSTRING
     BSR  GETFN
     BSR  OPENFR
     TST.L    D0
     BPL  SAVFH2
     LEA  FERROR2,A0
     BSR  PSTRING
     BRA  TOP
SAVFH2:  MOVE.W   D0,FHNDL2
     BSET #4,FLAG
     LEA  OKMSG2,A0
     BSR  PSTRING
     BRA  TOP
* F5 SEND A FILE OUT SERIAL PORT
NOFN4:   CMP.B    #$3F,D0
     BNE  NOFN5
     BTST #4,FLAG  * SEE IF FILE EXISTS TO BE SENT
     BNE  OKF4
     LEA  FERROR,A0
     BSR  PSTRING
     BRA  TOP
* START SENDING BYTES
OKF4:    LEA  STARTU,A0
     BSR  PSTRING
LOOP4:   PEA  TEMP
     MOVE.L   #1,-(SP)
     MOVE.W   FHNDL2,-(SP)
     MOVE.W   #$3F,-(SP)
     TRAP #1
     ADDA.L   #12,SP
* DID NOT RECEIVE A BYTE IF D0 = 0
* IF NO BYTE RECEIVED, THEN IS EOF.
* SEND RECEIVING COMPUTER AN EOF
     CMP.B    #0,D0
     BEQ  ABORT
     MOVE.B   TEMP,D3
     CMP.B    #$0A,D3
     BNE  NOLF
     CMP.B    #$0D,TEMP2    * CURRENT CHAR IS LF FOLLOWING CR
     BNE  NOLF * THIS WILL NOT BE SENT
     BTST #5,FLAG
     BNE  CRNOLF   *IF SET, WILL NOT SEND LF AFTER CR
NOLF:    BSR  SENDSR
CRNOLF:  BSR  CKSER
     CMP.W    #$FFFF,D0
     BNE  NOSERL
     BSR  GETSER
     MOVE.W   D0,D3
```

```
     ANDI.W    #$7F,D3
     BSR  SHOWBYTE
NOSERL:   BSR  CKKB
     CMP.W     #$FFFF,D0
     BNE  NOKB
     BSR  GETKB
* CONTROL-Z ABORTS FILE TRANSFER (AND SENDS CONTROL-Z TO RECEIVING END)
     CMP.B     #$1A,D3
     BEQ  SSR
NOKB:     MOVE.B    TEMP,D3
     MOVE.B    D3,TEMP2
     CMP.B     #$1A,D3
     BEQ  SSR
     CMP.B     #0,D3
     BNE  LOOP4
ABORT:    CMP.B     #$1A,TEMP2
     BEQ  SSR
     MOVE.B    #$1A,D3
SSR: BSR  SENDSR
     MOVE.W    FHNDL2,-(SP)
     MOVE.W    #$3E,-(SP)
     TRAP #1
     ADDA.L    #4,SP
     BCLR #4,FLAG
     LEA  STOPU,A0
     BSR  PSTRING
     BRA  TOP
* F6 TOGGLE DUPLEX
NOFN5:    CMP.B     #$40,D0
     BNE  NOFN6
     BCHG #3,FLAG
     BRA  TOP
* F7 TOGGLES LF AFTER CR FOR FILE UPLOADS
NOFN6:    CMP.B     #$41,D0
     BNE  NOFN7
     BCHG #5,FLAG
     BEQ  LFOFF
     LEA  MLFON,A0
     BSR  PSTRING
     BRA  TOP
LFOFF     LEA  MLFOFF,A0
     BSR  PSTRING
     BRA  TOP
* HELP
NOFN7:    CMP.B     #$62,D0
     BNE  NOHELP
     LEA  HELP,A0
     BSR  PSTRING
     BRA  TOP
NOHELP:   CMP.W     #0,D3
     BEQ  TOP
     BSR  SENDSR         * SEND KEYPRESS TO SERIAL
     BTST #3,FLAG        * IF HALP DUPLEX, SHOW KEYPRESS
```

```
     BEQ  TOP
     BSR  SHOWBYTE
     BRA  TOP
* NOT SURE WHY, BUT HAVE TO SET FILE POINTER
SENDBF:  MOVE.W   D0,D5
     BSR  XOFF
     CLR.W    -(SP)
     MOVE.W   FHNDLE,-(SP)
     MOVE.L   FPTR,-(SP)
     MOVE.W   #$42,-(SP)
     TRAP #1
     ADDA.L   #10,SP
     PEA  BUFFER
* MUST HAVE # OF BYTES TO TRANSFER IN D0
     MOVE.W   D5,D0
     MOVE.L   D0,-(SP)
     MOVE.W   FHNDLE,-(SP)
     MOVE.W   #$40,-(SP)
     TRAP #1
     ADDA.L   #12,SP
     MOVE.W   #0,BUFFCOUNT
     ADD.L    D0,FPTR
     BSR  XON
     RTS
* SEND A SERIAL BYTE (IN D3)
SENDSR:  MOVE.W   D3,-(SP)
     MOVE.W   #1,-(SP)
     MOVE.W   #3,-(SP)
     TRAP #$D
     ADDQ.L   #6,SP
     RTS
PSTRING: * SEND A STRING TO CONSOLE
     MOVE.L   A0,-(SP)
     MOVE.W   #9,-(SP)
     TRAP #1
     ADDQ.L   #6,SP
     RTS
SHOWBYTE:* EXPECTS BYTE TO DISPLAY IN D3
     MOVE.W   D3,-(A7)
     MOVE.W   #2,-(A7)
     MOVE.W   #3,-(A7)
     TRAP #$D
     ADDQ.L   #6,A7
     RTS
* GET KEYBOARD STATUS
CKKB:    MOVE.W   #2,-(A7)
     MOVE.W   #1,-(A7)
     TRAP #$D
     ADDQ.L   #4,A7
     RTS
* GET KEYCODE
GETKB:   MOVE.W   #2,-(A7)
     MOVE.W   #2,-(A7)
```

```
     TRAP #$D
     ADDQ.L    #$4,A7
     MOVE.W    D0,D3
     SWAP D0
     RTS
* TRAP TO GET SERIAL STATUS
CKSER:    MOVE.W    #1,-(A7)
     MOVE.W    #1,-(A7)
     TRAP #$D
     ADDQ.L    #4,A7
     RTS
* TRAP TO GET SERIAL BYTE
GETSER:   MOVE.W    #1,-(A7)
     MOVE.W    #2,-(A7)
     TRAP #$D
     ADDQ.L    #4,A7
     RTS
* GET FILE NAME IN FNBUFF
GETFN:    PEA  FNBUFF
     MOVE.W    #$A,-(SP)
     TRAP #1
     ADDA.L    #6,SP
     LEA  FNBUFF,A0
     CLR.B     #2(A0,D0.W)   * PUT ZERO AT END OF FILENAME
     RTS
YESNO:    BSR  CKKB
     CMP.W     #$FFFF,D0
     BNE  YESNO
     BSR  GETKB
     BSR  SHOWBYTE
     CMP.B     #$59,D3
     BEQ  NXT1
     MOVE.W    FHNDL3,-(SP)
     MOVE.W    #$3E,-(SP)
     TRAP #1
     ADDA.L    #4,SP
     RTS
* SUBR TO CREATE A FILE - NAME IN FNBUFF
FILECR:   MOVE.W    #0,-(SP)
     PEA  FNBUFF+2
     MOVE.W    #$3C,-(SP)
     TRAP #1
     ADDA.L    #8,SP
     TST.L     D0
     BPL  NOERR
     LEA  FERROR2,A0
     BSR  PSTRING
NOERR:    RTS
* SUBROUTINE TO SEND BYTE TO PRINTER
* NOTE: THIS TRAPS CONTROL BYTES
* CHECK FOR A CONTROL BYTE < $20
* AT PRESENT NOT USED (NO GOOD AT 1200 BAUD)
PRNT:     CMP.B     #$20,D3
```

```
     BGE  NOCTL
     MULU #2,D3     * MULTIPLY * 2 SINCE TABLE IS IN WORDS
     LEA  PTABLE,A0
     MOVE.W    #0(A0,D3.W),D0     * SUBSTITUE A NEW VALUE FOR PRINTER
     MOVE.W    D0,D3
NOCTL:    CMP.B     #0,D3
     BEQ  NONULL    * DON'T BOTHER SENDING NULLS TO PRINTER
PRSTATUS: * GET PRINTER STATUS AND LOOP UNTIL READY
     MOVE.W    #0,-(A7)
     MOVE.W    #1,-(A7)
     TRAP #$D
     ADDQ.L    #4,A7
     CMP.W     #$FFFF,D0
     BEQ  PRSTATUS
* PRINT THE BYTE
     MOVE.W    D3,-(A7)
     MOVE.W    #0,-(A7)
     MOVE.W    #3,-(A7)
     TRAP #$D
     ADDQ.L    #6,A7
NONULL:   RTS
XOFF MOVEM.L   D0-D3/A0-A3,-(SP)
     MOVE.B    #$13,D3
     BSR  SENDSR
     MOVEM.L   (SP)+,D0-D3/A0-A3
     RTS
XON  MOVEM.L   D0-D3/A0-A3,-(SP)
     MOVE.B    #$11,D3
     BSR  SENDSR
     MOVEM.L   (SP)+,D0-D3/A0-A3
     RTS
OPENFR:   MOVE.W    #0,-(SP)  * OPEN FILE - READ ONLY
     PEA  FNBUFF+2
     MOVE.W    #$3D,-(SP)
     TRAP #1
     ADDA.L    #8,SP
     RTS
* OPEN A FILE FOR WRITING
OPENFW:   MOVE.W    #1,-(SP) * WRITE ONLY
     PEA  FNBUFF+2
     MOVE.W    #$3D,-(SP)
     TRAP #1
     ADDA.L    #8,SP     * ROUTINE TO PROPERLY CLOSE FILE
     RTS
* DUMP PARTIAL BUFFER
FILEND:   LEA  BUFFCOUNT,A1
     LEA  BUFFER,A0
     MOVE.W    (A1),D0
     MOVE.B    #$1A,D3   * PUT EOF MARKER
     MOVE.B    D3,#0(A0,D0.W)
     ADD.W     #1,D0
     MOVE.W    D0,BUFFCOUNT
     EXT.L     D0
```

```
     BSR  SENDBF
* CLOSE FILE BEFORE EXITING
CLOSED:  MOVE.W   #$0D,-(SP) * FUNCTION NUMBER FOR RESET DISK
     TRAP #1
     ADDA.L    #2,SP
     RTS
SETBAUD:
     MOVE.W    #-1,-(A7)
     MOVE.W    #-1,-(A7)
     MOVE.W    #-1,-(A7)
     MOVE.W    #-1,-(A7)
     MOVE.W    #-1,-(A7)
     MOVE.W    D0,-(A7)
     MOVE.W    #15,-(A7)
     TRAP #14
     ADDA.L    #14,A7
     RTS
* ESC CODE SUBSTITUTION TABLE
.DATA
EVEN
PTABLE:       DC.W
0,0,0,0,0,0,0,0,127,9,10,10,10,13,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
* MESSAGE SECTION
HELLO:        DC.B ' * * * TERMINAL PROGRAM WITH ASCII DOWNLOAD/UPLOAD * * *',$0D,
$0A
         DC.B ' * * * PUBLIC DOMAIN.  By Alan Page - August 1985 * * * ',$0D,$0A
         DC.B ' * * * PRESS "HELP" FOR FUNCTION KEY DEFINITIONS * * * ',$0D,$0A
         DC.B ' * * * PRESS "UNDO" TO EXIT TO DESKTOP * * * ',$0D,$0A,0
HELP:         DC.B $0D,$0A,'<F1> = TOGGLE 300/1200 BAUD  <F2> = TOGGLE CAPTURE
<F3> = CREATE CAPTURE FILE',$0D,$0A
         DC.B '<F4> = OPEN UPLOAD FILE  <F5> = UPLOAD TEXT FILE  <F6> = TOGGLE
DUPLEX',$0D,$0A
         DC.B '<F7> = TOGGLES LF AFTER CR RETURN (UPLOADS ONLY) ',$0D,$0A,0
WARN:         DC.B $0D,$0A,' * * * THIS FILE ALREADY EXISTS, OPENING IT FOR
DOu.LOAD WILL DESTROY IT * * * ',$0D,$0A
         DC.B ' PRESS <Y> TO PROCEED, ANY OTHER KEY ABORTS > ',0
STARTF:       DC.B $0D,$0A,' * * * START DISK CAPTURE * * * ',$0D,$0A,0
STOPF:        DC.B $0D,$0A,' * * * STOP DISK CAPTURE * * * ',$0D,$0A,0
STARTU:       DC.B $0D,$0A,' * * * STARTING FILE UPLOAD * * * ',$0D,$0A,0
STOPU:        DC.B $0D,$0A,' * * * UPLOAD COMPLETE * * * ',$0D,$0A,0
MLFON:        DC.B $0D,$0A,' * * * LF SENT AFTER CR (DURING UPLOADS) * * * ',$0D,
$0A,0
MLFOFF:       DC.B $0D,$0A,' * * * LF NOT SENT AFTER CR (DURING UPLOADS) * * * ',
$0D,$0A,0
FERROR:       DC.B $0D,$0A,' * * * FILE NOT OPEN * * * ',$0D,$0A,0
FERROR2:  DC.B $0D,$0A,' * * * TOS FILE ERROR * * * ',$0D,$0A,0
FERR3:        DC.B $0D,$0A,' * * * AN OUTPUT FILE ALREADY EXISTS! * * * ',$0D,
$0A,0
PROMPT:       DC.B $0D,$0A,'ENTER FILE NAME (FOR DISK CAPTURE)  > ',0
PROMPT2:  DC.B $0D,$0A,'ENTER FILE NAME (TO BE TRANSMITTED) > ',0
OKMSG:        DC.B $0D,$0A,' * * * FILE CREATED * * * ',$0D,$0A,0
OKMSG2:       DC.B $0D,$0A,' * * * FILE OPENED FOR OUTPUT * * * ',$0D,$0A,0
BAUD12:       DC.B $0D,$0A,' * * * 1200 BAUD * * * ',$0D,$0A,0
```

```
BAUD3:        DC.B $0D,$0A,' * * * 300 BAUD * * * ',$0D,$0A,0
FLAG:         DC.B 0
EVEN
BAUD:         DC.B 7
FPTR:         DC.L 0
FHNDLE:       DS.W 1
FHNDL2:       DS.W 1
FHNDL3:       DS.W 1
BUFFCOUNT:    DC.W 0
FNBUFF:       DC.B 80,0
         DS.B 80
EVEN
TEMP:         DS.W 1
TEMP2         DS.W 1
.BSS
EVEN
         DS.L 256
USTK     DS.L 1
BUFFER:       DS.B 32000
.END
```

--

Anees Munshi
{allegra,ihnp4,linus,decvax}!utzoo!utcsri!utecfa!mugc
{ihnp4|decvax|utzoo|utcsri}!utecfa!mugc

Subject: Subject: Terminal prg for ST (assembler source, long)
Newsgroups: Newsgroups: net.micro.atari

From -975549055582386087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f4fd5f8f6fe57df2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-21 22:06:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!orca!davecl

From: davecl@orca.UUCP (Dave Clemans)

Newsgroups: net.micro.atari
Subject: 520ST & OS9
Message-ID: <1753@orca.UUCP>
Date: Sun, 22-Sep-85 01:06:33 EDT
Article-I.D.: orca.1753
Posted: Sun Sep 22 01:06:33 1985
Date-Received: Mon, 23-Sep-85 00:27:49 EDT
Organization: Tektronix, Wilsonville OR
Lines: 64

I have attached some messages from the Compuserve OS9 sig that may
be of interest.

dgc

**** Start of attached messages ****
#: 17200 S5/OS9 68000
    14-Sep-85 14:15:10
Sb: #17125-#Os9 on Atari 520st
Fm: Rich Smrcina 75036,163
To: Marc Limata/CT. MicroSys 72646,2666 (X)

Marc,
 How close is your company too deciding if you will do the port. And if
 you ddecide to do the port, what sort of time frame are we looking at.
 And (if your really ambitious) what cost?
     Rich

*** There is a reply:
        17229

Enter choice or H for help : 3

#: 17229 S5/OS9 68000
    15-Sep-85 10:24:25
Sb: #17200-#Os9 on Atari 520st
Fm: Marc Limata/CT. MicroSys 72646,2666
To: Rich Smrcina 75036,163 (X)

One of the factors in the decision is the finacial arrangement with Microware ,
if it is such that we have to charge $300 - $400 for the package (which is what
it is selling for on some machines) then we have to take a hard look at it
being a viable product. We think a $100-$150 price to the end user would be a
limit that most will pay , I am currently talking to dealers and distributors
to get an idea of volumes and pricing . We keep getting the same answers from
dealers ... why would anybody other than a present OS9 user pay $100 to $150
for a O.S when they get a free one with the machine?? That attitude from
dealers and a lack of interest at this point makes it rough for ANY company to
want to put money into that sort of project. WE are very interested and I
personally want OS9/68000 on the ST and as soon as a decision is made (possibly
in the next 2 weeks) we will announce the decision and projected release dates
of BETA copies
.... Thanx for your interest .... Marc

*** There is a reply:
        17238
*** Reading replies to 17200 ***
*** More ***

Enter command, N for next
message or <CR> for menu : n

#: 17238 S5/OS9 68000

    15-Sep-85 14:29:29
Sb: #17229-Os9 on Atari 520st
Fm: Rich Smrcina 75036,163
To: Marc Limata/CT. MicroSys 72646,2666

If/when you become relatively sure of it then alot more people will be
interested. Do you foresee a graphics interface? What qualifications would
one need to receive a beta-test copy?
           Rich

**** End of attached messages ****

From 4314671790424545980
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,43c1a77a89b6b903,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-21 23:22:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: 520ST software from Atari
Message-ID: <1754@orca.UUCP>
Date: Sun, 22-Sep-85 02:22:21 EDT
Article-I.D.: orca.1754
Posted: Sun Sep 22 02:22:21 1985
Date-Received: Mon, 23-Sep-85 00:28:03 EDT
Organization: Tektronix, Wilsonville OR
Lines: 28

Attached is a message from the Compuserve Atari Sig that might
be of interest.

dgc

**** Start of attached message ****
#: 125570 S5/ST Software
    18-Sep-85 22:06:41
Sb: Free Software from Atari
Fm: Atari Explorer 70007,1135
To: ALL

Next week, Atari Corp. will ship copies of 3 give-away programs. Copies will
go to ST dealers and to those user groups who participated in the rollout
program, but we encourage everyone to get copies freom each other. These
include: DOODLE, NEO-CHROME, and ST WRITER. Doodle is similar if not identical
to the one on this SIG. NEO-CHROME is a color drawing program for low res
which includes many features -- but which Atari will continue to enhance until
it is eventually released as a product. ST WRITER is a word processor
identical in function to the 8-bit AtariWriter. It includes a utility for

uploading 8-bit AtariWriter files to the ST. I have been working with NEO and ST WRITER (nicknamed "starry-writer" here) and they are both quite powerful and should tide people over until commercial packages hit the streets. In fact, the only reason why ST WRITER is a freebie is because it makes no use of the TOS/GEM functions and we wanted commercial packages with our name on them to take more advantage of the ST system. Watch this space for late-breaking news!
--->Neil Harris
**** End of attached messages ****

From 882903897687039939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,216104870f537829,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-22 15:20:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 8/21/84; site styx.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lognet2!styx!mcb
From: mcb@styx.UUCP (Michael C. Berch)
Newsgroups: net.micro.atari
Subject: Request - Atari 600XL info
Message-ID: <12868@styx.UUCP>
Date: Sun, 22-Sep-85 18:20:26 EDT
Article-I.D.: styx.12868
Posted: Sun Sep 22 18:20:26 1985
Date-Received: Wed, 25-Sep-85 09:38:10 EDT
Distribution: net
Organization: Lawrence Livermore Laboratory, Livermore, CA
Lines: 23

My father has recently acquired an Atari 600XL as a premium. It has 16K RAM and is apparently a discontinued model, and none of the usual Atari dealers or toy stores seem to want to have anything to do with it. The local Atari users group had a good set of software on disk, but were unable to supply info about mundane items like the memory upgrade to 64K, how much memory you need to run the disk, etc.
It seems that all the Atari people are 520ST-crazy, and have forgotten about the older machines that are still being distributed.

Apparently very few 600XLs were made, but there are a lot of 400s and 800s and 1200XLs and 130XEs around. I am unsure about the relation ship among these machines and the 600XL. Are they software/DOS compatible? What about game or program cartridges?

Any information about the 600XL would be appreciated, especially a pointer to a source (store, mail order, or club) for the memory upgrade and game/program cartridges.

Thanks in advance,

Michael C. Berch
mcb@lll-tis-b.ARPA
{akgua,allegra,cbosgd,decwrl,dual,ihnp4,sun}!idi!styx!mcb

From 4964668889531962094
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,286fb3d17d604858,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-22 19:38:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site nmtvax.UUCP
Path: utzoo!linus!philabs!cmcl2!lanl!unm-la!unmvax!nmtvax!madden
From: madden@nmtvax.UUCP
Newsgroups: net.micro.atari
Subject: *Cheap* Atari modems....
Message-ID: <775@nmtvax.UUCP>
Date: Sun, 22-Sep-85 22:38:38 EDT
Article-I.D.: nmtvax.775
Posted: Sun Sep 22 22:38:38 1985
Date-Received: Wed, 25-Sep-85 10:49:14 EDT
Distribution: net
Organization: New Mexico Tech, Socorro
Lines: 22

   I noticed atari modems in the Sept. BYTE for $30.00 from Computer Mail Order, and was kind of wondering about them: collecting dust in a box somewhere is an Atari 600XL, and I'd really like to turn the sucker into a home terminal of sorts. WILL THIS DO THE TRICK???? (I know what CMO will tell me :-)
   I don't have a disk drive, or anything else worthy of note. There is nothing I need to kermit, all I want is dial up to check my mail. Perhaps in the future I might get ambitious and build something that will give me 80 columns so I can use EMACS, but that is on a way-way-way back burner.
   If anyone can tell me all the dirt on the modem, I'd be most appreciative. Let me know any way you feel fitting....
              Thanx in advance,

Patrick H. Madden | {Reality}!cmcl2!lanl!unm-cvax!nmtvax!madden
New Mexico Tech | !ucbvax!unmvax!nmtvax!madden
Box 2244 | Gee, new address. Looks like I'd better
Socorro, NM 87801 | start packing.
"I saw your Mommy, and your Mommy was dead. I took a picture 'cause
 I thought it was neat."
--It doesn't really matter if I disclaim this: I don't have any money,
  and neither does anyone else around here.

From 485230391717430725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8c86c0e72a05b4c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-22 21:00:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP

Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!gymble!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: Public domain ST software
Message-ID: <367@eneevax.UUCP>
Date: Mon, 23-Sep-85 00:00:52 EDT
Article-I.D.: eneevax.367
Posted: Mon Sep 23 00:00:52 1985
Date-Received: Wed, 25-Sep-85 10:14:04 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 30

Our local atari user group in the washington D.C. area has accumulated
some public domain software for the ST and is distributing for a very
reasonable cost namely $4.25/disk + .50 for the envelope. The stuff
isn't fantastic but it will give you a feel for the capabilities of the
machine. The titles currently available are

1) High Res. Monochrome Pictures Demo
2) Color Slide Show #1
3) 4xForth Demo Disk
4) ST terminal programs(one has xmodem upload/download I believe)
5) Sundog demo disk (Color only)
6) Color slide show #2 (Contains some nice pictures of the mandelbrot set)
7) Graphics demo disk
8) Sample c programs
9) Sample logo programs
10) Midi music programs
11) Ramdisk & docs (Gert's ramdisk program as well as instructions to
    upgrade to 1 meg)
12) Doodle program w/source (freeware)

Order from Current Notes, 122 N. Johnson Road, Sterling, Va 22170
Mail order price is $4.25/disk plus $0.50 for an envelope. If you
send $15 more you can also get a subscription to current notes which
was praised by John Dvorak in infoworld as one of the best users club
magazines. The magazine is currently mostly 800 stuff but there is a
rapidly growing ST section.

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 9080007749120051190
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,94486406a3d603a7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-23 05:42:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mgnetp!mgweed!kek

From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: word processing
Message-ID: <20540@mgweed.UUCP>
Date: Mon, 23-Sep-85 08:42:14 EDT
Article-I.D.: mgweed.20540
Posted: Mon Sep 23 08:42:14 1985
Date-Received: Tue, 24-Sep-85 03:31:22 EDT
References: <850917-130143-205@Xerox> <8509201222.AA14015@UCB-VAX.ARPA>
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 10

Another word processor that has gotten excellent reviews is:
Paper Clip by Batteries Included. This processor along with their
80 column card gives you an 80 column word processor for less
than $90 discounted.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 1225175924472318934
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ceb654149a1d5a7b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-23 09:19:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!decvax!tektronix!orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: Re: Re: Department Store ST-520s?
Message-ID: <1758@orca.UUCP>
Date: Mon, 23-Sep-85 12:19:55 EDT
Article-I.D.: orca.1758
Posted: Mon Sep 23 12:19:55 1985
Date-Received: Thu, 26-Sep-85 06:19:35 EDT
References: <278@lzwi.UUCP> <28700002@uiucdcs>
Organization: Tektronix, Wilsonville OR
Lines: 5

Some chain (I forget the name; maybe Computerland?) has opened a branch
within a local "high-end" department store. Maybe you've seen something
like that?

dgc

From 5076090561280281906
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 157808,d39018f648466e15
X-Google-Attributes: gid157808,public
X-Google-Thread: 1517c1,d39018f648466e15
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-23 17:17:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site aero.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
hplabs!sdcrdcf!trwrb!trwrba!aero!sinclair
From: sinclair@aero.ARPA (William S. Sinclair)
Newsgroups: net.music.synth,net.micro.atari
Subject: Re: MIDI and Atari 520ST
Message-ID: <464@aero.ARPA>
Date: Mon, 23-Sep-85 20:17:52 EDT
Article-I.D.: aero.464
Posted: Mon Sep 23 20:17:52 1985
Date-Received: Sat, 28-Sep-85 05:12:47 EDT
References: <449@philabs.UUCP>
Reply-To: sinclair@aero.UUCP (William S. Sinclair)
Distribution: net
Organization: The Aerospace Corp., El Segundo, CA
Lines: 14
Xref: watmath net.music.synth:544 net.micro.atari:1205

Dear Mr. Fritter;

So far, there is only Public domain software which uses the MIDI port.
It plays back a few songs which are on a pre-stored file, and provides
a simple graphics display that shows what notes are being played. There
is no capability to modify the notes, or to change the tempo, or to
record your own stuff. I think this package (MIDIDEMO) came from ATARI.
You should be seeing some good stuff within a month or two. In fact, I'm
writing something myself that will be roughly equivalent to what is
available for the C-64 or Apple line of computers.

Bill S. 213/647-1753

From 6087081300041252049
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f9d7839b82709124
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,f9d7839b82709124
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-09-23 20:42:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!amd!vecpyr!lll-crg!seismo!
rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro,net.micro.atari
Subject: Re: ST Hard Disk Port (FASI) ?

Message-ID: <279@ccivax.UUCP>
Date: Mon, 23-Sep-85 23:42:06 EDT
Article-I.D.: ccivax.279
Posted: Mon Sep 23 23:42:06 1985
Date-Received: Fri, 27-Sep-85 07:24:41 EDT
References: <123@apr.UUCP>
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 22
Xref: linus net.micro:10843 net.micro.atari:1117

>
> Somewhere not to long back I read that the ST had an industry standard
> FASI(?) hard disk interface. At the time I passed it off as being a typo
> meant to say SASI.
> The port configuration looks very similiar to what the NCR
> 5385 SCSI protocol controller chip provides but without enough address
> lines to get at the full set of control/status ports.
>
I don't know where you got FASI, but the hard disk port is supposed to
be SCSI, with a 1.33 mb maximum transfer rate (almost faster than the
68000 can "copy" from a RAM disk). The pins available are the same
type that the HABBA drive uses on the MAC (inside the machine). There
a few drives that support the SCSI interfaces already available. In
fact, the developer's hard drives are apearently modified MAC drives
(different cable). From the AMPRO "Little Board" ads, it also appears
to enable interfacing to networks, I/O expansion... SCSI interface boards
are also available for the IBM PC. (Could there actually be a standard
developing here?).

Now, if we could just get someone to explain SCSI to us, we would know what
the limits are. Could you tell us more about the 5385 chip? What lines
does the ST seem to be missing?

From 6734693218165109392
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5d99b61127a87ff3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-23 22:28:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: 520ST & MIDI Software
Message-ID: <1759@orca.UUCP>
Date: Tue, 24-Sep-85 01:28:43 EDT
Article-I.D.: orca.1759
Posted: Tue Sep 24 01:28:43 1985
Date-Received: Thu, 26-Sep-85 08:10:56 EDT
Organization: Tektronix, Wilsonville OR
Lines: 157

Attached is a selection of messages from the Compuserve Atari Sig
about MIDI software development for the 520.

dgc

**** Start of attached messages ****
#: 124756 S5/ST Software
    14-Sep-85 23:34:15
Sb: #124670-MIDI ST SOFTWARE
Fm: Gary Yost 76703,1077
To: ed bartholomey 72507,257

There is work being done on this type of software. A few publishers are doing parallel work, and I wouldn't expect a full-featured notation package to be available until first quarter, 1986 at the earliest. There should be many bare-bones MIDI programs available before then, though. Hybrid Arts is doing an ST version of their Miditrack II software. I'd like to ask you... Would you like to see some sort of super-duper souped up Advanced Musicsystem for the ST with control over MIDI and the sound chip? I'd like to get as much reaction to that idea as possible. Thanks.

- Gary

#: 124934 S5/ST Software
    15-Sep-85 19:38:20
Sb: #124920-#MIDI Software
Fm: Stan Kalisher 72257,2722
To: Art Leyenberger (Analog) 71266,46 (X)

Foist of all.... Are you the Art I met at the MacExpo in Boston a few weeks ago???. If you are, we are the Nifty Group, formerly MacNifty. Now only Nifty, as we finally got around to the ST, and are very impressed. Beginning Sept 15 we are going to begin to re-engineer our products for the ST as well as the Mac. The first product will be the sound digitizer and Stereo.
As far as the Casio products go, our intention is to provide them to the Micro/MIDI world at the least possible cost, to get them out to the Micro user, and Dealer. Someone seems to be missing the boat somewhere. If you would like to give me a call, our # is 1-800-328-0184. We are in Minneapolis. I will be more than happy to discuss our plans for marketing ST products as well as Casio. CIS doesn't like me to quote prices on the boards.

<==STAN KALISHER

#: 125238 S5/ST Software
    17-Sep-85 16:41:15
Sb: #MIDI ST SOFTWARE
Fm: Stan Kalisher 72257,2722
To: Gary Yost 76703,1077 (X)

We at Nifty, Inc. would also like to see it, as we are converting our audio digitizing system for the ST.

<==STAN KALISHER

#: 125248 S5/ST Software
17-Sep-85 17:03:12
Sb: #125241-MIDI Software
Fm: JOE CATAUDELLA 76556,1130
To: Stan Kalisher 72257,2722

is it possible to give me a projected date on your Midi-software for ST we are a BIG Atari retail store in manhattan and our ST sales are astonising..Half of our ST owners and potential buyers are MIDI lovers..and we would love some info about your product.....Thanks <Joe Cataudella>> <Leigh's Computers 212 east 85th st.> <New York, N.Y. 10028 <212-879-6257>

#: 125292 S5/ST Software
17-Sep-85 18:45:20
Sb: #125238-#MIDI ST SOFTWARE
Fm: Gary Yost 76703,1077
To: Stan Kalisher 72257,2722

That's two potential customers, eh? Duly noted, and I hope more people are interested. One thing I'd love to know is whether or not there would be a market for an Advanced Musicsystem-like product that took advantage of MIDI and/or the sound chip. Is there? What if it used all the available AMS files? About your digitizing project, could you please send me some email describing what you're doing exactly, as I know a lot of people who'd be interested in what you're doing. As we all know, the Amiga has fairly good analog/digital audio sampling techniques, and if the ST could do some of the same, even with add-one hardware through the DMA port, it would be interesting to see if you could get the hardware to install itself to look just like the Amiga speech vectors in AmigaDOS. Porting Amiga sound programs to the ST would then be a fairly simple process, and I hear that some of the products under development by Cherry Lane (?sp?) uses sampling plus AI routines that even lets the Amiga harmonize with you in real time while you're singing. Now, I don't know how many people want such a product, but I'm one of them. Audio and video digitizing is very exciting.

- Gary

#: 125397 S5/ST Software
18-Sep-85 05:30:51
Sb: #125248-MIDI Software
Fm: Stan Kalisher 72257,2722
To: JOE CATAUDELLA 76556,1130 (X)

Joe;
We are currntly in the process of putting together our ST line of products, aand hope to begin dealer mailings but Oct 1st.

<==Stan Kalisher
Nifty, Inc.

#: 125406 S5/ST Software

18-Sep-85 08:29:06
Sb: #125298-MIDI ST SOFTWARE
Fm: Gary Yost 76703,1077
To: CHARLES F. JOHNSON 75066,404

Charles, what do you like about the Hybrid Arts software, compared to Advanced Musicsystem-like notation software, and vica versa? A clear analysis of the benefits and drawbacks of the two types, from a musicians point of view, would help me a lot. Thanks.

- Gary

#: 125583 S5/ST Software
19-Sep-85 00:38:59
Sb: #125406-MIDI ST SOFTWARE
Fm: CHARLES F. JOHNSON 75066,404
To: Gary Yost 76703,1077

Gary... The thing I like the most about the Hybrid Arts software is the way it emulates a 16-track recording machine. It has auto-locate, punch-in and -out, and other features that make recording a part into the sequencer (computer) pretty easy. It also has a whole lot of MIDI mode commands and capabilities. You can change programs and record the changes as part of the data. The program also records pitch and mod wheel changes, so it really has a lot of features for the professional musician. The main drawback of the system as I see it is the complexity of the user interface. You have to know a multitude of key combinations in order to access the functions.

This might be an area where the ST's GEM environment could greatly aid the process of composing.

On the other hand, the notation style of composition has a lot to recommend it too. For one thing you don't have to actually be able to play the music (no matter how slow), and it's also possible to write things this way that might not occur to you otherwise. At this time there is no notation style MIDI system for Atari computers (that I know of anyway) so the Hybrid Arts software is kind of the only game in town right now.

What company do you work for? In addition to being a musician I also program in 6502 machine language (had a program published in ANALOG #35). I'm extremely interested in any applications using Atari and MIDI....

Hope this somewhat long-winded message is of some help to you...

#: 125724 S5/ST Software
19-Sep-85 22:17:43
Sb: #125583-MIDI ST SOFTWARE
Fm: Gary Yost 76703,1077
To: CHARLES F. JOHNSON 75066,404

Thank you very much for your feedback. Exactly the detail I wanted to get about the musician vs. notation style of MIDI software. Currently, I'm leaning towards the notation style, because there are more of us who can't play so well, but want to get the music in there and THEN start fooling around with the kind of sounds a CZ-101 can make. BTW, I work for Antic. Thanks again.

- Gary

**** End of attached messages ****

From 6095367818125516734
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,90fc11bd4f5f5d1c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-23 23:53:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: 520ST Memory Expansion Messages
Message-ID: <1760@orca.UUCP>
Date: Tue, 24-Sep-85 02:53:11 EDT
Article-I.D.: orca.1760
Posted: Tue Sep 24 02:53:11 1985
Date-Received: Thu, 26-Sep-85 08:11:37 EDT
Organization: Tektronix, Wilsonville OR
Lines: 235

Attached is a subset of the Compuserve Atari Sig messages on expanding
the 520's memory which might prove interesting. This subset focuses
on the commercial board that will be available in a few weeks.

dgc

(PS: I think that this (along with my three previous postings) covers
all of the questions in this newsgroup that have been discussed on
Compuserve, and where the Compuserve discussion might contribute
something new or interesting here.)

**** Start of attached messages ****
#: 124318 S5/ST Software
    12-Sep-85 20:17:09
Sb: #123857-RAM disk
Fm: Alex Leavens 74206,1074
To: MICHTRON 70150,366

I'm getting my hard drive from Atari, but would naturally like a RAM disc, too,
since we have a 1 Meg add-on board in the works (open your ST, plop the board
in, solder a couple of things and WHAM! 1 Meg!) --alex

#: 124326 S5/ST Software
    12-Sep-85 20:32:09
Sb: #123913-#ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Michael Squire 75236,2640

Mike:
     We were worried about the same problem. Before we went ahead and designed
our 1 Meg ST upgrade board, we asked Atari if they were going to do anything
similar. They said no. (Well, at least for now...). And ours is designed so

that it COMES OUT EASILY. No soldering the main board, kludge, kludge... If Atari were foolish enough to insist that you had to buy THEIR board (which I harldy think is likely, considering how intelligent and responsive they've been so far) you could simply pull our board out, get whatever upgrade they were offering, and then plug our board back in. Simple, no? --alex

#: 124332 S5/ST Software
12-Sep-85 20:41:37
Sb: #124075-m-disk
Fm: Alex Leavens 74206,1074
To: BILL KRIEGER 75136,1432

Bill:
We have a 1 Meg upgrade BOARD coming, by one of the best layout guys in the valley. Interested? --alex

#: 124336 S5/ST Software
12-Sep-85 20:51:54
Sb: #124117-ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Michael Squire 75236,2640

Mike:
An ST ram upgrade is very straight forward, unlike all this partitioned memory nonsense on some other machines, (including a machine that didn't have it in the processor chip, so they added it!). On the Atari, it's just contiguous memory. And a good add-on board (like ours, for example) should be able to plug in and plug out, so that should Atari suddenly turn demented and try and penalize users of 3rd party equipment, you can just pull the upgrade out. Try that with some of the Mac upgrades! --alex

#: 124341 S5/ST Software
12-Sep-85 21:07:59
Sb: #124330-ST Programs/Explorer
Fm: Dave Adair 72277,363
To: Alex Leavens 74206,1074

Alex, when will the 1 Meg. board be out and roughly how much? (if you can devulge this info.)

#: 124367 S5/ST Software
12-Sep-85 22:17:13
Sb: #124326-ST Programs/Explorer
Fm: MAURI PIPER 72517,3630
To: Alex Leavens 74206,1074

Alex--
You interest me with your 1 Meg ST upgrade board. What is your company? What price are you talking about?
--Mauri

#: 124429 S5/ST Software
13-Sep-85 17:11:01

Sb: #ONEMEG...
Fm: Michael Detlefsen 70156,1636
To: Alex Leavens 74206,1074 (X)

Alex, I think it will be a little more complicated than merely plug and unplug the board! All the STs I have seen have the RAM chips _soldered_ into the board, not socketed. Have you checked on that? It doesn't stop me from being interested in buying it, but it _will_ make it more difficult to install for a lot of people.
Mike D.

#: 124494 S5/ST Software
13-Sep-85 20:50:04
Sb: #124341-ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Dave Adair 72277,363 (X)

Dave:
Probably about 3-4 weeks for the board. As to price, you want it bare, or fully populated? Fully populated makes it >>a lot<< more expensive, because it's gotta be built by hand. If you're handy with an iron, save yourself some change! --alex

#: 124497 S5/ST Software
13-Sep-85 20:58:48
Sb: #124352-#ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Fred Beckman 74676,3407

Fred:
Glad you asked. We wanna sell some of these puppies! When: Probaly (Probaly??) 4 weeks. We've got the best board guy in the valley on it, so it'll be a >>real nice<< design, but we wanna take our time, and make sure we don't screw up! Patients are a virture, ya know! (hehe!). Price: (These are guesstamates, and SUBJECT TO CHANGE!!) Unpopulated: @$50. Populated: @$300. The reason for the big price difference is that the fully populated board has 32 256K chips on it, and that ALONE is a minimum cost of $180 (and quite possibly more, if the chip market turns around.) Plus the things have to be built BY HAND (we can't wave solder 'em...). Well. You get the picture. Just for info, 512K upgrades for the Mac are running at around $400, and they have only half as many ram chips as we do! --alex

#: 124500 S5/ST Software
13-Sep-85 21:01:41
Sb: #124367-ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: MAURI PIPER 72517,3630

Mauri:
I'm half of Dynamic Software Design, (so what are we doing designing hardware??!). The upgrade board is about 3 to 4 weeks away. It will come in two flavors: populated and unpopulated. For more info on price, see message 124497. Keep in touch. --alex

#: 124504 S5/ST Software
    13-Sep-85 21:04:16
Sb: #124372-ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Michael Squire 75236,2640

Michael:
     Twist my arm, twist my arm! (Ouch!) Ok, ok, we sure will. See my message #124497 for more info. The upgrade is tedious (lotsa work), but straight forward, for those with good technical experience. And the nice thing is that if you perform our 1 Meg upgrade mod now, it gives you a direct path to our upcoming 4 (that FOUR) meg upgrade. Makes life interesting, eh? --alex

#: 124506 S5/ST Software
    13-Sep-85 21:05:31
Sb: #124375-ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Michael Squire 75236,2640

Mike:
    I really doubt that Atari would be that brain damaged, but weirder things have happened. And those ram chips really SHOULD be socketed (mine are!) --alex

#: 124509 S5/ST Software
    13-Sep-85 21:08:40
Sb: #124429-ONEMEG...
Fm: Alex Leavens 74206,1074
To: Michael Detlefsen 70156,1636

Michael:
    Yeah, we're aware that the RAM chips are soldered (** big sigh **). We realize that it's gonna make life a little tedious, to put in sockets, but the end result will be worth it, because you can have our 1 meg board now, and our 4 meg board later. For more info, see message #124497. --alex

#: 124981 S5/ST Software
    15-Sep-85 22:41:43
Sb: ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Dave Adair 72277,363

Dave:
    Yes, we're replacing the chips that are there. It's easier to cut 'em out and socket the spaces, as opposed to trying to desolder them, and pull 'em out. Doing that can cause >>very<< weird RAM problems later on... --alex

#: 124988 S5/ST Software
    15-Sep-85 22:49:07
Sb: #ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Art Leyenberger (Analog) 71266,46 (X)

Art:
    There's no theoretical difficulty about a 4 meg board. Your ST needs to have sockets for the RAM chips. The board is then designed to move the appropriate lines from the 1 meg chips to the same lines on 256K chips (the pinouts are not the same, and 1 meg chips have 2 more lines.) You need to run 1 additional wire from the controller to the board, making 4 lines total (instead of 3 for the 1 meg board). Shucks, we've got the board DESIGNED! But how much interest is there likely to be in it, when 1 meg chips are so bloody expensive? --alex

#: 125003 S5/ST Software
    15-Sep-85 23:39:08
Sb: #124788-RAM disk
Fm: Alex Leavens 74206,1074
To: MICHTRON 70150,366 (X)

We ARE socketing the board!! But because of the long leg length on the sockets (to go into the main board), we can't wave solder them. BUmmer. --alex

#: 125479 S5/ST Software
    18-Sep-85 19:11:45
Sb: #ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Argonaut Sftwre, Jez San 72247,3661 (X)

Jez:
    The memory controller, if you look close, has an extra address line coming out of it. It also has an (an?) another set of RAS and CAS lines for a second bank of memory. If you plug 256K chips in, you get 1Meg. If, however, you plug in 1Meg chips, and run that extra address line to them (I KNEW that thing was there for a reason!), you can get 4 meg, thusly: 2 banks of 16 1Meg chips-->better known as 4 sets of 8 1Meg chips, or (ta-da!) 4 meg. As for our board, if you don't want to desolder, (not surprisingly), you cut the chips that are there out (ok, so it's 40 bucks down the drain, big deal.). You then socket the spaces, and plug our board in, and run three jumpers to the memory controller. It's not a big deal for anyone who's halfway decent w/ a soldering iron (I did the preliminary one myself, and I'm four thumbed, if you know what I mean), because you're not soldering anything delicate, like memory parts. That's why we recommend just cutting the chips out... You CAN desolder 'em, but the extra effort required to do it right just isn't cost effective. And besides, what if you make 1 chip just >>slightly<< flaky?? Nightmare time... Just cut 'em out and be done with it... --alex
**** End of attached messages ****

From -4636639517646067063
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ceb654149a1d5a7b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-24 05:59:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: $Revision: 1.6.2.16 $; site ada-uts.UUCP

Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!mit-eddie!think!
ada-uts!hedger
From: hedger@ada-uts.UUCP
Newsgroups: net.micro.atari
Subject: Re: Department Store ST-520s?
Message-ID: <16600001@ada-uts.UUCP>
Date: Tue, 24-Sep-85 08:59:00 EDT
Article-I.D.: ada-uts.16600001
Posted: Tue Sep 24 08:59:00 1985
Date-Received: Sun, 29-Sep-85 06:23:36 EDT
References: <278@lzwi.UUCP>
Lines: 4
Nf-ID: #R:lzwi:-27800:ada-uts:16600001:000:128
Nf-From: ada-uts!hedger   Sep 24 08:59:00 1985

I have heard that the st is being carried in New England by the 'Lechmere'
department store chain...
ihnp4!inmet!ada-uts!hedger

From -705806977795643791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d39018f648466e15
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-24 06:12:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: $Revision: 1.6.2.16 $; site ada-uts.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!mit-eddie!think!
ada-uts!hedger
From: hedger@ada-uts.UUCP
Newsgroups: net.micro.atari
Subject: Re: MIDI and Atari 520ST
Message-ID: <16600002@ada-uts.UUCP>
Date: Tue, 24-Sep-85 09:12:00 EDT
Article-I.D.: ada-uts.16600002
Posted: Tue Sep 24 09:12:00 1985
Date-Received: Sun, 29-Sep-85 06:23:23 EDT
References: <449@philabs.UUCP>
Lines: 7
Nf-ID: #R:philabs:-44900:ada-uts:16600002:000:389
Nf-From: ada-uts!hedger   Sep 24 09:12:00 1985

I too, would like any information available on MIDI software available for
the st. I've been looking around at the market for about 3 months and the
more I see and read about the st, the more impressed I become about it.
Would anyone having information about MIDI software/hardware for the st
please post a note to this newgroup????thanx in advance keith hedger
ihnp4!inmet!ada-uts!hedger

From -356791673101977815

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6bb1d4ca002fb2af,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-24 06:30:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!linus!philabs!prls!amdimage!amdcad!amd!vecpyr!lll-crg!seismo!brl-tgr!
nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Notes on the Atari ST (about 60 lines)
Message-ID: <539@nlm-vax.ARPA>
Date: Tue, 24-Sep-85 09:30:12 EDT
Article-I.D.: nlm-vax.539
Posted: Tue Sep 24 09:30:12 1985
Date-Received: Fri, 27-Sep-85 07:26:30 EDT
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 60

This is in response to an article by Rex Ballard which was a reply to a reply on Amiga memory management. Since the topic is the Atari ST I decided to post it here under a more suitable title. While I'm at it, I'll address a few points about the ST where there seems to be some confusion.

In article <270@ccivax.UUCP> rb@ccivax.UUCP (rex ballard) writes:
>
>"Presenting the ATARI ST" has a memory map on page 34 that show address
>$FF8000-$FF8200 labled "DATA CONFIGURATION", in the I/O region. If that
>ain't an MMU term, what is? (Interesting 512 bytes - 512K hmmm), if they
>send you a 68010 with your next OS, watch out!!!. Anybody look at those
>addresses?
>
>If this is the case, does that mean that the 512K in the machine is
>really the CACHE for an external RAM disk?
>

The schematics provided with the developer's kit does include a MMU chip, I haven't looked under the hood but by all reports it's there. Also, the machine was described as a 68010 based machine at one point in the documentation. This means they at least thought 68010 at one time, but doesn't indicate whether that might be a future upgrade.

You also mentioned TOS, which is reportedly a version of CP/M-68K. According to the documentation I have, it is not. TOS is a variant of a Digital Research operating system called GEMDOS, which looks very much like a 68K implementation of MS-DOS (or PC-DOS if you prefer). Like MS-DOS, it has a subset of commands which are CP/M compatible. The remaining entry points appear to be MS-DOS compatible. This must have been quite a help in porting GEM to the 68000. I expect we'll see GEMDOS appearing on other machines as well.

I don't have documentation on the PC-DOS bios, but I wouldn't be a bit suprised if the Atari BIOS resembles it in some form. In the HitchHikers Guide to the Bios, there are mention of things like "IBM-PC compatible keyscan codes". It appears that it should be comparatively easy to port programs between the Atari ST and the IBM-PC.

Despite comments to the contrary, the Atari ST operating system does not have GEM and the operating system squished together. According to the documentation you can boot the system without all of GEM and the desktop. I haven't tried this, but it is documented. A MS-DOS like command processor is available with the developers package which can run on top of the desktop or in its place.

Also, you do not have to include GEM commands in your applications to be able to run an application on the desktop. If your program doesn't use GEM, you can flag it as a TOS application and when it is started from the desktop the screen will clear and the program will run as if GEM wasn't there. If you write in C, you can use the standard I/O library to write to the screen.

Hopefully this will clear up some misconceptions about the ST and not introduce any misconceptions of my own.

Rand Huntzinger

From -4492428497136817122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,90fc11bd4f5f5d1c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-24 06:45:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: 520ST Memory Expansion Messages
Message-ID: <1764@orca.UUCP>
Date: Tue, 24-Sep-85 09:45:35 EDT
Article-I.D.: orca.1764
Posted: Tue Sep 24 09:45:35 1985
Date-Received: Fri, 27-Sep-85 02:58:58 EDT
Organization: Tektronix, Wilsonville OR
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dgc

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Fm: Michael Detlefsen 70156,1636
To: Alex Leavens 74206,1074 (X)

Alex, I think it will be a little more complicated than merely plug and unplug the board! All the STs I have seen have the RAM chips _soldered_ into the board, not socketed. Have you checked on that? It doesn't stop me from being interested in buying it, but it _will_ make it more difficult to install for a lot of people.
      Mike D.

#: 124494 S5/ST Software
    13-Sep-85 20:50:04
Sb: #124341-ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Dave Adair 72277,363 (X)

Dave:
   Probably about 3-4 weeks for the board. As to price, you want it bare, or fully populated? Fully populated makes it >>a lot<< more expensive, because it's gotta be built by hand. If you're handy with an iron, save yourself some change! --alex

#: 124497 S5/ST Software
    13-Sep-85 20:58:48
Sb: #124352-#ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Fred Beckman 74676,3407

Fred:

Glad you asked. We wanna sell some of these puppies! When: Probaly (Probaly??) 4 weeks. We've got the best board guy in the valley on it, so it'll be a >>real nice<< design, but we wanna take our time, and make sure we don't screw up! Patients are a virture, ya know! (hehe!). Price: (These are guesstamates, and SUBJECT TO CHANGE!!) Unpopulated: @$50. Populated: @$300. The reason for the big price difference is that the fully populated board has 32 256K chips on it, and that ALONE is a minimum cost of $180 (and quite possibly more, if the chip market turns around.) Plus the things have to be built BY HAND (we can't wave solder 'em...). Well. You get the picture. Just for info, 512K upgrades for the Mac are running at around $400, and they have only half as many ram chips as we do! --alex

#: 124500 S5/ST Software
13-Sep-85 21:01:41
Sb: #124367-ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: MAURI PIPER 72517,3630

Mauri:
I'm half of Dynamic Software Design, (so what are we doing designing hardware??!). The upgrade board is about 3 to 4 weeks away. It will come in two flavors: populated and unpopulated. For more info on price, see message 124497. Keep in touch. --alex

#: 124504 S5/ST Software
13-Sep-85 21:04:16
Sb: #124372-ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Michael Squire 75236,2640

Michael:
Twist my arm, twist my arm! (Ouch!) Ok, ok, we sure will. See my message #124497 for more info. The upgrade is tedious (lotsa work), but straight forward, for those with good technical experience. And the nice thing is that if you perform our 1 Meg upgrade mod now, it gives you a direct path to our upcoming 4 (that FOUR) meg upgrade. Makes life interesting, eh? --alex

#: 124506 S5/ST Software
13-Sep-85 21:05:31
Sb: #124375-ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Michael Squire 75236,2640

Mike:
I really doubt that Atari would be that brain damaged, but weirder things have happened. And those ram chips really SHOULD be socketed (mine are!) --alex

#: 124509 S5/ST Software
13-Sep-85 21:08:40
Sb: #124429-ONEMEG...
Fm: Alex Leavens 74206,1074
To: Michael Detlefsen 70156,1636

Michael:
    Yeah, we're aware that the RAM chips are soldered (** big sigh **). We realize that it's gonna make life a little tedious, to put in sockets, but the end result will be worth it, because you can have our 1 meg board now, and our 4 meg board later. For more info, see message #124497. --alex

#: 124981 S5/ST Software
    15-Sep-85 22:41:43
Sb: ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Dave Adair 72277,363

Dave:
    Yes, we're replacing the chips that are there. It's easier to cut 'em out and socket the spaces, as opposed to trying to desolder them, and pull 'em out. Doing that can cause >>very<< weird RAM problems later on... --alex

#: 124988 S5/ST Software
    15-Sep-85 22:49:07
Sb: #ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Art Leyenberger (Analog) 71266,46 (X)

Art:
    There's no theoretical difficulty about a 4 meg board. Your ST needs to have sockets for the RAM chips. The board is then designed to move the appropriate lines from the 1 meg chips to the same lines on 256K chips (the pinouts are not the same, and 1 meg chips have 2 more lines.) You need to run 1 additional wire from the controller to the board, making 4 lines total (instead of 3 for the 1 meg board). Shucks, we've got the board DESIGNED! But how much interest is there likely to be in it, when 1 meg chips are so bloody expensive? --alex

#: 125003 S5/ST Software
    15-Sep-85 23:39:08
Sb: #124788-RAM disk
Fm: Alex Leavens 74206,1074
To: MICHTRON 70150,366 (X)

We ARE socketing the board!! But because of the long leg length on the sockets (to go into the main board), we can't wave solder them. BUmmer. --alex

#: 125479 S5/ST Software
    18-Sep-85 19:11:45
Sb: #ST Programs/Explorer
Fm: Alex Leavens 74206,1074
To: Argonaut Sftwre, Jez San 72247,3661 (X)

Jez:
    The memory controller, if you look close, has an extra address line coming out of it. It also has an (an?) another set of RAS and CAS lines for a second bank of memory. If you plug 256K chips in, you get 1Meg. If, however, you

plug in 1Meg chips, and run that extra address line to them (I KNEW that thing was there for a reason!), you can get 4 meg, thusly: 2 banks of 16 1Meg chips-->better known as 4 sets of 8 1Meg chips, or (ta-da!) 4 meg. As for our board, if you don't want to desolder, (not surprisingly), you cut the chips that are there out (ok, so it's 40 bucks down the drain, big deal.). You then socket the spaces, and plug our board in, and run three jumpers to the memory controller. It's not a big deal for anyone who's halfway decent w/ a soldering iron (I did the preliminary one myself, and I'm four thumbed, if you know what I mean), because you're not soldering anything delicate, like memory parts. That's why we recommend just cutting the chips out... You CAN desolder 'em, but the extra effort required to do it right just isn't cost effective. And besides, what if you make 1 chip just >>slightly<< flaky?? Nightmare time... Just cut 'em out and be done with it... --alex
**** End of attached messages ****

From 6407933989063107024
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ab3f1b5e270b173c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-24 08:44:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: British 520ST Software Work
Message-ID: <1765@orca.UUCP>
Date: Tue, 24-Sep-85 11:44:44 EDT
Article-I.D.: orca.1765
Posted: Tue Sep 24 11:44:44 1985
Date-Received: Fri, 27-Sep-85 02:59:27 EDT
Organization: Tektronix, Wilsonville OR
Lines: 121

Attached is an article from the Antic Online magazine on Compuserve.

dgc

**** Start of attached article ****
   Permission to reprint or excerpt is granted only if the following line appears at the top of the article:

   ANTIC PUBLISHING INC., COPYRIGHT 1985. REPRINTED BY PERMISSION.

   ANTIC'S LONDON REPORT:

   ST RULES BRITTANIA
   UK SOFTWARE AHEAD OF USA

by JAMES CAPPARELL, Publisher

(ANTIC just returned from London, represented there by Publisher and President James Capparell, and Marketing Director Gary Yost. Here's their report.--ANTIC ED)

9/8-This article is being written on a Pan Am flight returning to San Francisco from London. What did we learn overseas? Well, there's five pence to a shilling...the people are extremely nice and the enthusiasm for Atari is excellent. But the weather in London is awful and pubs close at 1l pm.

Our most exciting discovery was the extreme enthusiasm for the Atari ST we found at the Personal Computer World Show held September 4-8 at London's Olympia Hall. Over 50,000 people got their first opportunity to see the 520ST and the 130XE. This was the eighth show sponsored by Personal Computer World Magzine so far, and by all reports it was the most successful. The Atari booth was one of the largest and best attended at the show. In the UK and European market, the ST looks like a strong winner.

Suprisingly, our British cousins have a leg up on developers in the States with stunning ST systems software, business software and games all ready for market. Perhaps because they are used to programming for the Sinclair QL, a 68008 machine, they were primed and ready for the ST. The QL was a big disapointment with its small memory and slowness. So for Britons, the ST seems like the QL that never was. And the British are much more open to developing for a new, unproven machine than American companies are. Big Blue Mania has not set in, as the British think the IBM line is far too costly.

Atari Corp. was well represented with a large contingent from the states. Jack and Leonard Tramiel, Sig Hartmann, Sig Schreyer and Shiraz Shivji flew in from Sunnyvale. Additional support from Atari UK, (an excellent organization, I might add) came from Les Player, Robert Katz and Jon Dean. I was pleased to also see German, Swiss and French Atari representatives.

We found some excellent languages and software products you will soon see from the Antic Catalog or other publishers. These included accounting and small business packages, LANs and a possibility of UNIX. We saw several languages including UCSD and ISO Pascal code compilers (very professional, very fast), super-fast macro assembler-editors, Lattice C, Cambridge Lisp, MODULA II, FORTRAN 77, and CPM 2.2 emulation. (I bought UCSD Pascal back with me so watch for a review soon.)

For you telecom buffs, it's interesting to note that the first truly Hayes-compatible modem for the Atari was introduced at the show. It costs 399 pounds and contains six different protocols, including two for videotex graphics -- the one area in telecommunications where the English have a significant lead on us.

An animated game called Brattacas from Psygnosis Ltd. drew major crowds at the show. It had already been in development for the past two years on SAGE 68000 systems. So it was ready to be ported to the Atari ST and was brought to beta level just a few weeks ago. Brattacas features cover art by fantasy artist Roger Dean. Better than arcade quality color characters move in a sophisticated scenario where the 520ST's graphics capabilities are exploited more than in any

other program we've seen so far.

In an enclosed glass room was a 260ST with one megabyte of RAM. Basically, it was a 1040ST with a built-in floppy, but still a prototype. Alongside it, a 520ST with color monitor attached to a 10 megabyte hard disk was displaying pictures at blinding speed during the entire show.

As an interesting twist, an Israeli political cartoonist, Yakov Kirschen , (famous for his "Drybones" character in the Jerusalem Post) was featured in an front page article in the Sunday London Times. In the photograph, he was showing a 520ST interactive cartoon character which demonstrated how artificial intelligence can be applied to computers. His character can actually relate to

the user. More on this after we interview Kirschen tomorrow during his visit to our office in San Francisco.

Also upcoming is a story about all the Atari products at the show, not just what was shown at the Atari booth, including a Zoids game and a demo of Jeff Minter's psychedeliC Colourspace light synthesizer for the XL/XE and the 520ST. This does for color what the synthesizer did for sound, and gives you a light show on your micro.

On the 8-bit front, we found out that the official Atari UK 8-bit software catalog of over 600 titles contains 54 Antic Catalog products distributed by Software Express International, Antic's European distributor. Additionaly, Atari UK issued a press release during the second day of the show with a list of 10 formally "Atari-approved" titles. We're proud to announce that the Antic Catalog's Earth Views and Space Base are among these first ten titles.

Antic has signed a number of publishing agreements with UK authors. This means the Antic Catalog will soon be bringing you lots of ST packages including development languages, systems software, business and productivity packages, utilities and games.

I would say that anyone who still doesn't believe that Atari and the ST are for real -- isn't for real. It's a great product at a great price (750 pounds in the UK) and has a growing list of developers. We saw a list of 450 developers in the UK alone. The day after the show closed, UK ST Product Manager Bob Katz returned to his office at 9 a.m. and found eight checks for development systems that had arrived by courier from developers who were itching to get started.

We were introduced to many fine Atari friends during our stay and were pleased to discover that our Atari community is just as enthusastic and supportive in London and UK as in the United States.

Those of us who have long been so loyal and dedicated no longer have to feel embarassed about being Atari fans. We have the fastest machine at the best cost and a growing development network. Watch Antic for ongoing Atari news from the states and around the world.
**** End of attached article ****

From -6946461687036284469
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,150bb510a11f077e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-24 09:34:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!ardc.arpa!ekijak
From: ekijak@ARDC.ARPA (Edmund S. Kijak, POINT)
Newsgroups: net.micro.atari
Subject: Re: New OS for 520ST??
Message-ID: <8509241644.AA06522@UCB-VAX.ARPA>
Date: Tue, 24-Sep-85 12:34:55 EDT
Article-I.D.: UCB-VAX.8509241644.AA06522
Posted: Tue Sep 24 12:34:55 1985
Date-Received: Thu, 26-Sep-85 07:03:43 EDT
Sender: usenet@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 18

I agree, but I don't understand why you're "not fond of the Amiga emulating
a PC and running MS-DOS". Seems to me that users would like to use the
same operating system at home as they do at work. So if the Amiga or the
520 ST ran Unix or MS-DOS, it would be a more attractive machine both for
serious home users as well as low priced commercial users.
     Industry is buying PC's in large quantities in order to automate.
If a microcomputer manufacturer wants a large customer base, he should
make his machine attractive to commercial & industrial users, not just
home users. An individual buys one computer, one or two disk drives,
one printer. A company buying equipment for use within its offices buys
hundreds of computers, hundreds of printers, peripherals, etc. I can't
picture a commercial company buying hundreds of 520 ST's no matter how
cost effective it may be, because it doesnt attempt to fit in with the
traditional office environment of MS-DOS, Unix, IBM-PC compatible software,
etc.
     Too bad, because if you had one at the office, maybe you wouldn't
have to buy a complete system for home - you could borrow some of the office
peripherals over the weekend.

From 6662997838611395046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e98bf5b338bc7bad,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-24 10:13:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ardc.arpa!ekijak
From: ekijak@ARDC.ARPA (Edmund S. Kijak, POINT)
Newsgroups: net.micro.atari
Subject: Re: 600xl disk simulation?
Message-ID: <8509241721.AA07193@UCB-VAX.ARPA>
Date: Tue, 24-Sep-85 13:13:35 EDT

Article-I.D.: UCB-VAX.8509241721.AA07193
Posted: Tue Sep 24 13:13:35 1985
Date-Received: Thu, 26-Sep-85 07:38:50 EDT
Sender: usenet@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 11

Regarding the casette interface, I don't see how it can be done entirely in software. The casette output is an analog voltage whose magnitude depends on the volume control setting - you would need some hardware simply to convert it to a standard voltage level, say TTL.

The interface converts FSK (frequency shift keyed) audio tones to digital bits. The bits are asynchronous serial with a start bit, data bits, and a stop bit. Baud rate is 600, a ZERO is a 3995 Hz tone, a ONE is a 5327 Hz tone, the tone durations are equal. The output of the casette needs to be converted to TTL levels (0 or 5 volts for logic ONE or logic ZERO) before feeding to computer. (I may have the ONEs and ZEROes swapped, and may be off a few Hz, but the info is basically correct).

From -5407534765383040532
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5ccf995022bc64f0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-24 10:50:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ardc.arpa!ekijak
From: ekijak@ARDC.ARPA (Edmund S. Kijak, POINT)
Newsgroups: net.micro.atari
Subject: Re: New OS for 520 ST
Message-ID: <8509241806.AA07944@UCB-VAX.ARPA>
Date: Tue, 24-Sep-85 13:50:43 EDT
Article-I.D.: UCB-VAX.8509241806.AA07944
Posted: Tue Sep 24 13:50:43 1985
Date-Received: Thu, 26-Sep-85 07:38:38 EDT
Sender: usenet@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 19

To: Mike Eve
I agree, but I don't understand why you're "not fond of the Amiga emulating a PC and running MS-DOS". Seems to me that users would like to use the same operating system at home as they do at work. So if the Amiga or the 520 ST ran Unix or MS-DOS, it would be a more attractive machine both for serious home users as well as low priced commercial users.

Industry is buying PC's in large quantities in order to automate. If a microcomputer manufacturer wants a large customer base, he should make his machine attractive to commercial & industrial users, not just home users. An individual buys one computer, one or two disk drives, one printer. A company buying equipment for use within its offices buys hundreds of computers, hundreds of printers, peripherals, etc. I can't picture a commercial company buying hundreds of 520 ST's no matter how

cost effective it may be, because it doesnt attempt to fit in with the traditional office environment of MS-DOS, Unix, IBM-PC compatible software, etc.

Too bad, because if you had one at the office, maybe you wouldn't have to buy a complete system for home - you could borrow some of the office peripherals over the weekend.

From -5144525946486315949
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,150bb510a11f077e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-24 10:53:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!nlm-vax.arpa!randy
From: randy@NLM-VAX.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Re: New OS for 520ST??
Message-ID: <8509241753.AA02598@nlm-vax.ARPA>
Date: Tue, 24-Sep-85 13:53:23 EDT
Article-I.D.: nlm-vax.8509241753.AA02598
Posted: Tue Sep 24 13:53:23 1985
Date-Received: Thu, 26-Sep-85 07:39:03 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 11

Don't be too sure the Atari folk are totally disdainful of the IBM-PC compatable world. TOS (or GEMDOS) used in the Atari is essentially a 68000 version of MS-DOS, and there are little things like using IBM key scan codes, an IBM-PC compatible disk file structure, etc. If you can write a software emulator for an IBM-PC which runs on the Amiga, you should be able to just as easily write one for the Atari ST, especially considering the above. Of course you could just put a 8086 or 80286 in a box on the side for that matter.

I'm not too sure what the folks at Atari have up their sleeve, but I doubt they've missed anything so obvious as the position the IBM-PC has in the market. Neither have the Commodore people.

From -2298080148914528215
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b39cd9050d3d4f44,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-24 13:02:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.16 $; site inmet.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!mit-eddie!think!
inmet!ted
From: ted@inmet.UUCP
Newsgroups: net.micro.atari
Subject: Rq Info on Harddisk for ST

Message-ID: <6100001@inmet.UUCP>
Date: Tue, 24-Sep-85 16:02:00 EDT
Article-I.D.: inmet.6100001
Posted: Tue Sep 24 16:02:00 1985
Date-Received: Sun, 29-Sep-85 06:24:19 EDT
Lines: 19
Nf-ID: #N:inmet:6100001:000:898
Nf-From: inmet!ted   Sep 24 16:02:00 1985

This is my first attempt at a message into networkland, so hello to
everyone.

I'm interested in obtaining information on the "beefed-up" version of
the Haba 10Mb hard disk for the 520ST.   I want to buy an ATARI
development system, which would seem to merit the purchase of a hard
disk, but I do not want to fall into the "IBM-AT trap", where I would
not be able to leave the system on for more then eight hours at a time
and obtain a 40% disk failure in two months time.
  I had called Haba at the 818-989-5822 number but the person I spoke
with was somewhat less than informative. He was not even aware that
a heavy duty development version of the 10Mb hard disk was available.
Is he right?? I live in the Cambridge, Mass. area, and I would like
to know if there is someone/place to go for information on obtaining
the drive.   Thank you all....

                        Ted Bailey
                        Intermetric's Inc.

From -8204040333238754253
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,83b0853e19e2b6fc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-24 19:27:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!dual!lll-crg!
gymble!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: Re: ST memory management
Message-ID: <369@eneevax.UUCP>
Date: Tue, 24-Sep-85 22:27:57 EDT
Article-I.D.: eneevax.369
Posted: Tue Sep 24 22:27:57 1985
Date-Received: Sun, 29-Sep-85 05:35:43 EDT
References: <1323@eagle.UUCP> <462@enmasse.UUCP> <290@anasazi.UUCP>
<270@ccivax.UUCP>
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 58

The memory management unit on the ST is more of a memory controller. It handles refresh for up to 4 megs of memory organized as two banks. Even if you have different amounts of memory in the two banks it will configure it as one contiguous segment. The only memory management that it does that I know of is that certain areas of memory such as i/o space and and the first 1k of memory where the exception vectors are located are protected from writing when in user mode. Of course there could be undocumented features that we don't know about but then they could have easily made the text area of the operating system read only which I don't think is the case.

>If this is the case, does that mean that the 512K in the machine is
>really the CACHE for an external RAM disk?

You may not be far off the mark. Rumors indicate that atari already has in prototype form an expansion box with a 32bit graphics processor. The ST might in this case be used as an i/o processor for the keyboard, disk, etc. Using the 512k as a cache would be very useful in speeding up the effective access times of todays slow hard disks.

>I noticed that 1.33Mbytes/sec is about 10Mbit/sec, anybody know of an
>Ethernet to SCSI interface?

I know that this has been done. For example sequent has an ethernet controller off their scsi interface. I am very interested in this application. If somebody knows more about the atari interface and how it compares to SCSI please post it to net.micro.atari.

>'Presenting...' describes the BIOS vectors and the BDOS vectors, where is
>VDI? Is it a 'trap vector', a 'run-time library', or a 'link-time library'?

The vdi or gsx calls are done via traps. I believe it uses trap#2. That is why you have to allocate those silly arrays when you use vdi calls since that is how you pass parameters.

>Does VDI use the Graphics chip to do the painting, or does it 'bit bump'
>like the MAC?

The graphics processor is not documented very well(if at all) so the following is mere speculation. The graphics processor handles the generation of the video signals for both rgb and monochrome outputs. For monochrome output it uses a an internal crystal to generate the 70hz non-interlaced video. It also handles the 512 color palette for the rgb mode. The atari also has something called bit block transfer. There is a possibility that the graphics processor does this through a dma transfer. This is not an ordinary transfer since it involves non-contiguous sections of memory. A couple of things point to this. One try moving an open window on the desktop. You will notice that you cannot move it by single pixels in the horizontal direction but by small fixed increments implying word boundary limitations typical of dma operations. Also there are two screens one logical and one physical used for animation.

Line drawing is done in software though.

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From -4369314995487859533
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4ba691870728228c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-24 22:31:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: 520ST Memory Expansion (more)
Message-ID: <1766@orca.UUCP>
Date: Wed, 25-Sep-85 01:31:16 EDT
Article-I.D.: orca.1766
Posted: Wed Sep 25 01:31:16 1985
Date-Received: Fri, 27-Sep-85 03:33:41 EDT
Organization: Tektronix, Wilsonville OR
Lines: 38

Attached are a couple more messages on Atari 520 memory
expansion from the Compuserve Atari Sig.

dgc

**** Start of attached messages ****
#: 126456 S5/ST Software
    24-Sep-85 09:45:01
Sb: #126302-#ST memory expansion
Fm: Alex Leavens 74206,1074
To: ALAN PAGE 72227,3507 (X)

Alan:
    Still looks to be about 3 or 4 weeks away. We're changing the design so
that you don't have to cut all your chips out of the board. (Whew!) The
reaction we got to that idea was about the same reaction as to a large furry
animal meeting it's maker on your living room carpet... That is to say,
everyone (including us) hated it. But there appears to be a real nice way
around it, which will involve much less modification of your main PC board, as
well as allowing us to lower the price on a fully populated board... Will keep
you informed. --alex

#: 126579 S5/ST Software
    24-Sep-85 21:30:25
Sb: #126477-Things
Fm: Alex Leavens 74206,1074

To: Argonaut Sftwre, Jez San 72247,3661

Jez:
    At first, it was gonna plug into sockets for all the ram chips, which meant you were gonna have to cut them out and socket them. You can imagine how well that went over. The design now is to cut out 2 chips (1 from each bank) and socket those, so that you get the address lines, and some power and ground. Other lines will also run for power and ground, as well as the three new lines for RAS and CAS. You will not have to touch your 68000. (Goodness knows I be terrified to touch mine!). --alex The board plugs into those two sockets, and sits above and in back of the current ram...
**** End of attached messages ****

From -5494686014454022692
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ceb654149a1d5a7b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-25 04:52:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari
Subject: Re: Re: Department Store ST-520s?
Message-ID: <278@pedsgd.UUCP>
Date: Wed, 25-Sep-85 07:52:50 EDT
Article-I.D.: pedsgd.278
Posted: Wed Sep 25 07:52:50 1985
Date-Received: Fri, 27-Sep-85 03:11:56 EDT
References: <278@lzwi.UUCP> <28700002@uiucdcs> <1758@orca.UUCP>
Reply-To: bobh@pedsgd.UUCP (Bob Halloran)
Organization: Perkin-Elmer, Tinton Falls, NJ
Lines: 24

In article <1758@orca.UUCP> davecl@orca.UUCP (Dave Clemans) writes:
>Some chain (I forget the name; maybe Computerland?) has opened a branch
>within a local "high-end" department store. Maybe you've seen something
>like that?
>
>dgc

A number of regional dept. stores (Abraham & Straus in NYC metro,
Woodward & Lothrop in DC, etc.) have a 'Computer Depot' department.
When I mentioned to someone in the DC store above that I had seen
a similar department in a different dept. store around NYC, I was
informed they were an independent operation which provided an 'instant'
computer department for such stores.

                            Bob Halloran
                            Sr MTS, Perkin-Elmer DSG
==
UUCP: {decvax, ucbvax, most Action Central}!vax135\

{topaz, pesnta, princeton}!petsd!pedsgd!bobh
ARPA: petsd!pedsgd!bobh@topaz
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724
DDD: (201) 758-7000
Disclaimer: My opinions are my own.
Quote: "BOO! We changed Coke again! BLEAH! BLEAH!"- The 'Boogums', Bloom County

From -9187293139661973147
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6bb1d4ca002fb2af
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-25 05:16:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!dual!lll-crg!seismo!brl-tgr!nlm-mcs!
nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Re: Notes on the Atari ST (about 60 lines)
Message-ID: <543@nlm-vax.ARPA>
Date: Wed, 25-Sep-85 08:16:07 EDT
Article-I.D.: nlm-vax.543
Posted: Wed Sep 25 08:16:07 1985
Date-Received: Sun, 29-Sep-85 05:50:40 EDT
References: <539@nlm-vax.ARPA>
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 21

>
> The schematics provided with the developer's kit does include a MMU chip, I
> haven't looked under the hood but by all reports it's there. Also, the
> machine was described as a 68010 based machine at one point in the
> documentation. This means they at least thought 68010 at one time, but
> doesn't indicate whether that might be a future upgrade.
>
>   ---   More miscellaneous comments ---
>
> Hopefully this will clear up some misconceptions about the ST and not introduce
> any misconceptions of my own.
>
>   Rand Huntzinger

Oops, I blew it and added at least one misconception. I remembered the
mention of the 68010 as being in the machine area of the documentation, but
I was wrong. It was under GEMDOS, which is not specific to the ST. There
is no mention of the 68010 in the hardware section (Atari specific) in the
documentation and any speculations I made concerning that are foolishness.

                      Rand Huntzinger

From -3833317885693042290
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,216104870f537829
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-25 07:14:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site drupa.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!drupa!kmeis
From: kmeis@drupa.UUCP (MeisK)
Newsgroups: net.micro.atari
Subject: Re: Request - Atari 600XL info
Message-ID: <1032@drupa.UUCP>
Date: Wed, 25-Sep-85 10:14:25 EDT
Article-I.D.: drupa.1032
Posted: Wed Sep 25 10:14:25 1985
Date-Received: Fri, 27-Sep-85 03:13:05 EDT
References: <12868@styx.UUCP>
Distribution: net
Organization: AT&T Information Systems Laboratories, Denver
Lines: 15

The ATARI 600XL is a downgraded version of the 800XL. Both are
compatable with the old ATARI 400 and 800 series. Disk drives,
printers and other external devices are compatable, however the
16K memory in your 600XL will not effectively support a disk drive.
I remember that the 600XL does have memory upgrades available for it.
Finding one may prove to be a problem. I would try some of the
old retail store outlets such as Sears or La Belles. They may
have one on their discontinued shelves. I am not sure if the
ATARI 400/800 memory upgrades will be compatable but I kind of
doubt it. Another note about 400/800 to 600XL/800XL compatability;
some of the old software will not run on the XL series without
what is called a translater disk that simulates the old 400/800
operating systems on the 600XL/800XL.

From -1381702692418946343
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ceb654149a1d5a7b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-25 07:19:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site ccvaxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!ccvaxa!preece
From: preece@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Re: Department Store ST-520s?
Message-ID: <2800009@ccvaxa>
Date: Wed, 25-Sep-85 10:19:00 EDT
Article-I.D.: ccvaxa.2800009
Posted: Wed Sep 25 10:19:00 1985
Date-Received: Sat, 28-Sep-85 04:56:00 EDT
References: <278@lzwi.UUCP>

Lines: 10
Nf-ID: #R:lzwi.UUCP:-27800:ccvaxa:2800009:000:317
Nf-From: ccvaxa.UUCP!preece   Sep 25 09:19:00 1985

Is it my imagination, or is 42nd St Photo selling the 520ST at
full price? They seem to be asking 999 for the version with color
monitor. I didn't think they ever sold anything at full price.
Has Tramiel found some magic way to bind sellers effectively to
list prices?

--
scott preece
ihnp4!uiucdcs!ccvaxa!preece

From -1399544706948581142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f284279cb9fda18c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-25 07:33:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site anasazi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!hao!noao!terak!anasazi!john
From: john@anasazi.UUCP (John Moore)
Newsgroups: net.micro.atari
Subject: 520ST keyboard kludge. Fixes?
Message-ID: <297@anasazi.UUCP>
Date: Wed, 25-Sep-85 10:33:53 EDT
Article-I.D.: anasazi.297
Posted: Wed Sep 25 10:33:53 1985
Date-Received: Mon, 30-Sep-85 01:42:45 EDT
Reply-To: john@anasazi.UUCP (John Moore)
Organization: Anasazi, Phoenix Az.
Lines: 14

It seems to me that a major disadvantage of the ST is that the CPU
is in the keyboard, resulting in a myriad of cables plugged into your
keyboard.

A local user's group person hinted that it is easy to buy a keyboard and
plug it in so that you can have a detached keyboard. Anyone on the net
have any info on this?

--
John Moore (NJ7E)
{decvax|ihnp4|hao}!noao!terak!anasazi!john
{hao!noao|decvax|ihnp4|seismo}!terak!anasazi!john
(602) 952-8205 (day or evening)

From 3195181511725130562
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e2be7bca3743ccf
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-25 12:36:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site mcvax.UUCP
Path: utzoo!linus!philabs!cmcl2!harvard!seismo!mcvax!simon
From: simon@mcvax.UUCP (Simon Kenyon)
Newsgroups: net.micro.atari
Subject: Re: Where to post ST sources...
Message-ID: <810@mcvax.UUCP>
Date: Wed, 25-Sep-85 15:36:09 EDT
Article-I.D.: mcvax.810
Posted: Wed Sep 25 15:36:09 1985
Date-Received: Tue, 1-Oct-85 07:55:32 EDT
References: <211215471985@omsi.UUCP> <579@baylor.UUCP> <257@ccivax.UUCP>
Organization: CWI, Amsterdam
Lines: 8

europe does get net.sources
--
simon kenyon
National Software Centre
Dublin
Ireland
+353 1 716255x222
simon@mcvax.UUCP

From 7832045019203368574
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d8aba47161bf6d36,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 150311,d8aba47161bf6d36,start
X-Google-Attributes: gid150311,public
X-Google-Thread: 142096,d8aba47161bf6d36,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-25 13:45:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!mtuxo!houxm!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari,net.micro.amiga,net.micro.6809
Subject: OS-9/68K : software, current hardware?
Message-ID: <281@pedsgd.UUCP>
Date: Wed, 25-Sep-85 16:45:06 EDT
Article-I.D.: pedsgd.281
Posted: Wed Sep 25 16:45:06 1985
Date-Received: Sat, 28-Sep-85 04:39:01 EDT
Distribution: net
Organization: Perkin-Elmer, Tinton Falls, NJ
Lines: 25

Xref: watmath net.micro.atari:1203 net.micro.amiga:226 net.micro.6809:507

Much traffic has been generated lately about possible availability
of Microware's OS-9 operating system on the Commodore Amiga and/or
the Atari ST. While I have looked over recent magazines for
references, it isn't clear to me what machines are currently
available running the 68K version of this O.S., or what software
is available for it. Note I am interested specifically in 68000
software for OS-9; I have seen many packages offered for the 6809
version. Ready availability of 'useful' software would likely
determine whether the porting efforts would be worthwhile.

Could someone with better background on this enlighten us as to
current vendors' offerings under OS-9/68K? Is there a readily-
accessible source for public domain routines? If traffic warrants,
I will summarize to the net. Thanks in advance.

                            Bob Halloran
                            Sr MTS, Perkin-Elmer DSG
==
UUCP: {decvax, ucbvax, most Action Central}!vax135\
                    {topaz, pesnta, princeton}!petsd!pedsgd!bobh
ARPA: petsd!pedsgd!bobh@topaz
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724
DDD: (201) 758-7000

Disclaimer: My opinions are my own.
Quote: "BOO! We changed Coke again! BLEAH! BLEAH!"- The 'Boogums', Bloom County

From -6286498996300217504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1cb772fe224c6df
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-25 17:45:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!dual!lll-crg!gymble!umcp-cs!eneevax!
ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: Re: Re: Expansion on 520ST?? -No more RAM??
Message-ID: <371@eneevax.UUCP>
Date: Wed, 25-Sep-85 20:45:45 EDT
Article-I.D.: eneevax.371
Posted: Wed Sep 25 20:45:45 1985
Date-Received: Sun, 29-Sep-85 05:52:22 EDT
References: <15700017@unido.UUCP> <249@ccivax.UUCP> <1738@orca.UUCP>
Reply-To: ravi@eneevax.UUCP (Ravi Kulkarni)
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 20

In article <1738@orca.UUCP> davecl@orca.UUCP (Dave Clemans) writes:
>This is a summary of some notes from Compuserve.

>
>The 520 can be upgraded to at least 2MB internally (all decoding is in
>place, etc.). With extra decoding and improved cooling you could
>reach 15MB. However, GEM would probably have to be modified to know
>about more than 2MB. There will be a 1MB expansion board announced in
>about a month. I think that the company is called "Dynamic Software Design".
>
>dgc

Actually the ST can be currently expanded to 1Mb so maybe you should
call it a 512k expansion board. The memory controller can handle up
to 4Mb in two banks of 2 Mb so when 1 Mbit chips come out its likely
that the ST's can be upgraded to 4Mb with some hardware hacking.

-ravi
--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 2676534039495297279
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a766483958a1d13
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,3183d6ca1f74cc9d
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-26 07:17:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 (Fortune 01.1b1); site graffiti.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!ut-sally!ut-ngp!shell!graffiti!peter
From: peter@graffiti.UUCP (Peter da Silva)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: File Transfer Protocals
Message-ID: <248@graffiti.UUCP>
Date: Thu, 26-Sep-85 10:17:03 EDT
Article-I.D.: graffiti.248
Posted: Thu Sep 26 10:17:03 1985
Date-Received: Tue, 1-Oct-85 10:15:54 EDT
References: <250@h.cs.cmu.edu.ARPA> <527@tymix.UUCP> <531@tymix.UUCP>
Distribution: net.micro.amiga, net.micro.atari
Organization: The Power Elite, Houston, TX
Lines: 4
Xref: linus net.micro.amiga:4102 net.micro.atari:1144

I'd think that uuencode/uudecode would be fine. I've gotten IBM programs
that way, and we know there's a 'C' compiler for the Amiga. I'd also like
to suggest that where possible *sources* be posted, in plain text format.
They're much more useful than binaries...

From 453979555523921162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4beff6bb1cfebf34,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-26 08:45:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ucbvax!ncsc.arpa!wwf
From: wwf@NCSC.ARPA (William Fontaine)
Newsgroups: net.micro.atari
Subject: Mailing list
Message-ID: <8509261653.AA15632@UCB-VAX.ARPA>
Date: Thu, 26-Sep-85 11:45:00 EDT
Article-I.D.: UCB-VAX.8509261653.AA15632
Posted: Thu Sep 26 11:45:00 1985
Date-Received: Sat, 28-Sep-85 08:21:39 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 7

Please remove me from the mailing list.

          Thank you

          William Fontaine (wwf@ncsc)

From -168245511198808794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4b7bcc9eed98cdca,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,d2c8c92336345d84
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-26 17:18:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!qantel!dual!lll-crg!gymble!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Big, Slimy Atari Ads
Message-ID: <372@eneevax.UUCP>
Date: Thu, 26-Sep-85 20:18:14 EDT
Article-I.D.: eneevax.372
Posted: Thu Sep 26 20:18:14 1985
Date-Received: Mon, 30-Sep-85 01:52:12 EDT
References: <3644@topaz.RUTGERS.EDU> <267@ccivax.UUCP> <1112@sdcsvax.UUCP>
Reply-To: ravi@eneevax.UUCP (Ravi Kulkarni)
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 23
Xref: watmath net.micro.amiga:262 net.micro.atari:1224

In article <1112@sdcsvax.UUCP> jww@sdcsvax.UUCP (Joel West) writes:
>My main complaint was the ad with the American flag (e.g. Infoworld cover,

>8/19/85) with the big letters "America -- We built it for you."
>
>Last time I checked, Atari had moved all its manufacturing overseas.
>So while they want to appeal to patriotism to buy it, they have
>no interest in returning the favor when building it.

I am not in favor of hype in advertising, but just to offer some
balance. I saw an interview with Jack Tramiel where he said he was
using existing facilities in taiwan to build the ST. He claimed
that labor accounted for only 2% of the cost to build the ST and
that 75% of the parts were made in the usa. The actual design of
the ST based on the schematics is by Atari, Japan.

-ravi

P.S. The atari ST and commodore amiga are not toys and in many ways
are superior to the "toys" some business types use.

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 7557645861854257492
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7ad7a2a2da4f3a1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-26 21:04:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site akguc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!akguc!rbk
From: rbk@akguc.UUCP (R.B. Kummer [Brad])
Newsgroups: net.micro.atari
Subject: DS/DD ST drive
Message-ID: <7617@akguc.UUCP>
Date: Fri, 27-Sep-85 00:04:48 EDT
Article-I.D.: akguc.7617
Posted: Fri Sep 27 00:04:48 1985
Date-Received: Sun, 29-Sep-85 07:15:12 EDT
Organization: AT&T Technologies/Bell Labs, Atlanta
Lines: 9

<><><><><><><><>
I just got a new DS/DD SF314 drive for my ST. It works great, but I
can't figure out how to create a bootable DS/DD system disk. Just
formatting the disk double sided and copying the files off the single
sided system disk doesn't work, presumably because it needs the hidden
system files and/or boot tracks. Any ideas? (Alas, I don't have the
developer's package... sigh.)
                        R. Brad Kummer   akguc!rbk
                        AT&T Bell Labs - Atlanta

From 1117998624944596187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4beff6bb1cfebf34
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-27 05:38:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site drutx.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!drutx!pmr
From: pmr@drutx.UUCP (Rastocny)
Newsgroups: net.micro.atari
Subject: 520ST Mailing list
Message-ID: <31@drutx.UUCP>
Date: Fri, 27-Sep-85 08:38:01 EDT
Article-I.D.: drutx.31
Posted: Fri Sep 27 08:38:01 1985
Date-Received: Sun, 29-Sep-85 08:08:57 EDT
References: <8509261653.AA15632@UCB-VAX.ARPA>
Organization: AT&T Information Systems Laboratories, Denver
Lines: 6

Please add me to the mailing list. Somehow, the bit bucket got my attempt to
get on this list once before.

          Phil Rastocny
          AT&T-ISL
          ..!drutx!pmr

From -8082236043833018705
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f9d7839b82709124
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,f9d7839b82709124
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-09-27 06:38:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!tektronix!hplabs!well!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro,net.micro.atari
Subject: Re: ST Hard Disk Port (FASI) ?
Message-ID: <268@aum.UUCP>
Date: Fri, 27-Sep-85 09:38:17 EDT
Article-I.D.: aum.268
Posted: Fri Sep 27 09:38:17 1985
Date-Received: Wed, 2-Oct-85 00:59:16 EDT
References: <123@apr.UUCP> <279@ccivax.UUCP>
Organization: The Aurora Systems Bunch
Lines: 10
Xref: watmath net.micro:12174 net.micro.atari:1228

Is the ST port really SASI? (Are we talking similar or are we talking
identical) In otherwords can I use a industry standard SASI controller
and Disk? This would be great.
--

Erik James Freed
Aurora Systems
San Francisco, CA
{dual,ptsfa}!aum!freed

From -1484945848025574231
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5f8a92ff5bd6677c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-27 07:04:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lasspvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!lasspvax!
andy
From: andy@lasspvax.UUCP (Andy Pfiffer)
Newsgroups: net.micro.atari
Subject: Re: --- BYTE & the ST ---
Message-ID: <563@lasspvax.UUCP>
Date: Fri, 27-Sep-85 10:04:24 EDT
Article-I.D.: lasspvax.563
Posted: Fri Sep 27 10:04:24 1985
Date-Received: Sun, 29-Sep-85 08:12:17 EDT
References: <8509172204.AA04363@UCB-VAX.ARPA> <480@ecsvax.UUCP>
Reply-To: andy@lasspvax.UUCP (Andy Pfiffer)
Organization: LASSP, Cornell University
Lines: 17
Summary:

In article <480@ecsvax.UUCP> calway@ecsvax.UUCP (James Calloway) writes:
>In article <8509172204.AA04363@UCB-VAX.ARPA> nep.pgelhausen@ames-vmsb.ARPA
writes:
>>   BYTE gets information sent to it
>>more than it goes looking for it.....they get more than enough info
>>that way that they don't HAVE to go looking...

Is there anyone from BYTE out there? I'd like to hear their side of the
story...
--
==
USENET: {decvax,ihnp4,cmcl2,vax135}!cornell!devvax!andy
ARPA: andy%devvax@Cornell.arpa
MAIL: Theory Center/265 Olin Hall   "What do you mean
     Cornell University   I watch too much
     Ithaca, NY 14853   TV?"
PHONE: (607) 256-8686
==

From 5087232686925531464
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e4a2cc3ecbf9704f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-27 10:25:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- TOS & GEM ---
Message-ID: <8509271645.AA13025@UCB-VAX.ARPA>
Date: Fri, 27-Sep-85 13:25:00 EDT
Article-I.D.: UCB-VAX.8509271645.AA13025
Posted: Fri Sep 27 13:25:00 1985
Date-Received: Sat, 28-Sep-85 08:43:21 EDT
Sender: daemon@ucbvax.ARPA
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 25

This msg was meant to clear up a few misconceptions, although I think
it added at least one...:

> Subj: Notes on the Atari ST (about 60 lines)
>
> This is in response to an article by Rex Ballard which was a reply to a reply
> on Amiga memory management. Since the topic is the Atari ST I decided to post
...
> You also mentioned TOS, which is reportedly a version of CP/M-68K. According
> to the documentation I have, it is not. TOS is a variant of a Digital
> Research operating system called GEMDOS, which looks very much like a 68K
> implementation of MS-DOS (or PC-DOS if you prefer). Like MS-DOS, it has a

GEM (not GEMDOS) is NOT an operating system. It is an operating environment
which is run on top of an operating system. TOS (which may-or-may-not be
a variant of CPM-68k) is the operating system. It would look very much
like the IBM PC-DOS in its structure, as GEM was originally intended for
use on the IBM-PC. The GEM running on the ST IS the DR operating environ-
ment, not a variant thereof.

I think that covers it.....

              -Richard Hartman
              max.hartman@ames-vmsb

From -8870315497709547771
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e7751e69b1617e8e,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-09-27 13:20:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site riccb.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihopa!riccb!djb
From: djb@riccb.UUCP (Dave J. Burris)
Newsgroups: net.micro.atari
Subject: Re: ST double-sided drive experience
Message-ID: <545@riccb.UUCP>
Date: Fri, 27-Sep-85 16:20:06 EDT
Article-I.D.: riccb.545
Posted: Fri Sep 27 16:20:06 1985
Date-Received: Sun, 29-Sep-85 05:19:03 EDT
References: <593@decwrl.UUCP>
Organization: Rockwell Telecommunications, Downers Grove,Il.
Lines: 16

> It appears that the Atari ST double sided drives (holding 720K bytes,
> formatted) have just become available to local dealers. Has anyone
> used them? Does the ST refer to each side as a different disk ID?
>
>   /Don Peters, Digital, 617-689-1242/
>
>   ...decvax!decwrl!dec-rhea!dec-pulman!peters

The disk is accessed as any other disk except with more storage. One catch
though is that disks formatted double-sided cannot be read by a single
sided drive.

--
Dave Burris
..!ihnp4!ihopa!riccb!djb
Rockwell Switching Systems, Downers Grove, Il.

From -2450323783882355522
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a3f541f01a7b7518,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15f443,a3f541f01a7b7518,start
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1985-09-27 15:39:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site bmcg.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
hplabs!sdcrdcf!sdcsvax!bmcg!bprice
From: bprice@bmcg.UUCP (Bill Price)
Newsgroups: net.micro.atari,net.wanted
Subject: 800xl information request
Message-ID: <1910@bmcg.UUCP>
Date: Fri, 27-Sep-85 18:39:51 EDT
Article-I.D.: bmcg.1910
Posted: Fri Sep 27 18:39:51 1985
Date-Received: Fri, 4-Oct-85 05:16:41 EDT

Reply-To: bprice@bmcg.UUCP (Bill Price)
Followup-To: net.micro.atari
Organization: Burroughs Corp. ASG, San Diego, CA.
Lines: 26
Xref: watmath net.micro.atari:1251 net.wanted:7279

I am going to use an 800xl as an interim solution to a machine-control problem, and as an interim terminal. To do this, I need to know the details of the various interfaces to the 800XL. Thus, the following questions:

1. What are the pinouts, signals, and timings on the interfaces: what do the signals mean, when are they sourced and sunk, what are the drive capabilities of the outputs, and the drive requirements of the inputs?

2. Where should I look to find this information, if it's not directly available in my mailbox as a result of this request? :-)

3. What about software interfaces--calling sequences, parameters, preconditions and postconditions for the entry points? The meanings of 'peek'ing and 'poke'ing at the various data elements?

Any and all helpful information, either answers or pointers, will be appreciated, not only by me, but by everyone that I praise you to.

TIA, also.

Bill Price

--
--Bill Price uucp: {Most Anybody}!sdcsvax!bmcg!bprice
arpa:? sdcsvax!bmcg!bprice@nosc

From -5204536056503622789
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b6a8b1e0bef59b94,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-27 17:20:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- ATR 8000 & Hard Disks (?) ---
Message-ID: <8509280009.AA21819@UCB-VAX.ARPA>
Date: Fri, 27-Sep-85 20:20:00 EDT
Article-I.D.: UCB-VAX.8509280009.AA21819
Posted: Fri Sep 27 20:20:00 1985
Date-Received: Sun, 29-Sep-85 05:39:02 EDT
Sender: daemon@ucbvax.ARPA
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet

Lines: 17

A while ago I sent a msg to the net asking if anyone had any info
on hard disk interfaces for the Atari. So far I have had no answers.
I just had an idea, and so I have a more specific question:

   The ATR 8000 (by SWP) allows interfacing to off the shelf 5&1/4
   and 8 inch disks. Does it also allow interfacing to hard disks?
   If so, which interface? SCSI would be nice because there is a
   Bernoulli Box which uses SCSI.....

     Thanks for any info,
              -Richard Hartman
              max.hartman@ames-vmsb

P.S.: Does anyone know if SWP is still around & functioning?

From -7871020582511014401
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8c86c0e72a05b4c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-28 11:41:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site reed.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ucbvax!decvax!tektronix!reed!rosalia
From: rosalia@reed.UUCP (Mark Galassi)
Newsgroups: net.micro.atari
Subject: Re: Public domain ST software
Message-ID: <1937@reed.UUCP>
Date: Sat, 28-Sep-85 14:41:50 EDT
Article-I.D.: reed.1937
Posted: Sat Sep 28 14:41:50 1985
Date-Received: Wed, 2-Oct-85 05:41:08 EDT
Reply-To: rosalia@reed.UUCP (PUT YOUR NAME HERE)
Distribution: net
Organization: Reed College, Portland, Oregon
Lines: 16

In article <367@eneevax.UUCP> ravi@eneevax.UUCP (Ravi Kulkarni) writes:
>Our local atari user group in the washington D.C. area has accumulated
>some public domain software for the ST and is distributing for a very
>reasonable cost namely $4.25/disk + .50 for the envelope.

***
Why don't you ask your dealer if you can post these programs (if
possible with sources) on "net.sources"? That way they would get
to more people and without the trouble of sending for them.

          Mark Galassi (...!tektronix!reed!rosalia)

***
>--
>ARPA: eneevax!ravi@maryland
>UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From -6549898962403450986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,59860f9557d8ec2a
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,59860f9557d8ec2a
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-07-29 10:48:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lanl.ARPA
Path: utzoo!linus!philabs!cmcl2!lanl!sct
From: sct@lanl.ARPA
Newsgroups: net.micro.atari,net.micro.cbm
Subject: Re: Atari 520ST vs. Commodore Amiga
Message-ID: <28930@lanl.ARPA>
Date: Mon, 29-Jul-85 13:48:20 EDT
Article-I.D.: lanl.28930
Posted: Mon Jul 29 13:48:20 1985
Date-Received: Tue, 30-Jul-85 05:50:43 EDT
References: <683@umd5.UUCP>
Distribution: net
Organization: Los Alamos National Laboratory
Lines: 30
Xref: linus net.micro.atari:898 net.micro.cbm:1429

> I just read the article in the August 1985 issue of Personal Computing on
> the Commodore Amiga. There is little detail about the guts of the machine
> and the hardware.
>
> All I've seen about the Atari 520ST has been in the net.micro.atari
> newsgroup. A little bit more about the hardware and the guts, but not
> much.
>
> As you might expect, I'm in the market for one of these two machines, but
> have very little to go on. I know that I don't really want a Mac, both
> because of the price and the closed architecture. (I don't want to start
> any Mac vs. anything else flames, please!). The article on the Amiga
> says that it has "true multitasking", what ever that is.
>
> Has anyone on the net made any point by point comparisons of these two
> machines? Apparently the 520ST isn't vaporware anymore, and hopefully
> the Amiga will begin to appear on dealer's shelves soon. I'm interested
> in what the nuts and bolts of the hardware are, and what the provided
> software and operating system do for/to you.
> --
> Louis A. Mamakos WA3YMH   University of Maryland, Computer Science Center
> Internet: louie@umd5.arpa
> UUCP: {seismo!umcp-cs, ihnp4!rlgvax}!cvl!umd5!louie

The latest issue of Byte does a very good job of describing the Commodore Amiga in detail. Has anything similar been done on the Atari 520 ST? If so will someone let me know.

Steve Tenbrink
sct@lanl.arpa

From -6412181645058842297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e5b23efb676d5d8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-29 11:06:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekigm.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!bellcore!allegra!
oliveb!hplabs!tektronix!tekigm!wrd
From: wrd@tekigm.UUCP (Bill Dippert)
Newsgroups: net.micro.atari
Subject: 800XL Quiz From Mark Biggers
Message-ID: <539@tekigm.UUCP>
Date: Mon, 29-Jul-85 14:06:08 EDT
Article-I.D.: tekigm.539
Posted: Mon Jul 29 14:06:08 1985
Date-Received: Thu, 1-Aug-85 22:22:47 EDT
Organization: Tektronix, Beaverton OR
Lines: 50

1) Atari Technical Notes (exact title I am not sure about)
2) For telecommunitions use A.N.A.L.O.G.'s "Chameleon" program.
   For wordprocessing use Atari's Atariwriter + program (when available)
   For other uses, who knows. Atari is supposed to be bringing out an 80
   column b-w monitor, but it may have been cancelled. For the above items
   Chameleons works with horizontal scrolling, so no special monitor needed,
   color tv is what I use. Atariwriter + will require a color monitor (Teknika
TJ-22 monitor will work -- TJ-22 is what I remember model number to be, but
   not having literature with me, I may have letters wrong. It is a three way
   monitor, RGB, composite and separated colors.
3) Atari 1050 (stock). There are ways to double denisity this drive, and
   various DOS's, but I use stock with no problems.
4) DOS 2.5 from Atari. I have used DOS 2.0S and DOS 3 from Atari, but have
   converted everything to DOS 2.5. If you use DOS 3, run--do not walk--to
   your nearest Atari user group and get a copy of 2.5. It allows you to
   simply convert all DOS 3 files to DOS 2.5. DOS 2.5 can be single or enhanced
density (ala DOS 3) and is compatible with early Atari disc drives. (Ex-
   cept that they cannot access all files on a enhanced denisty disc. Some-
   how 2.5 squeezes more files in around the existing DOS 2 files. An 810
   drive will see the disc as a single density disk, a 1050 will see the
   same disc as enhanced density.) DOS 2 is directly compatible with DOS 2.5,
   although you might want to reload your files onto an enhanced density disc.
   One comment, if you use 3 or 4 1050 disc drives together, you do have to
   do a modification of dos.sys. It consists of POKE'ing 7 (3 drives) or 15

(4 drives) into a specific location--if I had access to my hardcopy files I would give you the POKE location, but alas I am at work now and naturally the files are at home. (Murphy corollary?)

5) I use A.N.A.L.O.G.'s Chameleon program to access Tektronix Unix system all the time. It works real well, it gives docs on termcap needed. If you are at Tek, we have the termcap already installed at C1. It allows you to do functions (i.e. mail, vi, talk, etc.) using the VT52XL (or VT52) emulation modes. (Chameleon allows emulation of 6 different terminals plus the imaginary VT52XL which is an enhanced VT52.)
6) I have never run into the compatibility problems, but I do not run games on my 800XL. I also have an 1200XL which I prefer, altho at the moment it is dead due to chip failure (I think). I do have translater discs that originally came out from Atari, altho I understand that they have some problems and there is a commercial translater disc out now that resolves the probems--except that it must be purchased. I use a BASIC version C cart which solves all of the built in BASIC problems, as well as Microsoft BASIC II. OSS puts out a OS XL chip/board--I am not sure which it is. It sells for $69-79 and cures all problems as it essentially is the 800 OS for the XL's.

Bill Dippert,
Tektronix, Inc.,
Clark County (C1/775),
PO BOX 3500,
Vancouver WA 98668-3500
Phone 206-253-5394

or eMail: tekigm2!wrd

From -834790772860673920
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e462d33108399d4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-30 22:16:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucdavis.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!dual!ucbvax!ucdavis!ccrbrian
From: ccrbrian@ucdavis.UUCP (Brian Reilly)
Newsgroups: net.micro.atari
Subject: Chris Crawford assembly language course
Message-ID: <411@ucdavis.UUCP>
Date: Wed, 31-Jul-85 01:16:08 EDT
Article-I.D.: ucdavis.411
Posted: Wed Jul 31 01:16:08 1985
Date-Received: Thu, 1-Aug-85 21:19:17 EDT
Distribution: net
Organization: University of California, Davis
Lines: 15

Is anyone with access to Compuserve planning to
download the Chris Crawford assembly language

tutorial? If you are able to post it here, I am
interested in taking a look at it. According to
the new Antic, it is in 8 parts, the first of which
is now available.

Thanks for any help.

     - Brian Reilly
--
~=~=~=

Thanks for any help you can offer.

     - Brian Reilly

--
~=~=~=

From -5012678574834133617
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,bdcd24de0885b739,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 12c65a,bdcd24de0885b739,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-07-31 05:45:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!cbosgd!cbdkc1!desoto!packard!ihnp1!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro,net.micro.atari,net.micro.cbm
Subject: Amiga vs. ST
Message-ID: <268@ihnet.UUCP>
Date: Wed, 31-Jul-85 08:45:21 EDT
Article-I.D.: ihnet.268
Posted: Wed Jul 31 08:45:21 1985
Date-Received: Fri, 2-Aug-85 01:41:12 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 20
Xref: watmath net.micro:11225 net.micro.atari:977 net.micro.cbm:1581

I hate to dampen the Amiga fire, but the Amiga is a doomed machine.
How can I say this before 1 Amiga is sold? Simple, this is history
repeating it self, all over again. Remember the Comodore C-64 and
the Atari 800? It was obvious to anybody, who seriously looked at
BOTH machines, that the 800 was a better computer. But the Atari
cost twice as much. Guess which one, really sold. Want more proof?
Looked what happened last December, Atari sells 1/2 million 800XLs
at 89.95 while C-64 sales down 90%, and most people thought C-64
sales down due to "soft market", how come Atari sold 1/2 million,
price/performance. Enough history here is today:

```
Amiga 256k 1 internal floppy    $1295.00 "better machine"
Atari ST-260 1 internal floppy  $ 499.00 "1/2 the price"
```

Need I say more ?

ihnet!bryan
Bryan K. DeLaney
AT&T Bell Labs, Naperville IL

From -5280757224633784320
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cba68152ba6cf22e,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-07-31 13:56:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!decwrl!
greipa!pesnta!pertec!kontron!steve
From: steve@kontron.UUCP (Steve McIntosh)
Newsgroups: net.micro.atari
Subject: ST's are here!
Message-ID: <429@kontron.UUCP>
Date: Wed, 31-Jul-85 16:56:00 EDT
Article-I.D.: kontron.429
Posted: Wed Jul 31 16:56:00 1985
Date-Received: Sun, 4-Aug-85 04:54:57 EDT
Distribution: net
Organization: Kontron Electronics, Irvine, CA
Lines: 6

Atari 520 STs are available "off the shelf" in the Los Angeles area
as of July 30th.

It seems that Atari and its original distributers in the LA area had
a falling out over "qualified dealerships" and STs are winding up in
stores like Computerland instead of small dealerships.

From -6304724751345536970
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6cef5335661f7b24,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-31 15:51:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!cbosgd!cbdkc1!desoto!packard!ihnp1!ihnp4!houxm!mtuxo!
mtunh!mtung!mtunf!ariel!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari
Subject: Anyone used....?
Message-ID: <223@pedsgd.UUCP>
Date: Wed, 31-Jul-85 18:51:48 EDT
Article-I.D.: pedsgd.223
Posted: Wed Jul 31 18:51:48 1985
Date-Received: Fri, 2-Aug-85 06:15:57 EDT
Distribution: net
Organization: Perkin-Elmer, Tinton Falls, NJ
Lines: 21

Anyone have experience with :

1) U S Doubler for 1050 drive: reliability, ease of installation,
   will it work with DOS 2.5?

2) Homepak software: is the terminal emulation any good? Does it
   emulate any known terminal?

3) Omniview 80-column adapter: how well does it work, what does
it work with reliably?

Please reply by mail. Thanks in advance.

Bob Halloran
Sr MTS, Perkin-Elmer DSG
==========
UUCP: {ihnp4, decvax, ucbvax}!vax135!petsd!pedsgd!bobh
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724
DDD: (201) 758-7000
Disclaimer: My opinions are mine alone.
Quote: "No matter where you go, there you are" - B. Banzai

From 4092056481106747911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2d14882bf0be435e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-01 08:32:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Re: Antic programs
Message-ID: <1344@uwmacc.UUCP>
Date: Thu, 1-Aug-85 11:32:58 EDT
Article-I.D.: uwmacc.1344
Posted: Thu Aug 1 11:32:58 1985
Date-Received: Sat, 3-Aug-85 10:48:05 EDT
References: <412@ucdavis.UUCP>
Reply-To: oyster@uwmacc.UUCP (Vicious oyster)
Distribution: net
Organization: UWisconsin-Madison Academic Comp Center
Lines: 16
Keywords: Antic, Deep Blue C

In article <412@ucdavis.UUCP> ccrbrian@ucdavis.UUCP (Brian Reilly) writes:
>
>Is anyone familiar with any of the following
>programs advertised in the Antic Arcade:

Also, what experience do people have with Deep Blue C? Twenty dollars for a C compiler seems too good to be true. I'm especially interested in the ability to separately compile modules, to link with relocatable libraries, and the generation of reasonably tight code. I'd really appreciate any comments.
--
- joel "vo" plutchak
{allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

"Take what I say in a different way and it's easy to say that this is
all confusion."

From 8370647788629420800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 129c11,c784b2e718ebf83,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 1517c1,c784b2e718ebf83,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-01 12:29:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro,net.micro.atari
Subject: Atari 520ST Chips
Message-ID: <269@ihnet.UUCP>
Date: Thu, 1-Aug-85 15:29:55 EDT
Article-I.D.: ihnet.269
Posted: Thu Aug 1 15:29:55 1985
Date-Received: Sat, 3-Aug-85 02:10:57 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 25
Xref: watmath net.micro:11251 net.micro.atari:979

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

For those of who have not seen the August issue of ANTIC,
here is a list and breif description of the major chips in the
520ST

1 2H-2123 Proprietary graphics controller (40 pin IC)
2 MC68B50P   Serial controllers. One for the MIDI, One for keyboard
1 YM2149 F   General Insturments sound chip (3 voices 30hz-20khz)
1 3H-2199BB   Proprietary Memory Controller (MMU ?)
1 MC68000P8   8 mhz processor
1 36-2120BC   Proprietary Glue Chip (Timing for everybody)
1 MC68901P   Multifunctional Peripheral Controller (RS-232)
1 WD1772A-AH Western Digital Floppy Controller
1 3H-2130CC   Proprietary DMA Controller

It should be obvious from the number and size of the Custom chips
that this computer has been under development a lot longer than one
would think. Two years ?

ihnet!bryan
Bryan DeLaney
BTL Naperville, IL

From -1915899935282133591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,275452f8b7e34f95
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-01 13:27:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.7 $; site uiucuxa
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!
uiucuxc!uiucuxa!sac278
From: sac278@uiucuxa.Uiuc.ARPA
Newsgroups: net.micro.atari
Subject: Re: Looking for info on 800XL serial bu
Message-ID: <9900003@uiucuxa>
Date: Thu, 1-Aug-85 16:27:00 EDT
Article-I.D.: uiucuxa.9900003
Posted: Thu Aug 1 16:27:00 1985
Date-Received: Sun, 4-Aug-85 08:05:35 EDT
References: <325@dadla.UUCP>
Lines: 27
Nf-ID: #R:dadla.UUCP:-32500:uiucuxa:9900003:000:1065
Nf-From: uiucuxa.Uiuc.ARPA!sac278   Aug 1 15:27:00 1985

/* Written 7:15 pm Jul 16, 1985 by toc@dadla.UUCP in uiucuxa:net.micro.atari */
/* ---------- "Looking for info on 800XL serial bu" ---------- */

[Spa Fon, Line Eater]

> I am desirous of using the (now inexpensive) Atari 800XL as a
> (now inexpensive) grafix display for my CP/M machine. It's a
> sin, tho', to ignore the game playing potential of the Atari,
> so...
>
> I would like to write a program under CP/M which watches the
> Atari serial bus and acts as a file server, storing a virtual
> Atari disk under CP/M as a 90K file. A grafix program on the
> Atari could read commands from a file with a grafix program on
> my CP/M machine acting as a file. To do this I need to know
> much about what the 800XL is saying on it's serial bus.
>
> Anyone got any suggestions as to where I look?

may all your snarks be boojums,
to'c

there are some good articles in some old
Antic's of early 85' they describe how to make a simple
modem for the 800XL parallel bus.
It gives pinouts and other good info
/* End of text from uiucuxa:net.micro.atari */

From 5137128778117763567

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8efe9c33ab460e31,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-01 15:59:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site lmef.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sol1!lmef!damon
From: damon@lmef.UUCP (Damon Scaggs)
Newsgroups: net.micro.atari
Subject: Atari GEM information needed
Message-ID: <136@lmef.UUCP>
Date: Thu, 1-Aug-85 18:59:21 EDT
Article-I.D.: lmef.136
Posted: Thu Aug 1 18:59:21 1985
Date-Received: Sun, 4-Aug-85 08:38:19 EDT
Distribution: net
Organization: LMEF; Lincoln, NE
Lines: 21

As a Macintosh developer I am very interested in any possible portability
problems in converting from the Mac toolbox to GEM. I have been told by
several people that, although not exactly the same, they contain the same
fundamental concepts (i.e. event driven, same type of window actions, etc).
I would like to evaluate exactly the portability question by obtaining
a manual for GEM and any other related manuals. Unfortunately, after
talking to Atari, they only bundle the manuals with the software packet.
I think this is quite unfair and am unwilling to shell out $300 for said
packet of software. I don't even have a machine to run it on. I am
wondering if there are any other people out there who have this information
who would be willing to send me a copy (of course I will pay for costs)
or at the very least give me some helpful insight into how GEM works
from the programmers point of view.

--
Damon Scaggs
{ihnp4,akgua}!sol1!lmef!damon

From -9100763400805179236
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,bdcd24de0885b739
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 129c11,bdcd24de0885b739
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-08-02 06:37:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site topaz.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!think!harvard!seismo!
columbia!topaz!eric
From: eric@topaz.ARPA (Eric Lavitsky)

Newsgroups: net.micro,net.micro.atari,net.micro.cbm
Subject: Re: Amiga vs. ST
Message-ID: <3044@topaz.ARPA>
Date: Fri, 2-Aug-85 09:37:58 EDT
Article-I.D.: topaz.3044
Posted: Fri Aug 2 09:37:58 1985
Date-Received: Sat, 3-Aug-85 10:41:20 EDT
References: <268@ihnet.UUCP>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 56
Xref: watmath net.micro:11268 net.micro.atari:980 net.micro.cbm:1585

>From bryan@ihnet.UUCP (b. k. delaney) Wed Jul 31 08:45:21 1985
>Subject: Amiga vs. ST

>I hate to dampen the Amiga fire, but the Amiga is a doomed machine.
>How can I say this before 1 Amiga is sold? Simple, this is history
>repeating it self, all over again. Remember the Comodore C-64 and
>the Atari 800? It was obvious to anybody, who seriously looked at
>BOTH machines, that the 800 was a better computer. But the Atari
>cost twice as much. Guess which one, really sold. Want more proof?

It was obvious to who? - most certainly to Atari owners it was. I had
seen an 800 before I bought my C64 and as far as I was concerned, the
only thing the 800 had over the C64 was Star Raiders. My C64 had
better sound, more memory to deal with and equal graphics (maybe not
in color flexibility.)

>Looked what happened last December, Atari sells 1/2 million 800XLs
>at 89.95 while C-64 sales down 90%, and most people thought C-64
>sales down due to "soft market", how come Atari sold 1/2 million,
>price/performance. Enough history here is today:

>Amiga 256k 1 internal floppy $1295.00 "better machine"
>Atari ST-260 1 internal floppy $ 499.00 "1/2 the price"

>Need I say more ?

Yes. I don't care much about last December. Atari desperately sold
out as many machines as it could. Jack Tramiel needed the instant cash
to fund the ST. I'm sure Atari didn't turn a real profit on those
machines. The ST-260 doesn't even exist and the regular ST is having
problems.

Amiga 512K, 1 880K internal floppy $1500
Atari 512K ST, 1 400(?)K floppy   ~ 700

And the Amiga at least has a Basic (Microsofts best effort to date -
Atari has expressed doubts as to whether they will ever market one),
true multi-tasking and much more color flexibility than the ST. It's
sound also beats the ST by a large margin and it is more easily
expandable (up to 8.5 Meg of Ram total). There are already LISP, LOGO,
Pascal, C compilers available for the Amiga - what has the ST got?

The ST will never be able to preform the same as the Amiga. I'm willing
to pay double to not be left in a hole in a year when I want to expand
my machine. I can't guarantee the Amiga will sell - that remains to be
seen. I don't believe anyone should judge it prematurely - you must see
it first. Put it next to an ST or a Macintosh, then re-read the machine's
specifications and decide if it is the machine for you and to grow with
you.

Eric
--

ARPA: LAVITSKY@RUTGERS
UUCP: ...{harvard,seismo,ut-sally,sri-iu,ihnp4}!topaz!eric
SNAIL: 16 Oak St., Flr 2
     New Brunswick, NJ 08903

From -8124109221241712459
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-02 11:38:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.PCS 1/10/84; site mtgzz.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!drutx!mtuxo!mtgzz!
bds
From: bds@mtgzz.UUCP (b.d.szablak)
Newsgroups: net.micro.atari
Subject: Re: Amiga vs. ST
Message-ID: <1013@mtgzz.UUCP>
Date: Fri, 2-Aug-85 14:38:13 EDT
Article-I.D.: mtgzz.1013
Posted: Fri Aug 2 14:38:13 1985
Date-Received: Tue, 6-Aug-85 07:53:51 EDT
Organization: AT&T Information Systems Labs, Holmdel NJ
Lines: 26

> I hate to dampen the Amiga fire, but the Amiga is a doomed machine.
> How can I say this before 1 Amiga is sold? Simple, this is history
> repeating it self, all over again. Remember the Comodore C-64 and
> the Atari 800? It was obvious to anybody, who seriously looked at
> BOTH machines, that the 800 was a better computer. But the Atari
> cost twice as much. Guess which one, really sold.

I guess IBM, Apple, AT&T and the rest should either produce $100
computers or get out of the market place... Come to think of it,
how will the ST520 succeed with the 800 out there?

Seriously, there is a simple counter-example in TI and Timex both of
whom undercut Atari and Commodore, but are no longer with us
How do you explain that?

Both the 520ST and the Amiga appeal to various market niches, and

I suspect that both will capture portions of each niche. The higher price (and probable profit margin) for the Amiga should mean it will require a smaller portion to remain viable while the ST520 will need a larger share. If the ST520 cannot get this share IT may go the way of TI and TIMEX.

Actually, I don't expect (and really hope) either computer to go belly up, at least not until the next generation of personal computers comes along. Even then, I expect that each model will be enhanced to remain competitive with the new technology.

From 7786464759349104178
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,202ec9a522961af0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-03 08:39:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: September 1985 ANTIC TOC
Message-ID: <19306@mgweed.UUCP>
Date: Sat, 3-Aug-85 11:39:51 EDT
Article-I.D.: mgweed.19306
Posted: Sat Aug 3 11:39:51 1985
Date-Received: Sun, 4-Aug-85 09:39:20 EDT
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 101

September 1985 ANTIC Table of Contents
Theme: Power Programming

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11 STARTING OUT: SOUND EFFECTS LIBRARY
This tutorial introduces beginners to the Atari's SOUND command. Includes a BASIC program that demonstrates 17 Atari sound effects.

13 GAME OF THE MONTH: CRICKETS
This is a frogger style game that was written by Stan Ockers. He has written many of the better public domain games for Atari and this has appeared on some BBS.

16 ST FEVER HITS ENGLAND
Anticipation for the ST series runs high in the UK.

17 ST ANY WAY YOU WANT IT
A discussion of how to use the GEM control panel.

19 ST GALLERY
Some examples of the graphics possible in the 640x400 mode.

20 MAPPING THE 520ST

The first "legal" memory addresses.

22 MORE ST PRODUCTS COMING
A look at the hardware and software announced and being developed for the ST. It includes addresses of most of companies.

25 REVISION C CONVERTER
If you own an XL computer with the buggy Revision B BASIC, this program will allow you to modify it to version C and save it on disk.

27 TIC TOC FLIP
This short BASIC program is an eye-popping demonstration of the page flipping animation technique.

30 ATARI TIME MACHINE
This article teaches you how to harness the power of Atari's timer registers for your own programs.

33 MIRRORED DISPLAY LISTS
Learn how to use mirrored display lists--a powerful graphics programming technique that easily produces distinctive effects without tying up a great deal of memory.

36 ONE-PASS DISK COPY 130
Copy your disks in one quick pass using the full 128K memory of the 130XE. Features single read/multiple write and write to multiple drives. Perfect for disk librarians.

38 16-BIT SOUNDPOWER
Beef up your Atari music from BASIC. Learn how to program 16-bit dual-voice sound to get richly melodic 7 octave music.

40 8 QUEENS ACTION!
Lightning-fast ACTION! solution to "The Eight Queens Problem" from the April 1985 ANTIC. 92 chess solutions in 40 seconds.

42 PLOTTERS FOR YOUR ATARI
A discussion of the hardware and software that is available to allow you to get a hardcopy of your graphics in color.

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51 SOFTWARE LIBRARY
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SOFTWARE: Trivia Quest (Royal Software)
Bank Street Music Writer (Mindscape, Inc)
Kampfgruppe (SSI)
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Battle of Shiloh (SSI)
Broadsides (SSI)
Alley Cat (Synapse Software)

BOOKS: Guidebook to Winning Adventures
Dr. Wacko's Atari Basic
Home Computer Wars

Comments: The theme of this issue is power programming and many of the articles were designed as tutorials to help you learn how to use them in your programs. Most also contain short programs or, at least, sample listings so you can add them to your program. The editorial page contains a reader survey to help ANTIC determine what it's readers want. Be sure to let them know what you want to see more or less of. ANTIC has added several new programs to their software catalog and I will be updating my copy and posting it sometime this month. Their catalog now has an index and is broken up by categories. It is easier to read than earlier versions. There is a full page ad by VIP Technologies for their VIP PROFESSIONAL for the ST series of computers. You can order it direct for $99.95. It will sell for $149.95 after Nov. 1.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 1675212624819602267
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,47b1e813e0ee43a3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-03 08:44:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Haba Systems' address
Message-ID: <19307@mgweed.UUCP>
Date: Sat, 3-Aug-85 11:44:44 EDT
Article-I.D.: mgweed.19307
Posted: Sat Aug 3 11:44:44 1985
Date-Received: Sun, 4-Aug-85 09:39:35 EDT
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 16

For Phil and anyone else who is looking for the address for Haba Systems, the software house the is going to produce a lot of ST software, here it is:

Haba Systems
15154 Stagg St.
Van Nuys, Ca. 91405

(818)-901-8828

The current (September) issue of ANTIC has the address of several
companies that will be producing software for the ST computers.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 5125078967894862148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,bdcd24de0885b739
X-Google-Attributes: gid129c11,public
X-Google-Thread: 12c65a,bdcd24de0885b739
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-08-03 21:18:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site hao.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!decwrl!decvax!ittatc!dcdwest!
sdcsvax!bmcg!asgb!hao!hull
From: hull@hao.UUCP (Howard Hull)
Newsgroups: net.micro,net.micro.atari,net.micro.cbm
Subject: Re: Amiga vs. ST
Message-ID: <1669@hao.UUCP>
Date: Sun, 4-Aug-85 00:18:54 EDT
Article-I.D.: hao.1669
Posted: Sun Aug 4 00:18:54 1985
Date-Received: Tue, 6-Aug-85 04:59:52 EDT
References: <268@ihnet.UUCP>
Distribution: net
Organization: High Altitude Obs./NCAR, Boulder CO
Lines: 35
Xref: linus net.micro:10071 net.micro.atari:915 net.micro.cbm:1456

> I hate to dampen the Amiga fire, but the Amiga is a doomed machine.
> How can I say this before 1 Amiga is sold? Simple, this is history
> repeating it self, all over again.
Oh yeah. And why aren't there more Pterodactyls down by the pond?
> Remember the Comodore C-64 and the Atari 800? It was obvious to anybody,
> who seriously looked at BOTH machines, that the 800 was a better computer.
> But the Atari cost twice as much. Guess which one, really sold.
Precisely the point. There are a lot of Atari 800, Comode C-64, & RS COCO
owners out there who are ready to place their 8-bit nibble juggler over the
nearest waste basket, let go of it, and let it take any old world-line it
pleases just to get their hands on a machine with a 68k, an accessable bus, a
set of coproc chips to handle the hard mundanities, a flexible window/keyboard
environment to snuggle up to the soft stuff, and a choice of TV or hirez
monitor color graphics to keep track of what's goin' on. The only crock is

"only one internal disk drive".
> Want more proof?
I'll listen.
> Looked what happened last December, Atari sells 1/2 million 800XLs
> at 89.95 while C-64 sales down 90%, and most people thought C-64
> sales down due to "soft market", how come Atari sold 1/2 million,
> price/performance.
Because they are (until September 15th anyway) still the guys with the
closest approximation to the desired performance/price.
> Enough history here is today:
Ok, poke your bet, man. I'm going for the Amiga, and I've talked to a bunch
of others who see it that way, too.
>
> Amiga 256k 1 internal floppy $1295.00 "better machine"
> Atari ST-260 1 internal floppy $ 499.00 "1/2 the price"
>
> Need I say more ?
No, just go buy yourself an att7300 next year when they're down to $3000.
>   ihnet!bryan
>   Bryan K. DeLaney
>   AT&T Bell Labs, Naperville IL
                                          Howard Hull
        {ucbvax!hplabs | allegra!nbires | harpo!seismo } !hao!hull

From 6939536247153828129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,bdcd24de0885b739
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 129c11,bdcd24de0885b739
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-08-03 22:17:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site azure.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!decwrl!decvax!tektronix!teklds!
azure!michaelk
From: michaelk@azure.UUCP (Mike Kersenbrock)
Newsgroups: net.micro,net.micro.atari,net.micro.cbm
Subject: Re: Amiga vs. ST
Message-ID: <402@azure.UUCP>
Date: Sun, 4-Aug-85 01:17:49 EDT
Article-I.D.: azure.402
Posted: Sun Aug 4 01:17:49 1985
Date-Received: Tue, 6-Aug-85 05:37:09 EDT
References: <268@ihnet.UUCP>
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 41
Xref: linus net.micro:10074 net.micro.atari:918 net.micro.cbm:1459

> I hate to dampen the Amiga fire, but the Amiga is a doomed machine.

> How can I say this before 1 Amiga is sold? Simple, this is history
> repeating it self, all over again. Remember the Comodore C-64 and
> the Atari 800? It was obvious to anybody, who seriously looked at
> BOTH machines, that the 800 was a better computer. But the Atari
> cost twice as much. Guess which one, really sold. Want more proof?
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> at 89.95 while C-64 sales down 90%, and most people thought C-64
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> price/performance. Enough history here is today:
>
> Amiga 256k 1 internal floppy $1295.00 "better machine"
> Atari ST-260 1 internal floppy $ 499.00 "1/2 the price"
>
> Need I say more ?
>
>   ihnet!bryan
>   Bryan K. DeLaney
>   AT&T Bell Labs, Naperville IL
>

So how do you explain the IBM (PC/XT/AT)?

Maybe IBM will buy Commodore, and put the IBM sticker on it & call them
entry-level workstations. Voila!

Mike Kersenbrock
Tektronix Software Development Products
Aloha, Oregon

P.S. - Note that if Atari sells twice as many 520ST's as Commodore sells
Amigas, then Commodore will still be the bigger company in terms of
revenues. Assuming margins are proportional, Commodore is still
the winner insofar as owners are concerned.

P.P.S.- The battle will probably won in terms of software, and just
how much momentum can be gotten "up front". Also, the Amiga is an
"open architecture machine" which allows Commodore and add-on builders
to make money for each other (like the IBM PC). Is the Atari 520ST
open? Note: the Mac isn't.

From 1817136291096919285
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,32b98bb42058f25e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-04 15:31:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ut-sally.UUCP
Path: utzoo!linus!gatech!ut-sally!joe
From: joe@ut-sally.UUCP (Joe Hitchens)
Newsgroups: net.micro.atari
Subject: 520ST source newsgroup

Message-ID: <2585@ut-sally.UUCP>
Date: Sun, 4-Aug-85 18:31:05 EDT
Article-I.D.: ut-sally.2585
Posted: Sun Aug 4 18:31:05 1985
Date-Received: Mon, 5-Aug-85 06:18:02 EDT
Distribution: net
Organization: University of Texas at Austin
Lines: 3

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
 Does anyone know of a newsgroup (now or in the future) for sources for the
520ST?

From 7295303152130232785
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,bdcd24de0885b739
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 129c11,bdcd24de0885b739
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-08-05 10:12:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site fortune.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!fortune!horton
From: horton@fortune.UUCP (Randy Horton)
Newsgroups: net.micro,net.micro.atari,net.micro.cbm
Subject: Re: Amiga vs. ST
Message-ID: <5436@fortune.UUCP>
Date: Mon, 5-Aug-85 13:12:18 EDT
Article-I.D.: fortune.5436
Posted: Mon Aug 5 13:12:18 1985
Date-Received: Tue, 6-Aug-85 12:13:35 EDT
References: <268@ihnet.UUCP> <1669@hao.UUCP>
Reply-To: horton@fortune.UUCP (Randy horton)
Distribution: net
Organization: Fortune Systems, Redwood City, CA
Lines: 37
Xref: watmath net.micro:11326 net.micro.atari:992 net.micro.cbm:1595
Summary:

>> I hate to dampen the Amiga fire, but the Amiga is a doomed machine.
>> How can I say this before 1 Amiga is sold? Simple, this is history
>> repeating it self, all over again.
>Oh yeah. And why aren't there more Pterodactyls down by the pond?
>> Remember the Comodore C-64 and the Atari 800? It was obvious to anybody,
>> who seriously looked at BOTH machines, that the 800 was a better computer.
As long as they didn't care about sound and couldn't read a spec sheet.
>> But the Atari cost twice as much. Guess which one, really sold.
That's right, the C64 has outsold ALL personal computers in units sold.
.
.

.
>> Enough history here is today:
>>
>> Amiga 256k 1 internal floppy $1295.00   "better machine"
>> Atari ST-260 1 internal floppy $ 499.00   "1/2 the price"
.
.
.
Just as the C-64/Atari/Apple][have a different market than the IBM PC-AT, the Amiga has a different market than the Atari ST. Comparing the Atari ST to the Amiga is like comparing a Timex to a PC-AT. I think that the Atari ST sounds like a fine machine, and a good value for the money, but it is just not in the same league as the Amiga. I am not trying to start any arguments, just pointing out that there are a variety of machines with a variety of capabilities, with a variety of prices, for a variety of people. Every machine has it's pros and cons. I hope that the Atari ST and the Amiga both do well. It is the MAC that will really suffer as a result of these two machines. As usual, Apple will be selling less machine for more money.
--


```
              +-----------------------------------------+
              |   allegra\   Randy Horton @ Fortune Systems |
              |   cbosgd  \                             |
              |   dual     >!fortune!ranhome!randy      |
              |   ihnp4   /                             |
              |   nsc    /   Clever disclaimer goes here    |
              +-----------------------------------------+
```


From -8740208859161760990
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,32b98bb42058f25e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-05 11:25:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gitpyr.UUCP
Path: utzoo!linus!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: Re: 520ST source newsgroup
Message-ID: <630@gitpyr.UUCP>
Date: Mon, 5-Aug-85 14:25:29 EDT
Article-I.D.: gitpyr.630
Posted: Mon Aug 5 14:25:29 1985
Date-Received: Tue, 6-Aug-85 03:51:28 EDT
References: <2585@ut-sally.UUCP>
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Distribution: net
Organization: Georgia Institute of Technology
Lines: 20

I'm interested! I've got a simple one-point perspective program that I ported from MegaMax C (for the macintosh) to DR C for the 520. I'll post it as soon as I get my modem back up...

So here's a vote for net.micro.ST.sources.

=-=
Semper ubi sub puri ubi.

    Steve Tynor
    Georgia Instutute of Technology

 ...{akgua, allegra, amd, harpo, hplabs,
     ihnp4, masscomp, ut-ngp, rlgvax, sb1,
     uf-cgrl, unmvax, ut-sally} !gatech!gitpyr!tynor

--
Steve Tynor
Georgia Insitute of Technology, Atlanta Georgia, 30332
...!{akgua,allegra,amd,hplabs,ihnp4,masscomp,ut-ngp}!gatech!gitpyr!tynor

From -1827514558282879828
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c415b4889124cee,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,7c415b4889124cee,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-08-05 12:03:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!
tektronix!uw-beaver!cornell!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari,net.micro.cbm
Subject: Small comment on ST vs. Amiga battle
Message-ID: <228@pedsgd.UUCP>
Date: Mon, 5-Aug-85 15:03:29 EDT
Article-I.D.: pedsgd.228
Posted: Mon Aug 5 15:03:29 1985
Date-Received: Sat, 10-Aug-85 23:41:43 EDT
Distribution: net
Organization: Perkin-Elmer, Tinton Falls, NJ
Lines: 14
Xref: linus net.micro.atari:926 net.micro.cbm:1469

Just a small flame: when the Atari ST was finally announced, the Amiga
faction was making jibes about the failure to get the TOS ROM software
solid enough to ship. Now the Amiga arrives with great fanfare, and a
small diskette amusingly named 'Kickstart' containing... well... the
AmigaDOS code that was supposed to be in ROM? :-) :-)

                            Bob Halloran
                            Sr MTS, Perkin-Elmer DSG
==
UUCP: {ihnp4, decvax, ucbvax}!vax135!petsd!pedsgd!bobh

USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724
DDD: (201) 758-7000
Disclaimer: My opinions are mine alone.
Quote: Does the Doctor make house calls?

From 6975447244926708306
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c868d1c5bd65b444,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-06 07:23:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site panda.UUCP
Path: utzoo!decvax!genrad!panda!plw
From: plw@panda.UUCP (Pete Williamson)
Newsgroups: net.micro.atari
Subject: IN SEARCH OF: Douglas Crockford
Message-ID: <689@panda.UUCP>
Date: Tue, 6-Aug-85 10:23:23 EDT
Article-I.D.: panda.689
Posted: Tue Aug 6 10:23:23 1985
Date-Received: Tue, 6-Aug-85 23:43:40 EDT
Reply-To: plw@genrad.UUCP (Pete Williamson)
Distribution: na
Organization: GenRad, Inc., Concord, Mass.
Lines: 7

Help Please! Does anyone have the U.S. mailing address or net address
of Douglas Crockford. He is, of course, the author of the world's
finest "Adventure" game: "Sir Gallahad and the Holy Grail", an APX
winner. Thank you in advance.
--
                            Pete Williamson
"By hook or by crook, we will !!" ... #2

From 106323732671104422
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,32b98bb42058f25e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-06 07:56:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!vr0z05
From: vr0z05@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST source newsgroup
Message-ID: <15700014@unido.UUCP>
Date: Tue, 6-Aug-85 10:56:00 EDT
Article-I.D.: unido.15700014
Posted: Tue Aug 6 10:56:00 1985
Date-Received: Fri, 9-Aug-85 02:27:29 EDT
References: <2585@ut-sally.UUCP>

Sender: notes@unido.UUCP
Lines: 6
Nf-ID: #R:ut-sally:-258500:unido:15700014:000:227
Nf-From: unido!vr0z05   Aug 6 12:56:00 1985

I think it would be much more interesting to get first
a newsgroup net.micro.ST. If there is enough interest in
this group, a second group net.sources.st should be established.

              Uwe Hoch (...ihnp4!hpfcla!hpbbn!unido!vr0z05)

From 3506342442961756985
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,234a856774b0de8,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,234a856774b0de8,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-08-06 08:40:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekig5.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!decwrl!decvax!tektronix!tekig5!
waynekn
From: waynekn@tekig5.UUCP (Wayne Knapp)
Newsgroups: net.micro,net.micro.atari
Subject: Hooking 5.25" drives to the 520ST
Message-ID: <183@tekig5.UUCP>
Date: Tue, 6-Aug-85 11:40:27 EDT
Article-I.D.: tekig5.183
Posted: Tue Aug 6 11:40:27 1985
Date-Received: Sun, 11-Aug-85 04:06:15 EDT
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 38
Xref: linus net.micro:10141 net.micro.atari:930

{ any line eaters still active? }

I'm trying to hook up a 5.25" floppy drive to my Atari 520ST. So far it
hasn't worked. Has anyone else had any luck?

The 520ST uses the WD1772 disk controller chip. The folling signals are
used by the 520ST:

DRIVE PIN	Signal
2,4,34	not used
8	Index/sector (drive output)
10	Drive 0 select
12	Drive 1 select
16	Motor on
18	Direction Select
20	Step

```
  22     Write Data
  24     Write Gate
  26     Track 00      (drive output)
  28     Write Protect (drive output)
  30     Read data     (drive output)
  32     Side one select
rest     ground
```

I hooked the drives (Teac 5.25" and Atari 3.5") together with a 34 line ribbon cable, and wired in the dirve 1 select line. All signals look okay, but it doesn't work. Also I removed the termiation resisters and tripled checked the jumpers. I was working with a Teac quad. density double sided drive. Any ideas?

Thanks,
Wayne Knapp

P.S. The reason why I want to do this is that 2 double sided 5.25" drives with power supply cost less than one Atari drive. I plan to have a switch that will let me switch in the 3.5" drive as drive zero or switch in a 5.25" drive.

```
From 7426354379885955498
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,961688206a765ae4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-06 10:36:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!dual!qantel!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Atari's strange return policy
Message-ID: <19375@mgweed.UUCP>
Date: Tue, 6-Aug-85 13:36:49 EDT
Article-I.D.: mgweed.19375
Posted: Tue Aug  6 13:36:49 1985
Date-Received: Mon, 12-Aug-85 02:24:19 EDT
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 34
```

According to the latest issue of COMPUTER ENTERTAINER newsletter, Atari is taking a very strange and disturbing stance on defective units. This can adversely effect distribution of the 520ST. I hope they change it fast! I quote from the article:

> "Atari has just taken the stance that they will acept NO returns from distributors and or retailers. Instead, they will offer 4% discount to the distributor/retailer which is supposed to cover any losses due to defective returns. As a result, unless a retailer feels they can move large quantities, they simply cannot take the risk involved as mark-up in the computer area is traditionally

very slim, especially in competitive markets such as New York and Los Angeles. Imagine the luckless dealer who has five units on his shelf and one is defective. Any other company will take the computer back and provide another one that the dealer can sell. Instead, that defective unit must be "junked!" and the dealer must "eat" the machine under his 4% discount. Dealers we have spoken to simply will not deal with a policy like that and if they do, they plan to price the 520ST above the retail of $999.95 for CPU and RGB monitor to protect themselves. And we have had confirmation that due to this policy, at least one major distributor has dropped the ST line before it reaches their warehouse."

With the competition that the ST line will be getting from AMIGA, Atari can ill afford such an inauspicious start to distributing the ST line. They need to have distributors knocking at their door, not the other way around.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -8168416873917781012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72127e520f2bd844
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-06 13:12:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site callan.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!decwrl!decvax!tektronix!hplabs!
sdcrdcf!trwrb!scgvaxd!wlbr!callan!tim
From: tim@callan.UUCP (Tim Smith)
Newsgroups: net.micro.atari
Subject: Re: 520ST questions
Message-ID: <1065@callan.UUCP>
Date: Tue, 6-Aug-85 16:12:13 EDT
Article-I.D.: callan.1065
Posted: Tue Aug 6 16:12:13 1985
Date-Received: Mon, 12-Aug-85 21:06:11 EDT
References: <1807@amdahl.UUCP>
Distribution: net
Organization: Callan Data Systems, Westlake Village, CA
Lines: 7

> What is happening to the user group machines? I saw one enthusiastic
> posting about a VT52 (clearly state of the art) emulator. What else

This is about as ridiculous as a "state of the art" adm3a emulator! :-)
--

Tim Smith

ihnp4!{cithep,wlbr!callan}!tim

From -3008388883616919991
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,32b98bb42058f25e
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 122486,a4858559695ff6f9,start
X-Google-Attributes: gid122486,public
X-Google-ArrivalTime: 1985-08-06 13:42:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!uwvax!uwmacc!rick
From: rick@uwmacc.UUCP (the absurdist)
Newsgroups: net.news.group,net.micro.atari
Subject: Re: 520ST source newsgroup
Message-ID: <1369@uwmacc.UUCP>
Date: Tue, 6-Aug-85 16:42:50 EDT
Article-I.D.: uwmacc.1369
Posted: Tue Aug 6 16:42:50 1985
Date-Received: Thu, 8-Aug-85 01:00:18 EDT
References: <2585@ut-sally.UUCP>
Reply-To: rick@uwmacc.UUCP (Rick Keir)
Distribution: net
Organization: UWisconsin-Madison Academic Comp Center
Lines: 25
Xref: linus net.news.group:2757 net.micro.atari:920

In article <2585@ut-sally.UUCP> joe@ut-sally.UUCP (Joe Hitchens) writes:
> Does anyone know of a newsgroup (now or in the future) for sources for the
>520ST?

Yes. "net.sources".

There have been several proposals for separate source newsgroups for
micros lately, splitting up so that IBMers, CP/Mers, AppleIIers,
etc can all post to "the right group". Unfortunately, no one
is posting source in noticeable quantity for ANY of these machines.
Splitting off new newsgroups should be done when the old newsgroup
is flooded. Creating a newsgroup won't create a stream of articles
that doesn't exist now.

Why net.sources.mac, you ask? Well, a couple of weeks ago, net.sources.mac
was the second largest group in volume. That's why there is a separate
source group for Macintosh software. Net.sources gets almost exclusively
Unix sources, with occasional Vax/VMS source.
     And sources for ANY other machine simply aren't showing up.

--
"Grovel, you commoners!" -- Harry Flashman, V.C.
Rick Keir -- MicroComputer Information Center, MACC
1210 West Dayton St/U Wisconsin Madison/Mad WI 53706
{allegra, ihnp4, seismo}!uwvax!uwmacc!rick

From -3480425483520126627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e57d812b5673f93d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-06 14:34:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!ucbvax!
mayo
From: mayo@ucbvax.ARPA (Bob Mayo)
Newsgroups: net.micro.atari
Subject: 520ST colors
Message-ID: <9711@ucbvax.ARPA>
Date: Tue, 6-Aug-85 17:34:45 EDT
Article-I.D.: ucbvax.9711
Posted: Tue Aug 6 17:34:45 1985
Date-Received: Sat, 10-Aug-85 04:57:48 EDT
Reply-To: mayo@ucbvax.UUCP (Bob Mayo)
Distribution: net
Organization: University of California at Berkeley
Lines: 9

Has anybody seen that 'hex' program that draws honeycombs on the ST screen?
It is a standard demo at dealer's shops and also was in an issue of Antic.
It sure appears to use more than 16 colors, anybody know how? I stared at
the screen in a local computer store and am almost positive that there were
more than 16 colors at once. It didn't appear to use dithering or other
tricks. Anybody know how it is done? Is the 520ST graphics controller
capable of better graphics than advertised?

--Bob Mayo (ucbvax!mayo, mayo@berkeley.ARPA)

From -5461267491106840060
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bcee724a89ad0995,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-07 07:30:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!decwrl!decvax!cwruecmp!pjd
From: pjd@cwruecmp.UUCP (dr. funk)
Newsgroups: net.micro.atari
Subject: Finally played with an ST!
Message-ID: <1287@cwruecmp.UUCP>
Date: Wed, 7-Aug-85 10:30:24 EDT
Article-I.D.: cwruecmp.1287
Posted: Wed Aug 7 10:30:24 1985
Date-Received: Sun, 11-Aug-85 04:03:04 EDT
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 44

At long last my fingers have finally been laid upon an ST. It was
a color machine on display at an electronic specialty store called
"Games and Gadgets" in a local mall. (Since I hate malls, this was
clearly a special occasion.)

The quality of the color display was much better than my expectations.
One of our friends remarked "Gee, if I had bought a Mac for $2,500,
I'd be PO'd." Needless to say, we were favorably impressed.

I'd like to offer a few comments which have NOT appeared here before.

1. The space bar suffers from the same problem as the 130XE. There
   is only one key switch and if you are not careful about where
   you hit the bar, you may not get a space.
2. The mechanical mouse felt good and GEM/TOS tracks it quite well.
   Hopefully, some vendor will produce an optical mouse just 'cuz
   I hate anything mechanical.
3. Drop down menus can be a pain if your muscle memory is not tuned
   to the mouse and its scaling. You will sometimes get a menu bar
   when your trying to hit an icon or window corner.
4. A few desktop applications (e.g. calculator) were missing. The
   VT52 emulator was present. The terminal software as shipped
   ->cannot<- select 2400 baud as an option.
5. There did not appear to be a way to drop into TOS command mode
   from GEM. One CompuServe user reported that a COMMAND.PRG shell
   file is required and that file is only available with the
   Atari software development package.

The LOGO was -> quite <- nice. (We are LOGO fanatics around here, but
that could be attributed to terminal burn-out.) It will give you
three windows: text commands, debug and graphics. The debug window
looked pretty handy and is there to give you trace information.
I understand all the standard rationalizations about BASIC, but if
you convince yourself that LOGO is LISP (and it is!) then you can
have tons of fun (without counting ()'s. :-)

All in all, I can't wait until my machine shows up......

pj drongowski
case western reserve university
cleveland
--

paul drongowski   decvax!cwruecmp!pjd
case western reserve university   pjd%Case@CSNet-relay

From 7969769911908912715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8ba6b6337bb8b692,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-07 11:15:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/18/84; site brl-tgr.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!brl-tgr!ron
From: ron@brl-tgr.ARPA (Ron Natalie <ron>)
Newsgroups: net.micro.atari
Subject: Crismire, where are you?
Message-ID: <498@brl-tgr.ARPA>
Date: Wed, 7-Aug-85 14:15:13 EDT
Article-I.D.: brl-tgr.498
Posted: Wed Aug 7 14:15:13 1985
Date-Received: Sat, 10-Aug-85 23:49:28 EDT
Distribution: net
Organization: Ballistic Research Lab
Lines: 44

POSTING THIS FOR SOMEONE ELSE! DON'T RESPOND TO ME!

From: Victor Frank <FRANK@sri-vax.ARPA>
Subject: CRISMIRE, WHERE ARE YOU? (ATARI 520ST)
Reply-To: FRANK@sri-vax.ARPA

<<<<< PLEASE FORWARD TO USENET (net.micro.atari) >>>>>

I have been waiting almost 8 months for this. Regarding cs2532aa@unm-cvax.UUCP, dated 19-Jan-85, by Ernie Longmire, entitled Crismire Predicts: Atari.

Ernie, perhaps I'm being a bit premature, but I wonder if you could keep an eye on this "Crismire" friend of yours. Just in case he decides to skip the country, that is! There are a number of "Jack" fans out here just dying to see him eat that IBM PC-AT. We could probably find a number of dealers that would love to sell him one for that purpose too.

I have just received a short extra issue of DTACK Grounded. Our friend Felgercarb has just purchased a Jackintosh with Color Monitor over the counter at his local Computerland for $995, and is sending his $300 for a developer's kit to Atari. He may yet find a mass market for HALGOL. There is no BASIC yet for the Jacki.

In peeking under GEM, he finds that TOS (Tramiel's Operating System) is CPM/68K-like. We wonder, could it be that most purchasers will opt to spend an extra $200 for the color monitor, and could it be that a reasonable fraction will ditch the GEM interface? Felgercarb says that 20 mouse operations and 8 disk swaps are needed to copy a disk (single drive, single side). "THIS IS MORE USER-FRIENDLY THAN "COPYAB" FOLLOWED BY A COUPLE OF "Y" RESPONSES TO PROMPTS?"

Is this the next hacker's machine?

Thirty days and counting, Crismire!

Regards,

Victor R. Frank, Editor
68796 Hackers Newsletter

From -9010010352731145011
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdd0278759282541,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-07 16:56:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site sri-unix.ARPA
Path: utzoo!linus!philabs!prls!amdimage!amdcad!amd!pesnta!hplabs!sri-unix!frank
From: frank@sri-unix.ARPA (Victor R. Frank)
Newsgroups: net.micro.atari
Subject: Where are you Crismire? (ATARI 520ST)(DTACK Grounded)
Message-ID: <189@sri-unix.ARPA>
Date: Wed, 7-Aug-85 19:56:38 EDT
Article-I.D.: sri-unix.189
Posted: Wed Aug 7 19:56:38 1985
Date-Received: Mon, 12-Aug-85 22:12:44 EDT
Organization: SRI, Menlo Park, CA.
Lines: 39

[]

I have been waiting almost 8 months for this. Regarding <cs2532aa@unm-cvax.UUCP>, dated 19-Jan-85, by Ernie Longmire, entitled Crismire Predicts: Atari. Here's an open letter that I trust will get back to Crismire somehow.

Ernie, perhaps I'm being a bit premature, but I wonder if you could keep an eye on this "Crismire" friend of yours. Just in case he decides to skip the country, that is! There are a number of "Jack" fans out here just dying to see him eat that IBM PC-AT. We could probably find a number of dealers that would love to sell him one for that purpose too.

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RESPONSES TO PROMPTS?"

Is this the next hacker's machine?

Twenty-seven days and counting, Crismire!

Regards,

Victor R. Frank, Editor
68796 Hackers Newsletter

From -8088626406619789759
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f2bfa411565da88b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-07 19:14:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site aero.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!dual!qantel!hplabs!sdcrdcf!trwrb!
trwrba!aero!sinclair
From: sinclair@aero.ARPA (William S. Sinclair)
Newsgroups: net.micro.atari
Subject: An intersting Atari ST520 Fable
Message-ID: <336@aero.ARPA>
Date: Wed, 7-Aug-85 22:14:59 EDT
Article-I.D.: aero.336
Posted: Wed Aug 7 22:14:59 1985
Date-Received: Mon, 12-Aug-85 08:24:53 EDT
Reply-To: sinclair@aero.UUCP (William S. Sinclair (5435))
Organization: The Aerospace Corp., El Segundo, CA
Lines: 6

I was just told by a very knowledgable friend of mine that the atari ST
can be made to look like any other of the popular 68000 series mainframes,
including the Lisa! Apparently the secret in in the configuration disk,
which has all the appropriate parameters on it for the I/O addresses, etc.
This is apparently a very closely guarded secret at Atari. Anyone heard a
similar story out there?

From 6375991446240446178
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9eea35c86d90dbc5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-07 21:26:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari

Subject: modified vt52 termcap for atari 520ST
Message-ID: <337@eneevax.UUCP>
Date: Thu, 8-Aug-85 00:26:31 EDT
Article-I.D.: eneevax.337
Posted: Thu Aug 8 00:26:31 1985
Date-Received: Sun, 11-Aug-85 04:41:20 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 15

I had a few problems with using the standard vt52 termcap entry with
the vt52 termulator desk accessory. The main problems were with a
25 line screen and lines longer than 80 columns. Here is a modified
termcap entry which has these problems fixed. I might add that I am
very pleased with my 520ST so far, the monochrome screen is extremely
crisp, even more so than a mac. It seems to be faster as well. There
is not much software as yet, but I knew that when I bought it.

dv|mvt52|ST|modified dec vt52 for the atari 520ST:\
     :bs:cd=\EJ:ce=\EK:cl=\EH\EJ:cm=\EY%+ %+ :co#80:li#25:nd=\EC:\
     :am:pt:sr=\EI:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:
--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 8821895272893591674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,bdcd24de0885b739
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-08-07 22:44:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari,net.micro.cbm
Subject: Re: Amiga vs. ST
Message-ID: <338@eneevax.UUCP>
Date: Thu, 8-Aug-85 01:44:18 EDT
Article-I.D.: eneevax.338
Posted: Thu Aug 8 01:44:18 1985
Date-Received: Sun, 11-Aug-85 04:46:16 EDT
References: <268@ihnet.UUCP> <1669@hao.UUCP> <5436@fortune.UUCP>
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 46
Xref: linus net.micro.atari:932 net.micro.cbm:1471

>Just as the C-64/Atari/Apple][have a different market than the IBM PC-AT,
>the Amiga has a different market than the Atari ST. Comparing the Atari ST

>to the Amiga is like comparing a Timex to a PC-AT. I think that the Atari ST
>sounds like a fine machine, and a good value for the money, but it is just
>not in the same league as the Amiga. I am not trying to start any arguments,
> ...

I think your analogy of comparing the timex and pc-at with the
atari 520ST and amiga is a little off base. I have seen a lot
of hype about the amiga, but when I look at the specs the difference
is not that great. I haven't seen the amiga but I am willing to
admit that it is a more powerful machine, because of the special
bit blt hardware and the multitasking os. Where people have to make
the judgement is it worth all that extra money. The bitblt stuff is
great if you are playing games or doing animation but I don't think
it adds much for other applications. Even serious applications such
as cad/cam don't benifit because at the resolutions we are talking
about the 68000 is plenty fast enough. The multitasking feature is a
definite plus, but again here it is not multitasking in the way us
unix users are used to. Since there is no memory management the
programs have to be well behaved and are limited to 32k segments. This
is worse than the ibm pc which has 64k segments but at least has the
option of large model compilers. The ST has the capability of running
this type of multitasking os as well since it's io is asynchronous and
has a prioritized interrupt controller and a dma controller. I imagine
something like OS9 would run very well. The sound issue is a wash as
the amiga has better builtin sound but the ST has integrated midi
controllers into the machine. The ST has as open an architecture as the
amiga through the 1Mbyte/sec dma channel. In fact if we are allowed to
talk about vaporware, atari is planning on an expansion box connected
to the high speed dma channel with better graphics capability and
32bit processors. So you decide if you want to pay $800-$1000 for
an atari ST with a hard disk interface, with midi controllers, equivalent
memory and processor speed to an amiga or pay $2000 for an amiga with
bitblt support, better builtin sound, multitasking and don't forget to add
more money for the hard disk interface, and the midi controllers.

I didn't want to take sides in the ST vs Amiga argument, as I think
the amiga is a nice machine, but it seems that the amiga is being
over hyped both in the press and on the net. For example none of
magazines reviewing the amiga compare features and price with the ST
but only with overpriced products like the mac and the ibm pc.

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From -8273060940537717281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,bdcd24de0885b739
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 129c11,bdcd24de0885b739

X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-08-07 23:12:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84 chuqui version 1.7 9/23/84; site nsc.UUCP
Path: utzoo!linus!gatech!nsc!chuqui
From: chuqui@nsc.UUCP (Chuq Von Rospach)
Newsgroups: net.micro,net.micro.atari,net.micro.cbm
Subject: Re: Amiga vs. ST
Message-ID: <3092@nsc.UUCP>
Date: Thu, 8-Aug-85 02:12:01 EDT
Article-I.D.: nsc.3092
Posted: Thu Aug 8 02:12:01 1985
Date-Received: Sun, 11-Aug-85 03:36:38 EDT
References: <268@ihnet.UUCP> <402@azure.UUCP>
Reply-To: chuqui@nsc.UUCP (Chuq Von Rospach)
Distribution: net
Organization: The Dreamer Fithp
Lines: 25
Xref: linus net.micro:10139 net.micro.atari:928 net.micro.cbm:1470

In article <402@azure.UUCP> michaelk@azure.UUCP (Mike Kersenbrock) writes:
>
>So how do you explain the IBM (PC/XT/AT)?

Simple. IBM has a lock on the office market. Many offices won't buy anything that doesn't have IBM's name on it (living in the unix world biases your perceptions. In the 'real' world, all the money spent on Unix boxes is barely pocket change to IBM...). That creates a strong demand for IBM compatible stuff for people who want to be able to read data but don't want to spend money for the name, and strong demand in the home office market as well since a businessman wants to be able to take his stuff home and work on it... Its amazing what you can do with a product with a questionable price/performance ration if you're IBM...

If you want to look at exactly how powerful the name of IBM is in the office marketplace, look at the PCjr. Without the political power of the IBM name in purchasing offices, the machine flopped, because it couldn't compete in an open market. The real advantage IBM has is that its market ISN'T open...
--
:From the carousel of the autumn carnival: Chuq Von Rospach
{cbosgd,fortune,hplabs,ihnp4,seismo}!nsc!chuqui nsc!chuqui@decwrl.ARPA

Your fifteen minutes are up. Please step aside!

From 4118569805286692411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,32b98bb42058f25e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-08 08:42:11 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekig5.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!
tektronix!tekig5!waynekn
From: waynekn@tekig5.UUCP (Wayne Knapp)
Newsgroups: net.micro.atari
Subject: Re: 520ST source newsgroup
Message-ID: <186@tekig5.UUCP>
Date: Thu, 8-Aug-85 11:42:11 EDT
Article-I.D.: tekig5.186
Posted: Thu Aug 8 11:42:11 1985
Date-Received: Mon, 12-Aug-85 20:36:16 EDT
References: <2585@ut-sally.UUCP> <630@gitpyr.UUCP>
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 2

Here's another vote for net.micro.ST.sources. I've had my ST for a week now,
it is time to get busy getting programs running on it.

From -7240999822679195992
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,646e4eea74168fb2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-08 11:39:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site panda.UUCP
Path: utzoo!decvax!genrad!panda!plw
From: plw@panda.UUCP (Pete Williamson)
Newsgroups: net.micro.atari
Subject: Amiga is really an Atari !!
Message-ID: <709@panda.UUCP>
Date: Thu, 8-Aug-85 14:39:59 EDT
Article-I.D.: panda.709
Posted: Thu Aug 8 14:39:59 1985
Date-Received: Fri, 9-Aug-85 08:55:07 EDT
Reply-To: plw@genrad.UUCP (Pete Williamson)
Distribution: na
Organization: GenRad, Inc., Concord, Mass.
Lines: 22

   I was one of those Atari enthusiasts that bought the 800 when it cost
a bundle. I have never regretted it since! It was a landmark machine in
graphics (price/performance) and in operating system software.

   But as we all know, the designers of that system left Atari. Instead of
a second generation of graphics architecture and obvious computer group
upgrades in processing power, memory, and mass storage, Atari merely
repackaged the same product a few times (many of them unsuccessful). They
didn't even bother to increase players and missles and playfields.

When Jack T. revived Atari, I once again hoped that new architectual advances might happen (special graphics processors, etc.) Although I presently own neither an ST or an Amiga, it sure looks to me, from the technical descriptions I have read, that the only thing "Atari" about the ST is its name. The Amiga, I believe, is the "Atari" that I'm looking for.

If this is really the situation, I suspect that this newsgroup will change its name. Anybody agree/disagree ??
--
Pete Williamson
"By hook or by crook, we will !!" ... #2

From -1284932063663559824
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1022a6caacd37b8f,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,1022a6caacd37b8f,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-08-08 12:36:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!decwrl!decvax!harpo!whuxlm!whuxl!houxm!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro,net.micro.atari
Subject: Atari 520ST impressions
Message-ID: <272@ihnet.UUCP>
Date: Thu, 8-Aug-85 15:36:11 EDT
Article-I.D.: ihnet.272
Posted: Thu Aug 8 15:36:11 1985
Date-Received: Mon, 12-Aug-85 05:38:51 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 67
Xref: linus net.micro:10181 net.micro.atari:941

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
From **RJE** Thu Aug 8 10:57 CDT 1985
>From **RJE** Thu Aug 8 10:57 CDT 1985 forwarded by **RJE**
>From rtb Thu Aug 8 10:53 CDT 1985 remote from ihlpm

I wandered into the local computer store the other day and they had an Atari 520-ST on display. I got to play with it for about a half hour. Here are some things I found out, and some of my first impresssions.

*The initial models being shipped are CPU (with built in keyboard),1 Single sided 3-1/2 inch drive (seperate from CPU), an impressive RGB monitor, and a mouse for retail $995. This was a suprise for me because I thought the first drive was built into the CPU. The storage capacity of the drive is 360k. I don't know why they aren't selling Double Sided drives with a capacity of 720k. I think an after market outfit will start making these pretty soon, unless Atari starts coming out with them.

(One of Jack Tramiels favorite tricks is to keep his customers
coming back for more, i.e. sell only single sided drives this year and
then come out with double sided ones next year, eniticing people to
upgrade systems they are already satisfied with).

* Additional drives are $200 apiece

* The computer has 1 serial and 1 parallel port built in.

* There is a hard drive port built in. A 15 meg hard drive
  will be available for about $400-$600.

* GEM is about what I expected. Pretty much of a Macintosh clone.

* The keyboard's feel is pretty good, what I would expect for
a machine in this price range

* I don't think you can pop out of GEM into a command driven OS at this
time. This is a disappointment to me as I personally can't stand
mouse and icon type OS's.

* The machine is being shipped with LOGO, and BASIC will be supplied free
when they get all of the bugs out of it. I thought the LOGO was pretty slow
for a 68000 machine running at 8 megahertz.

* The machine is faster than the Macintosh (except for LOGO, if there is
LOGO available for the Mac I can't imagine it being any slower)

* There is a VT52 emulator as part of the OS, a big plus for me

Over all, I was very impressed with the machine on a price vs. performance
ratio. I can't imagine why anybody would buy a Macintosh when they
can buy a faster color machine for $1000. The isn't much (any)
software available yet. But what is promised looks really good.

for example:

A 1-2-3 like spreadsheet for $100
A C Compiler for $80
Atari is promising a lot of software at very affordable prices.
(Personally, I think the best way to fight piracy is affordable software)
(I hope OSS will get on the ST520 bandwagon because I always liked
  their software and their way of doing business)

I don't own a computer right now, but I have owned 2 in the past.
I use a computer about 50% of the time as a terminal emulator, 40%
of the time for games, and about 10% for programming or hacking.
I don't like having a big part of my capital tied up in home computers.
Based on my past experience, this is most likely the computer for me.

R.T. Bradstrum

From 9026732922220085062
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9f2ad0fd1f9f5d9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-08 13:49:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!decwrl!decvax!harpo!whuxlm!whuxl!
houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: hooking up 5.25 to ST
Message-ID: <612@mtuxn.UUCP>
Date: Thu, 8-Aug-85 16:49:17 EDT
Article-I.D.: mtuxn.612
Posted: Thu Aug 8 16:49:17 1985
Date-Received: Mon, 12-Aug-85 05:33:56 EDT
Organization: AT&T Information Systems, Holmdel NJ
Lines: 2

The floppy on the ST is still serial, so unless you reproduce the analog
board, you can't hook up the parallel drive to the serial connector!

From -4465141053321771798
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7dfd563dcc68b1bd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-08 15:56:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site aero.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!dual!qantel!hplabs!sdcrdcf!trwrb!
trwrba!aero!sinclair
From: sinclair@aero.ARPA (William S. Sinclair)
Newsgroups: net.micro.atari
Subject: Haba Hippo C Compiler (discussion)
Message-ID: <343@aero.ARPA>
Date: Thu, 8-Aug-85 18:56:08 EDT
Article-I.D.: aero.343
Posted: Thu Aug 8 18:56:08 1985
Date-Received: Tue, 13-Aug-85 02:26:58 EDT
Reply-To: sinclair@aero.UUCP (William S. Sinclair (5435))
Organization: The Aerospace Corp., El Segundo, CA
Lines: 22

When I bought my 520ST, the dealer mentioned the avilability of the C
compiler from Haba Systems in Van Nuys, CA. I had a couple of tech questions,
so I called them. Apparently the tech support is up in Sunnyvale,
(408)731-1200.Hippopotamus software did the compiler, as an offshoot of their C
compiler for
the Macintosh. I finally got through to some nameless person. He said that
version 1.2 has not been shipped yet, but did answer a couple of questions.

Apparently the compiler package does not include a debugger, or any kind of bounds checking. The compiler runs in supervisor mode, but nobody seems to know if the generated application program does or not. This is important; how would you stop your undebugged program from crashing the system, or find out where the offending line of code was?

I also was curious as to how you might write interrupt-driven code and connect it to the interrupt vectors. Can the C compiler generate re-entrant code for interrupt service routines? Nobody around there could tell me. I got the impression
that their tech support on this product is going to be minimal. The low price does not make up for the trouble you can get into by not being able to get answers when you need them. Perhaps a more expensive product with better tech support and debugging aids would be a better choice.

Bill Sinclair
213/647-1753

From 4298197048036513319
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7f9e62db24163c88,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-08 20:15:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cvl.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!umcp-cs!cvl!gyuri
From: gyuri@cvl.UUCP (Gyorgy Fekete)
Newsgroups: net.micro.atari
Subject: Fractal code for 520ST
Message-ID: <700@cvl.UUCP>
Date: Thu, 8-Aug-85 23:15:42 EDT
Article-I.D.: cvl.700
Posted: Thu Aug 8 23:15:42 1985
Date-Received: Mon, 12-Aug-85 00:46:34 EDT
Distribution: net
Organization: Computer Vision Lab, U. of Maryland, College Park
Lines: 21

Some talk has been going around about making a net.atari.st.sources.... newsgroup. Until net.sources gets overtaken by ST software, I shall assume that net.sources will be a good place to post. As a courtesy to non-atari readers of net.sources, indicating ST-ness of the source in the subject field would be a good idea.

Anyway, there is some neat fractal stuff that you can try on your ST if you have the DRI development system. I got it from someone at our user group with no restrictions to redistribute.

You will find it in net.sources (where else?)

--

Gyorgy Fekete --- University of MD, Computer Vision Lab, (301) 454-4526

gyuri@cvl.{ARPA,CSNet}

...seismo \
...allegra +-- !umcp-cs!cvl!gyuri.UUCP
...brl-bmd /

From 2139441788099725071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2317f6a8e66eb618,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-09 14:56:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!dual!qantel!ihnp4!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: ACTION! i/o call help needed
Message-ID: <1600@druxu.UUCP>
Date: Fri, 9-Aug-85 17:56:33 EDT
Article-I.D.: druxu.1600
Posted: Fri Aug 9 17:56:33 1985
Date-Received: Tue, 13-Aug-85 00:41:33 EDT
Organization: AT&T Information Systems Laboratories, Denver
Lines: 28

Two problems I'm having with ACTION!:

1. When using GetD() I am intermittently getting garbage!

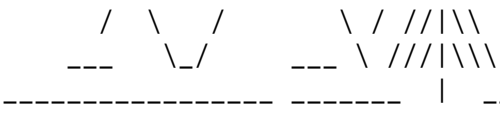
```
Open(2,"K:",4,0)
xyz = GetD(2)
(xyz contains random numbers from 0-255 even though
 the same key is hit on the keyboard)
```

    I've tried just using IOCB #7 (ACTION!'s default input channel)
    and other tricks but to no avail. The thing that really makes
    me crazy is that it works fine until I edit the source file or
    do some other equally obscure thing and it breaks until I edit
    the file some more!!   Maybe I should have used BASIC after all...
    Or could this be a CIO problem??

2. I've also had problems using Locate() (occassional hangs, bad
    data returned, etc. Anyone else had these problems?

druxu!tlz
Terry L. Zrust
A.T.&T. Information Systems
11900 North Pecos Street
Denver, Colorado 80234

Mail Stop 30J15
(303) 538-4547
Cornet 374-4547



From 4886428333491550950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e910ecb934426dc8,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,e910ecb934426dc8,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-08-10 11:24:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!linus!decvax!ucbvax!tamir
From: tamir@ucbvax.ARPA (Yuval Tamir)
Newsgroups: net.micro.atari,net.micro.cbm
Subject: MacWrite and MacDraw clones for the ST and Amiga ?
Message-ID: <9823@ucbvax.ARPA>
Date: Sat, 10-Aug-85 14:24:42 EDT
Article-I.D.: ucbvax.9823
Posted: Sat Aug 10 14:24:42 1985
Date-Received: Mon, 12-Aug-85 06:23:12 EDT
Reply-To: tamir@ucbvax.UUCP (Yuval Tamir)
Organization: University of California at Berkeley
Lines: 8
Xref: linus net.micro.atari:938 net.micro.cbm:1481

What is available or planned for the Atari ST and the Amiga
for text processing, drawing, and support for typesetting ?
Are MacWrite and MacDraw clones available or planned ?
What about support for a laser printer (generation of Postscript
or equivalent) ?

Yuval Tamir
ARPANET/CSNET: tamir@Berkeley
UUCP: ucbvax!tamir

From 6238401756355581149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6272f82b9cdd9756,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15f443,6272f82b9cdd9756,start
X-Google-Attributes: gid15f443,public
X-Google-Thread: 15517a,6272f82b9cdd9756,start
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-08-10 13:20:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 SMI; site husky.uucp
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!ritcv!husky!jdg
From: jdg@husky.uucp (Jeff Gortatowsky)
Newsgroups: net.micro.pc,net.micro.atari,net.wanted
Subject: Mindset Graphics Engine 4Sale

Message-ID: <183@husky.uucp>
Date: Sat, 10-Aug-85 16:20:16 EDT
Article-I.D.: husky.183
Posted: Sat Aug 10 16:20:16 1985
Date-Received: Wed, 14-Aug-85 03:06:36 EDT
Organization: Eastman Kodak Company, Rochester, NY
Lines: 24
Xref: linus net.micro.pc:4651 net.micro.atari:950 net.wanted:6161

-------- Yummy yummy yummy I got this line in my tummy... -------

Mindset Pc For Sale

For sale: 256k 2 drive Mindset Pc
Amdek 710 iRBG monitor (slow decay for 400v line displays)
Programmer Development Library
ISV Tool kit For Lattice C and uSoft Pascal
1 serial module
1 parallel module
Excellent Condition - Must sell

See byte magazine 4/84 and 7/85 for more info

Asking $1300 or Best offer. Will ship.

Contact me by mail or phone.
Phone:716-663-8462 eves and weekends
Mail:

Jeff Gortatowsky {allerga,seismo}!rochester!ritcv!husky!jdg
Eastman Kodak Company {eagle,astrovax,netword!}sun!sunrise!husky!jdg

From -6251524390238372125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,bdcd24de0885b739
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-08-12 12:12:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site terak.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!hao!noao!terak!doug
From: doug@terak.UUCP (Doug Pardee)
Newsgroups: net.micro.atari,net.micro.cbm
Subject: Re: Amiga vs. ST
Message-ID: <671@terak.UUCP>
Date: Mon, 12-Aug-85 15:12:26 EDT
Article-I.D.: terak.671
Posted: Mon Aug 12 15:12:26 1985
Date-Received: Thu, 15-Aug-85 00:20:59 EDT

References: <268@ihnet.UUCP> <1669@hao.UUCP> <5436@fortune.UUCP>
<338@eneevax.UUCP>
Distribution: net
Organization: Calcomp Display Products Division, Scottsdale, AZ, USA
Lines: 16
Xref: linus net.micro.atari:952 net.micro.cbm:1490

> Where people have to make
> the judgement is it worth all that extra money. The bitblt stuff is
> great if you are playing games or doing animation but I don't think
> it adds much for other applications.

Applications?????

Is there anyone on the net who gives a tinker's damn about applications?

The important thing is to have a 68000 CPU and nifty specs for sound and
graphics. It doesn't matter if you ever *use* that stuff or not.

Besides, hopefully someone will put Unix on an ST or an Amiga. That's
another important thing to have, even though you have no use for it.
--
Doug Pardee -- CalComp -- {seismo!noao,decvax!noao,ihnp4}!terak!doug

From -3217619162243107299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,bdcd24de0885b739
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-08-12 12:22:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watcgl.UUCP
Path: utzoo!watmath!watnot!watcgl!kdmoen
From: kdmoen@watcgl.UUCP (Doug Moen)
Newsgroups: net.micro.atari,net.micro.cbm
Subject: Re: Amiga vs. ST
Message-ID: <2344@watcgl.UUCP>
Date: Mon, 12-Aug-85 15:22:00 EDT
Article-I.D.: watcgl.2344
Posted: Mon Aug 12 15:22:00 1985
Date-Received: Thu, 15-Aug-85 02:42:52 EDT
References: <268@ihnet.UUCP> <1669@hao.UUCP> <5436@fortune.UUCP>
<338@eneevax.UUCP>
Reply-To: kdmoen@watcgl.UUCP (Doug Moen)
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 15
Xref: watmath net.micro.atari:1018 net.micro.cbm:1616
Summary:

>The multitasking feature (of the Amiga) is a

>definite plus, but again here it is not multitasking in the way us
>unix users are used to. Since there is no memory management the
>programs have to be well behaved and are limited to 32k segments.

Not true. Programs can be arbitrarily large (since addresses are relocated
at process startup time) and they don't have to be well behaved
(since address faults, etc are trapped on a per-process basis).

I got this information from one of the people who designed the Amiga's
multitasking operating system. All in all, I was very impressed
by the number of things that they got right.
--
Doug Moen (watmath!watcgl!kdmoen)
University of Waterloo Computer Graphics Lab

From -6956260809960302154
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c415b4889124cee
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,7c415b4889124cee
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-08-12 14:05:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site baylor.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!rocksvax!rocksanne!sunybcs!kitty!
baylor!peter
From: peter@baylor.UUCP (Peter da Silva)
Newsgroups: net.micro.atari,net.micro.cbm
Subject: Re: Small comment on ST vs. Amiga battle
Message-ID: <370@baylor.UUCP>
Date: Mon, 12-Aug-85 17:05:52 EDT
Article-I.D.: baylor.370
Posted: Mon Aug 12 17:05:52 1985
Date-Received: Thu, 15-Aug-85 00:16:13 EDT
References: <228@pedsgd.UUCP>
Distribution: net
Organization: Ancient Illuminated Seers of Bavaria
Lines: 11
Xref: linus net.micro.atari:951 net.micro.cbm:1489

> Just a small flame: when the Atari ST was finally announced, the Amiga
> faction was making jibes about the failure to get the TOS ROM software
> solid enough to ship. Now the Amiga arrives with great fanfare, and a
> small diskette amusingly named 'Kickstart' containing... well... the
> AmigaDOS code that was supposed to be in ROM? :-) :-)

I'd rather have the DOS on disk anyway... just in case.
--
     Peter da Silva (the mad Australian)
          UUCP: ...!shell!neuro1!{hyd-ptd,baylor,datafac}!peter
          MCI: PDASILVA; CIS: 70216,1076

From 3677200429015683354
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ea847068d59cf36e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-12 17:37:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.PCS 1/10/84; site mtgzz.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!drutx!mtuxo!mtgzz!bds
From: bds@mtgzz.UUCP (b.d.szablak)
Newsgroups: net.micro.atari
Subject: ST Hardware
Message-ID: <1037@mtgzz.UUCP>
Date: Mon, 12-Aug-85 20:37:59 EDT
Article-I.D.: mtgzz.1037
Posted: Mon Aug 12 20:37:59 1985
Date-Received: Sat, 17-Aug-85 13:03:37 EDT
Organization: AT&T Information Systems Labs, Holmdel NJ
Lines: 9

The August issue of Antic has a picture of the ST motherboard and a VERY
brief description of some of the chips on it. Does anyone have any more
information on this? In particular, it mentions the CPU as being an
68000P8, what does the P8 mean? Also, it says there is a screen controller
chip or something like that, which is suppose to off load the 68000. Any
more info on that chip. Finally, there is a DMA chip, but someone stated
in this newsgroup earlier that the floppy used a serial interface, is this
correct info? The biggest shame about the ST is that it didn't get written
up in very good detail even in a magazine devoted to atari computers...

From -5995129839301698257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2317f6a8e66eb618
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-13 07:06:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site uicsl
Path: utzoo!linus!decvax!harpo!whuxlm!whuxl!houxm!ihnp4!inuxc!pur-ee!uiucdcs!
uicsl!hr
From: hr@uicsl.UUCP
Newsgroups: net.micro.atari
Subject: Re: ACTION! i/o call help needed
Message-ID: <7500003@uicsl>
Date: Tue, 13-Aug-85 10:06:00 EDT
Article-I.D.: uicsl.7500003
Posted: Tue Aug 13 10:06:00 1985
Date-Received: Tue, 20-Aug-85 07:48:29 EDT
References: <1600@druxu.UUCP>
Lines: 13
Nf-ID: #R:druxu.UUCP:-160000:uicsl:7500003:000:395
Nf-From: uicsl.UUCP!hr   Aug 13 09:06:00 1985

RE:
     Two problems I'm having with ACTION!:

I've only been using ACTION! a week or two. I haven't even been
able to get the OPEN procedure to work, much less give me garbage!
I have been able to do I/O at the sector level. I just retrieved
most of a file I had accidentally destroyed (via the editor).

Is there a published 'bug' list?

harold ravlin
{ihnp4,pur-ee}!uiucdcs!uicsl!hr

From -6453319441939590858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d37055dae89c890b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-13 15:41:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!su-score.arpa!MRC
From: MRC@SU-SCORE.ARPA (Mark Crispin)
Newsgroups: net.micro.atari
Subject: new moderated needed!
Message-ID: <12143020110.12.MRC@SU-SCORE.ARPA>
Date: Fri, 13-Sep-85 18:41:41 EDT
Article-I.D.: SU-SCORE.12143020110.12.MRC
Posted: Fri Sep 13 18:41:41 1985
Date-Received: Sat, 14-Sep-85 08:23:00 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 3

I really don't have the time to be the moderator for Info-Atari any
more. Would somebody please take over this list????

From 2308988006714777799
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,afbaf55fe2ea694f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-14 06:52:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!ucbvax!ucdavis!lll-crg!
seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: BYTE and ATARI ???!!!???
Message-ID: <15700021@unido.UUCP>

Date: Sat, 14-Sep-85 09:52:00 EDT
Article-I.D.: unido.15700021
Posted: Sat Sep 14 09:52:00 1985
Date-Received: Tue, 17-Sep-85 05:34:20 EDT
References: <15700018@unido.UUCP>
Sender: notes@unido.UUCP
Lines: 21
Nf-ID: #R:unido:15700018:unido:15700021:000:795
Nf-From: unido!uh   Sep 14 11:52:00 1985

David Neves wrote in his response:

>... Expect a review 3-4 months after the
>machine has come out (assuming also that Atari gives Byte a machine to
>review.)

Yes, it's possible that BYTE will review the 520ST in 3 or 4 months,
but there is also a chance that the machine will never be reviewed.
This is my opinion because I have never seen any (!!!) note on the
new ATARI super-pc in the BYTE magazine (not even in chapters like
"New Products" or "Nanobytes"). I still think Byte is negoitiating
the 520ST and I'm still intersted in rumours and opinions about that.

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address UUCP: ...ihnp4!hpfcla!hpbbn!unido!uh

[Opinions expressed here are on my own ...]

From -6488043087646123795
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f9d7839b82709124,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,f9d7839b82709124,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-09-15 12:17:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site apr.UUCP
Path: utzoo!watmath!clyde!cbosgd!apr!thompson
From: thompson@apr.UUCP (The Software Warrior)
Newsgroups: net.micro,net.micro.atari
Subject: ST Hard Disk Port (FASI) ?
Message-ID: <123@apr.UUCP>
Date: Sun, 15-Sep-85 15:17:42 EDT
Article-I.D.: apr.123
Posted: Sun Sep 15 15:17:42 1985
Date-Received: Mon, 16-Sep-85 03:14:06 EDT
Reply-To: thompson@apr.UUCP (The Software Warrior)
Organization: Advanced Programming Resources, Columbus OH
Lines: 62

Xref: watmath net.micro:11975 net.micro.atari:1130

Somewhere not to long back I read that the ST had an industry standard FASI(?) hard disk interface. At the time I passed it off as being a typo meant to say SASI. However, after staring at the pinout for a while, I realized that the intended interface was some sort of parallel interface with DMA capability and that the lines available were actually processor bus lines. Since they provide only one address line, and only eight data lines with no UDS or LDS, I assume that their can only be two I/O registers. The port configuration looks very similiar to what the NCR 5385 SCSI protocol controller chip provides but without enough address lines to get at the full set of control/status ports. Anyhow what I was wondering ...

1. Does anyone know if there is such a thing as a FASI interface, and if so where can I get information on it? (Any leads at all appreciated.)

2. Does anyone know what is inside a developers hard disk. If there is a certain chip (or chips) that is being used to talk to a standard hard disk interface (Xebec, or SASI) ?

3. Do any of the software developers know what the format of the hard disk registers are ? (If the format is simple enough this could help alot.)

4. Basically any information at all about this hard disk port on the ST would be appreciated.

The end result of this all is that I am trying to hang a hard disk on this monster that I already have.

Pin out of the ST Hard Disk Port.

1 - Data 0 2 - Data 1 Pins 11,13,15, and 17 Ground
3 - Data 2 4 - Data 3
5 - Data 4 6 - Data 5
7 - Data 6 8 - Data 7

9 - Chip Select (Probably Decoded Inside the ST to select the interface port.)

10 - Interrupt Request (Probably an interrupt to the 68000)

12 - Reset (Probably a reset signal from the 68000)

14 - Acknowledge (Probably a DMA data acknowledge signal)

19 - Data Request (Probably a DMA request to the DMA controller in the ST)

16 - A1 (Probably an address line that selects between to registers on the interface port chip(s).)

18 - Read/Write (Probably processor and DMA generated read/write signals)


```
+-------------------------------------------------------------------------+
|  In Real Life       : Edward D. Thompson      |  Just Visiting          |
|  UUCP Address       : ..cbosgd!apr!thompson   |  This Planet            |
|  Compuserve Address : 75136,2024              +-------------------------+
|  Postal Address     : 2715 Tuller Parkway Drive, Dublin, Ohio 43017     |
|  Phone              : (614) 766-6901                                    |
+-------------------------------------------------------------------------+
```


* General Disclaimers, Trade Mark Recognitions, and anything else....... *

From -6432127079947766811
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,768c6f4752f0db5,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,768c6f4752f0db5,start
X-Google-Attributes: gid152df8,public
X-Google-Thread: 142096,768c6f4752f0db5,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-15 18:18:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!ucbvax!ucdavis!lll-crg!gymble!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.mac,net.micro.atari,net.micro.amiga
Subject: Request for mac sources
Message-ID: <362@eneevax.UUCP>
Date: Sun, 15-Sep-85 21:18:07 EDT
Article-I.D.: eneevax.362
Posted: Sun Sep 15 21:18:07 1985
Date-Received: Wed, 18-Sep-85 03:13:37 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 17
Xref: watmath net.micro.mac:2646 net.micro.atari:1135 net.micro.amiga:154

Lately, I have seen some nice desk accessories, games and even
applications being posted to the net for the mac. I happen to
have an atari 520ST and would like to have the source to these
programs posted as well if possible. I am sure the amiga users
would concur. I for one would rather see more interchange of
information than barriers being raised by statements such as
"My machine is the best". A lot of public domain software is
available for the mac today, but I imagine that ST users will
soon be contributing as well. I also feel that there is great
learning value in seeing the source code for a program rather
than just using it.

-ravi

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 1348457351497967986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ceb654149a1d5a7b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-15 20:52:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site lzwi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!lzwi!psc
From: psc@lzwi.UUCP (Paul S. R. Chisholm)
Newsgroups: net.micro.atari
Subject: Department Store ST-520s?
Message-ID: <278@lzwi.UUCP>
Date: Sun, 15-Sep-85 23:52:15 EDT
Article-I.D.: lzwi.278
Posted: Sun Sep 15 23:52:15 1985
Date-Received: Tue, 17-Sep-85 04:47:12 EDT
Organization: AT&T-IS Enhanced Network Services
Lines: 13

In my (long and tedious) search for a local ST-520 dealer, I came
across a soon-to-be Amiga dealer. His customers have seen ST-520s
in Macy's in New York City.

Can anyone confirm this? ST-520's in department stores would be a
death blow to Atari's chances of finding "serious" dealers (ones who
are willing to service the machines.)
--
       -Paul S. R. Chisholm   The above opinions are my own,
       {pegasus,vax135}!lzwi!psc not necessarily those of any
       {mtgzz,ihnp4}!lznv!psc   telecommunications company.
       (*sigh* ihnp4!lzwi!psc does *NOT* work!!! Use above paths.)
"Of *course* it's the murder weapon. Who would frame someone with a fake?"

From 2517477421109413228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a935724c07707fb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-15 21:02:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site lzwi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!lzwi!psc
From: psc@lzwi.UUCP (Paul S. R. Chisholm)
Newsgroups: net.micro.atari
Subject: First look at ST-520 (any software really available?)
Message-ID: <279@lzwi.UUCP>
Date: Mon, 16-Sep-85 00:02:31 EDT
Article-I.D.: lzwi.279

Posted: Mon Sep 16 00:02:31 1985
Date-Received: Tue, 17-Sep-85 04:47:25 EDT
Organization: AT&T-IS Enhanced Network Services
Lines: 22

Well, I finally found a ST-520 dealer. I'm not impressed with him,
anyway. He claimed to have only one demo disk, he wouldn't let me
put it in myself, and when my nine-year-old tried printing the screen
and halted the machine, he took the demo disk out. He didn't seem too
big on answering my questions, such as "Can you get a second disk
drive?" and "Do you know when GEM Write will be available?" (Yes and
no, respectively.) He seemed to think that the only software currently
available, aside from GEM itself, was some Infocom games.

So, two questions. First, does anyone know of any other ST dealers in
east central New Jersey? (If so, or if you want to know where this guy
is, *MAIL* don't post.)

                  ____ ________ ____ ___ ____
More importantly, what software have you seen on shelves or in your
hands? Announcements, advertisements, and assurances of "Real Soon Now"
don't count. (Neither do beta test copies.)
--
       -Paul S. R. Chisholm   The above opinions are my own,
       {pegasus,vax135}!lzwi!psc not necessarily those of any
       {mtgzz,ihnp4}!lznv!psc   telecommunications company.
       (*sigh* ihnp4!lzwi!psc does *NOT* work!!! Use above paths.)
"Of *course* it's the murder weapon. Who would frame someone with a fake?"

From -6992521709623503302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ad475af6f7a42f41
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-16 10:03:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!dual!lll-crg!gymble!umcp-cs!seismo!
rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.atari
Subject: Re: ST - Developer's mailing list
Message-ID: <252@ccivax.UUCP>
Date: Mon, 16-Sep-85 13:03:17 EDT
Article-I.D.: ccivax.252
Posted: Mon Sep 16 13:03:17 1985
Date-Received: Thu, 19-Sep-85 07:17:22 EDT
References: <353@eneevax.UUCP> <385@ecsvax.UUCP> <147@aum.UUCP>
Distribution: net
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 40

> >
> >

> > I have been following this discussion with interest and have one
> > question- WHO have you guys called to get your kits? The Atari
> > reps I have talked to have said things like "Oh, yeah- they made
> > those for a while and sold them for around $2000" (!!!). Please
> > write me with a person's name and telephone number if you have actually
> > succeeded in getting a Developer's kit for $300. THANKS!
> >
> >   Charles Lord
> >   ...!decvax!mcnc!ecsvax!cjl
>
> The confusion here is that the Atari reps were talking about a
> Hardware *and* Software package available a long time ago. The
> $300 package is *just* software and is available only after you
> have proof of purchase of an atari ST.
> --
> --
>   Erik James Freed
>   Aurora Systems
>   San Francisco, CA
>   {dual,ptsfa}!aum!freed

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

Calls to Atari distributors also revealed the following (if you haven't
bought your ST yet.

You can get the ST, Mono, Color, 1 single sided drive, 1 double sided drive
for around $1500.

You can get the ST, Mono, Color, 1 single sided drive, 1 hard drive for about
$2400.

One mail order operation has been buying the "big package" and selling the
pieces.

Caveat - Atari has a strange return/warrenty policy. The warrenty is
provided/sold by the dealer. Local dealers provide it free, but are under
no obligation to do so.   I am told that this policy may change soon.

From 4188091625330280726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9f525604e6d6347a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-16 10:08:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!mhuxt!houxm!vax135!cornell!uw-
beaver!tektronix!orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: Re: Re: Dbl clik on ST & Last DTACK
Message-ID: <1733@orca.UUCP>

Date: Mon, 16-Sep-85 13:08:08 EDT
Article-I.D.: orca.1733
Posted: Mon Sep 16 13:08:08 1985
Date-Received: Wed, 18-Sep-85 05:19:55 EDT
References: <202@uw-june> <1741@hao.UUCP>
Organization: Tektronix, Wilsonville OR
Lines: 5

Double click means to press the left mouse button twice in rapid succession.
The GEM desktop completely ignores the right mouse button
(but user applications can of course use both mouse buttons).

dgc

From -4285581692795623341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5f8a92ff5bd6677c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-16 12:20:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- BYTE & the ST ---
Message-ID: <8509172204.AA04363@UCB-VAX.ARPA>
Date: Mon, 16-Sep-85 15:20:00 EDT
Article-I.D.: UCB-VAX.8509172204.AA04363
Posted: Mon Sep 16 15:20:00 1985
Date-Received: Fri, 20-Sep-85 04:59:55 EDT
Sender: daemon@ucbvax.ARPA
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 27

From what I understand, the new Atari has been carrying on the old
Commodore tradition of being relatively unfriendly to the press &
software developers (note high price on the pre-release developement
kit....it required a major investment from people who didn't know
how tha merket was going to go). BYTE gets information sent to it
more than it goes looking for it.....they get more than enough info
that way that they don't HAVE to go looking...they have more than they
can handle as it is (note the 3-4 month lag time). If Atari sent
them a machine, they would review/preview it....if they (Atari) DON'T
send a machine for review, the review will have to wait until BYTE has
a bit of slack in the material available to it.....don't blame BYTE
for Atari's PR faults.

              -Richard Hartman
              max.hartman@ames-vmsb

(P.S.: I am a definate Atari fan, however I think Tramiel is making som
        misteaks about publicity here....I think he is deliberately
        ignoring magazines, except for the ones that order the
     developement kit themselves (Analog Computing did that). He
        needs to go out & VOLUNTEER information, and he doesn't like
     doing that.
          -rmh
)

From 5359225271917710426
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ad475af6f7a42f41
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-16 17:46:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!dual!lll-crg!gymble!umcp-cs!seismo!
rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.atari
Subject: Re: ST - Developer's mailing list
Message-ID: <254@ccivax.UUCP>
Date: Mon, 16-Sep-85 20:46:55 EDT
Article-I.D.: ccivax.254
Posted: Mon Sep 16 20:46:55 1985
Date-Received: Fri, 20-Sep-85 05:33:15 EDT
References: <353@eneevax.UUCP> <385@ecsvax.UUCP> <147@aum.UUCP> <252@ccivax.UUCP>
Distribution: net
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 34

> Calls to Atari distributors also revealed the following (if you haven't
> bought your ST yet.
>
> You can get the ST, Mono, Color, 1 single sided drive, 1 double sided drive
> for around $1500.
>
> You can get the ST, Mono, Color, 1 single sided drive, 1 hard drive for about
> $2400.
>
> One mail order operation has been buying the "big package" and selling the
> pieces.
>
> Caveat - Atari has a strange return/warrenty policy. The warrenty is
> provided/sold by the dealer. Local dealers may provide it free, but are under
> no obligation to do so.   I am told that this policy may change soon.
>

Before I get fried for mis-information, the 2 drive is $1700 and the
Hard-drive version is $2500.

The hard disk is the Haba drive not the Atari low-cost drive.

With all the options, buying an Atari will be like buying a component stereo.

Dealers seem to be a little upset with Atari. No matter how hard they try to sell the higher profit machine, people buy the Atari. One dealer has sold out three times. The problem, he's got 128's for the same price.

Since dealers seem to be sadly lacking in imagination, let's give them some help. Show them Ravi's 1meg upgrade. Maybe they will show a little more enthusiasm if they can charge $150 for $6 in parts and an hour's work.

Any info on EXTERNAL ram upgrades?

From -2344196779127489228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,12805a1786ca48e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-16 17:48:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Disk interfaces ---
Message-ID: <8509180005.AA06461@UCB-VAX.ARPA>
Date: Mon, 16-Sep-85 20:48:00 EDT
Article-I.D.: UCB-VAX.8509180005.AA06461
Posted: Mon Sep 16 20:48:00 1985
Date-Received: Thu, 19-Sep-85 05:15:28 EDT
Sender: daemon@ucbvax.ARPA
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 15

Does anybody know of a device for interfacing STANDARD disk drives to the Atari? Hard disks? I know the ATR 8000 allows normal disks to be attached to the Atari, but it also provides a number of other features & I don't particularly want to pay for features I don't intend to use.....

-Richard Hartman
max.hartman@ames-vmsb

P.S.: for that matter, is the ATR 8000 still available? Would anyone want to sell a used one?

-rmh

From 4354404968571844505
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,718707d8d25a23f8
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-16 18:04:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!dual!lll-crg!gymble!umcp-cs!seismo!
rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.atari
Subject: Re: Software for Atari ST
Message-ID: <255@ccivax.UUCP>
Date: Mon, 16-Sep-85 21:04:10 EDT
Article-I.D.: ccivax.255
Posted: Mon Sep 16 21:04:10 1985
Date-Received: Fri, 20-Sep-85 05:33:53 EDT
References: <183@gargoyle.UUCP>
Distribution: net
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 21

A local dealer needs help.
He has been trying to get some software on his shelves for the ST for
about three weeks. He is getting a lot of 'Real Soon Now's but nothing
for his shelves.

Can anybody give me the names of some titles he can get right now?

The product should be something which you can buy now, the magazine ads
haven't yielded any thing but some text adventure games.

If you have purchased the product, please describe your impressions of it.

If you have seen demonstrations, please describe your impressions.

If you have written 'public domain' stuff, would you be willing to have
it sold?

No "Demo's", there are enough of those included already.

Most urgent needs are some sort of communications package with binary
download capability.

From -9180706838206721100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e2be7bca3743ccf
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-16 21:50:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!dual!lll-crg!gymble!umcp-cs!seismo!
rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.atari
Subject: Re: Where to post ST sources...
Message-ID: <257@ccivax.UUCP>
Date: Tue, 17-Sep-85 00:50:06 EDT
Article-I.D.: ccivax.257
Posted: Tue Sep 17 00:50:06 1985
Date-Received: Fri, 20-Sep-85 05:34:29 EDT
References: <211215471985@omsi.UUCP> <579@baylor.UUCP>
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 27

> >
> > I was curious if people were able to handle sources for ST programs
> > posted in net.micro.atari instead of trying to sort through all the other
> > stuff in net.sources. And it shouldn't be too hard to jump over the article
> > if you don't want the listing. What do the rest of you think?
>
> Objection, your honor. Many sites archive net.sources.* but no other groups.
> Net.sources frequently gets preferential treatment by expire. Net.micro.*
> gets no such privilege. Post here at your own risk.
> --
>   Peter (Made in Australia) da Silva
>   UUCP: ...!shell!neuro1!{hyd-ptd,baylor,datafac}!peter
>   MCI: PDASILVA; CIS: 70216,1076

Unfortunately, many sites also restrict accessability. (Developers doing
System 5 work can get in trouble for reading net.sources). Other problems
include security of calling out (got a phone # to SIMTEL-20?).

The explanation for this was that source posted to net.sources was public
only to berknet users. How public are net.sources?

Some Sites, (Europe...) don't get them at all.

Post here and include net.sources in the newsgroups.

Shall we vote?

From -8495177078378847164
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ad475af6f7a42f41
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-16 22:15:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site drutx.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!pmr
From: pmr@drutx.UUCP (Rastocny)

Newsgroups: net.micro.atari
Subject: Re: ST - Developer's mailing list
Message-ID: <447@drutx.UUCP>
Date: Tue, 17-Sep-85 01:15:46 EDT
Article-I.D.: drutx.447
Posted: Tue Sep 17 01:15:46 1985
Date-Received: Wed, 11-Sep-85 20:03:49 EDT
References: <353@eneevax.UUCP> <385@ecsvax.UUCP>
Distribution: net
Organization: AT&T Information Systems Laboratories, Denver
Lines: 5

I think that there's enough interest about the $300 development package
to post a name and phone number to the net. Will someone please do this.

Phil Rastocny
..!drutx!pmr

From -4158442631143287150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7b0ef7f4f06e1844,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-17 09:55:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!mit-mc.arpa!BNH%MIT-EECS
From: BNH%MIT-EECS@MIT-MC.ARPA (Brian N. Hess)
Newsgroups: net.micro.atari
Subject: Atari ST software available now?
Message-ID: <8509201010.AA10881@UCB-VAX.ARPA>
Date: Tue, 17-Sep-85 12:55:41 EDT
Article-I.D.: UCB-VAX.8509201010.AA10881
Posted: Tue Sep 17 12:55:41 1985
Date-Received: Sun, 22-Sep-85 05:28:16 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 16

Well, I have personally seen:

Mark of the Unicorn	MINCE (editor)
" " " "	PC/InterComm (VT100 emulator)
" " " "	HEX (strategy game)
Batteries Included	??? (a.k.a. "Hud-Draw") (paint program)
Haba Systems	??? (checkbook program)
???	Sun Dog (graphic exploration game)
InfoCom	Hitchhikers, Zork I, ???(their latest one) (text game)

I only know for certain that the Mark of the Unicorn products are
actually available in dealerships, because I work for them. But the
others looked real and ran properly in the demonstrations I saw.
(The "???" mean I don't remember the name, not that they are un-named.)

Brian

From -3821299377274167647
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,602be15f3386519f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-17 09:57:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!uwvax!uwmacc!rick
From: rick@uwmacc.UUCP (the absurdist)
Newsgroups: net.micro.atari
Subject: Re: The Developers Package
Message-ID: <1469@uwmacc.UUCP>
Date: Tue, 17-Sep-85 12:57:10 EDT
Article-I.D.: uwmacc.1469
Posted: Tue Sep 17 12:57:10 1985
Date-Received: Fri, 20-Sep-85 02:33:07 EDT
References: <> <138@apr.UUCP> <245@ccivax.UUCP> <1721@orca.UUCP>
<20364@mgweed.UUCP>
Reply-To: rick@uwmacc.UUCP (Rick Keir)
Organization: UWisconsin-Madison Academic Comp Center
Lines: 25

In article <20364@mgweed.UUCP> kek@mgweed.UUCP (Kit Kimes) writes:
>There is an ad in the October Issue of Analog Computing for a company
>called Gizzmoz that are selling things for the ST already.

I called Gizzmoz, and was told that : "Atari has changed their
policy. The Developer's package is available to customers through
Atari only." She gave me some details on what it was (like all the
other summaries on this newsgroup), and told me to call Richard
Frick, at Atari: (408) 745-4926, if I wanted to buy the developer's
package.

The woman at Gizzmoz was quite helpful, and provided far more information
about a product Gizzmoz doesn't sell than some places do for products
they *DO* sell. Good for her!

--
"For it's cheer up my lads, let your heart never fear
 when you stay home from the free lanes, for to be a profiteer"
         - to the tune of Bonnie Ship the Diamond
Rick Keir -- MicroComputer Information Center, MACC
1210 West Dayton St/U Wisconsin Madison/Mad WI 53706
{allegra, ihnp4, seismo}!uwvax!uwmacc!rick

From -6952685419384923300
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a1cb772fe224c6df
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-17 09:58:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!tektronix!orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: Re: Re: Expansion on 520ST?? -No more RAM??
Message-ID: <1738@orca.UUCP>
Date: Tue, 17-Sep-85 12:58:31 EDT
Article-I.D.: orca.1738
Posted: Tue Sep 17 12:58:31 1985
Date-Received: Thu, 19-Sep-85 06:23:05 EDT
References: <15700017@unido.UUCP> <249@ccivax.UUCP>
Organization: Tektronix, Wilsonville OR
Lines: 9

This is a summary of some notes from Compuserve.

The 520 can be upgraded to at least 2MB internally (all decoding is in place, etc.). With extra decoding and improved cooling you could reach 15MB. However, GEM would probably have to be modified to know about more than 2MB. There will be a 1MB expansion board announced in about a month. I think that the company is called "Dynamic Software Design".

dgc

From -745614110290403757
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5cdf0bab597d3f85,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,975abeb6f8821262
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-17 10:08:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1.chuqui 4/7/84; site apple.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!dual!apple!lsr
From: lsr@apple.UUCP (Larry Rosenstein)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: GEM
Message-ID: <35387@apple.UUCP>
Date: Tue, 17-Sep-85 13:08:26 EDT
Article-I.D.: apple.35387
Posted: Tue Sep 17 13:08:26 1985
Date-Received: Fri, 20-Sep-85 02:36:29 EDT
References: <511@petrus.UUCP> <974@druxo.UUCP> <575@sftig.UUCP> <186@graffiti.UUCP> <71@ucdavis.UUCP>
Reply-To: lsr@apple.UUCP (Larry Rosenstein)

Followup-To: net.micro.atari
Organization: Advanced Development Group, Apple Computer
Lines: 27
Xref: linus net.micro.amiga:4004 net.micro.atari:1056

In article <71@ucdavis.UUCP> ccrdan@ucdavis.UUCP (Dan Gold) writes:

>> I thought that the ATARI was using a variant of CP/M-68K. That was what my
>> fallible sources informed me (confirmation or denials, anyone?).
>
>I believe that the Atari will be using the GEM system or something very
>similiar.
>
>Dan Gold

My understanding is that GEM does not replace the operating system,
but instead provides a common library of window management functions.
(It may also provide a common interface for the basic operating
system calls.) When you run GEM on an IBM-PC, you are using a
different OS than when you run it on an Atari ST.

For example, if the underlying OS only provided for 8-character file
names, then icons could only have 8-character names. If the OS
allows file names with spaces in them then icon names can have spaces
in them.

--
Larry Rosenstein
Apple Computer

UUCP: {voder, idi, nsc, ios, mtxinu, dual}!apple!lsr
CSNET: lsr@Apple.CSNET

From -9032123590639996938
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e23669e97dc69816,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-17 10:53:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucdavis.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ucdavis!ccrdavem
From: ccrdavem@ucdavis.UUCP (ccrdavem)
Newsgroups: net.micro.atari
Subject: Re: ST Colors
Message-ID: <77@ucdavis.UUCP>
Date: Tue, 17-Sep-85 13:53:36 EDT
Article-I.D.: ucdavis.77
Posted: Tue Sep 17 13:53:36 1985
Date-Received: Thu, 19-Sep-85 05:13:40 EDT
References: <3510@decwrl.UUCP>
Organization: University of California, Davis
Lines: 17

> Also, does anyone know what the ST uses for a monitor? If I have a standard
> color monitor (say for an 8-bitter), is there any chance it will work for the
> ST?
>
> Burns
>
>
>   UUCP: ... {decvax|allegra|ucbvax}!decwrl!rhea!dvinci!fisher
>
>   ARPA: fisher%dvinci.dec@decwrl.ARPA

 The color monitor shipped with the st is an RGB only monitor. It has a
special (i.e. non-standard, not a small D) connector. I think it will be
difficult to attach a composite video monitor since you would have to go
from RGB to composite... By the way, the video on the 520ST is the cleanest
I've seen in a long time.
 I*** REPLACE THIS LINE WITH YOUR MESSAGE ***

From 8275428635401189779
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,337e463aafee3a40,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-17 11:05:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!dual!ucbvax!ames-
vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Hard disks & BBSs ---
Message-ID: <8509180235.AA08656@UCB-VAX.ARPA>
Date: Tue, 17-Sep-85 14:05:00 EDT
Article-I.D.: UCB-VAX.8509180235.AA08656
Posted: Tue Sep 17 14:05:00 1985
Date-Received: Fri, 20-Sep-85 07:07:04 EDT
Sender: daemon@ucbvax.ARPA
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 38

I finally got through to the "official" Atari BBS, run out of
Atari headquarters in Sunnyvale. (I got the number from
Creative Computing's Atari olumn a couple months ago).

There is some good news & some bad news.

There are now three lines operating. Each has a seperate number,
but a call to line #1 will try to use line #2, if #1 is busy, if
#2 is also busy then it will try for #3. I do not know if the other
two numbers contain automatic "try-the-next-line" features.

Line #1 & #2 are on Atari 800s w/ Corvus hard disks (using joystick ports 3 & 4 for the interface) (I still don't know where to get one though), line #3 is a 130XE with two double density drives. This means that three is slower AND THAT THE MESSAGE BASE IS SEPERATE FOR EACH LINE! They want to see if they can get something to allow one machine to use more than one incomming port....

Their official line is that they will carry PD software for the ST line as it comes available....they say that stuff for the 8-bit machines is already available on other BBSs. I left a note saying that a little "offical" support would help us feel a little less abandoned ("us" being the 8-bit owners). I suggest that others feeling the same way call & leave similar messages.

Each line has 1200/300 baud modems, so you can call w/ either. It detects ATASCII/ASCII on the first <CR>, and there is no facility for telling it otherwise after you are logged on. I don't know if there is a real advantage for using ATASCII, some BBSs use the special graphic chars if they know that they are available.

I will post the numbers if there is enough interest.

-Richard Hartman
max.hartman@ames-vmsb

From -2597063070857491651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a935724c07707fb
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-17 11:33:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!ssc-vax!ssc-bee!eve
From: eve@ssc-bee.UUCP (Michael Eve)
Newsgroups: net.micro.atari
Subject: Re: First look at ST-520 (any software really available?)
Message-ID: <374@ssc-bee.UUCP>
Date: Tue, 17-Sep-85 14:33:16 EDT
Article-I.D.: ssc-bee.374
Posted: Tue Sep 17 14:33:16 1985
Date-Received: Thu, 19-Sep-85 04:48:03 EDT
References: <279@lzwi.UUCP>
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 16

> Well, I finally found a ST-520 dealer. I'm not impressed with him,
> anyway. He claimed to have only one demo disk, he wouldn't let me
> put it in myself, and when my nine-year-old tried printing the screen

> and halted the machine, he took the demo disk out. He didn't seem too
> big on answering my questions...

If this is Atari's new approach to selective dealers, lets go back to
selling through Toy'R'Us. There you can get a good price, take the machine
home, play with it a couple of days, and , IF YOU DON'T LIKE it, take
it back for a complete refund (try that with a "full-service" dealer).

I haven't yet found a computer dealer worth his commission.

--
     Mike Eve   Boeing Aerospace, Seattle
     ...uw-beaver!ssc-vax!ssc-bee!eve

From -2853525440443384960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,94486406a3d603a7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-17 13:01:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!xerox.arpa!bfisher.ES
From: bfisher.ES@XEROX.ARPA
Newsgroups: net.micro.atari
Subject: Re: word processing
Message-ID: <850917-130143-205@Xerox>
Date: Tue, 17-Sep-85 16:01:30 EDT
Article-I.D.: Xerox.850917-130143-205
Posted: Tue Sep 17 16:01:30 1985
Date-Received: Sat, 21-Sep-85 05:03:16 EDT
References: <1046@rayssd.UUCP>
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 44

A compendium of INFOWORLD reviews----

Atariwriter is adequate for casual word processing, but you can't use it
to write documents larger than your computers's memory or to display
more than 38 columns.

Bank Street Writer is an excellent word processor for beginners. Its use
of three operational modes makes learning the system easy. That same
three-mode structure can hamper the editing process however, and if you
tend to edit documents heavily this word processor probably isn't for
you.

Letter Wizard is an easy-to-use word-processing program. You can use it
to create custom form letters, and you can do this without having access
to a data base. Printing columnar information may give you some
problems, however - you can't preview the final printout on the screen
and the text screen is set in 40-column format even though most printers

print in an 80-column format.

Homeword is an easy-to-use word processor for Atari systems. Its use of icons makes it simple for novices to understand and use, although more experienced users can bypass the icons and use command codes. This is a good program, but it does have one limitation - you can only store documents that are up to three pages long.

Super-Text--If you have never used the Apple version of the Super-Text word-processing program, you won't know what you're missing in this Atari version. This program lacks the math and form-letter capabilities of the Apple version, and it ignores the Atari's special operating features. Unless you are already familiar with Apple Super-Text, you will probably find this program cumbersome and difficult to use.

Letter Perfect - contains many features that are usually available only on more excpensive dedicated machines. It can perform almost any word-processing task well, although its complexity may make it difficult to learn to use if you have no prior experience of either word processors or computers.

Most of my experience has been with Letter Perfect and I would second JRCooper's comments. I have used it for lengthy documents as well as everyday letters and have found it quite satisfactory.

bf

From 6935771397744903485
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c945e79968fde408,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,b9d800a570864e66
X-Google-Attributes: gid129c11,public
X-Google-Thread: 142096,c945e79968fde408,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-17 18:26:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!qantel!dual!lll-crg!gymble!umcp-cs!seismo!
rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro,net.micro.amiga,net.micro.atari
Subject: Re:Re: AmigaDOS not im ROM
Message-ID: <263@ccivax.UUCP>
Date: Tue, 17-Sep-85 21:26:45 EDT
Article-I.D.: ccivax.263
Posted: Tue Sep 17 21:26:45 1985
Date-Received: Fri, 20-Sep-85 05:36:00 EDT
References: <584@brl-tgr.ARPA> <16177@watmath.UUCP> <536@x.UUCP>
<5498@fortune.UUCP>
Organization: CCI Telephony Systems Group, Rochester NY

Lines: 56
Xref: watmath net.micro:12025 net.micro.amiga:178 net.micro.atari:1157

> In article <536@x.UUCP> john@x.UUCP (John Woods) writes:
> >> In article <584@brl-tgr.ARPA> LAVITSKY@RU-BLUE.ARPA (Eric) writes:
> >> >   Yes, there is a 'Kickstart' disk that you must have on power
> >> >up.....
> >>
> >> From pictures it seems the Amiga just has another 256K of DRAMs that the
> >> OS is loaded into. Who cares if it is "hardware locked"? The Amiga OS
> >>must be pretty buggy if the designers went to the trouble of write protecting
> >>the OS memory. In an appliance computer such as the Amiga, you should *never*
> >> have to reset the machine!
>
> That is, if you only run canned software that is in itself 100% bug free..
> A computer that never needs to be reset? I guess that will be along about the
> same time as the VAX/laptop :-)
> >
> >First, you must remember that occaisionally we mere mortals who program make
> >mistakes. I would much rather have an OS bug *not* smash the OS than go ahead
> >and smash it. I would even be more ecstatic to be able to get a new revision
> >of their OS by just changing Kickstart disks, rather than opening up the cheap
> >plastic container (damaging those *&^%^*@# Phillips head screws in the
> >process) and popping in new ROMS (bending pin 16 while I'm at it...).
> >
> >
> Imagine that you bought a new model of computer, one that would fit your needs
> perfectly. Imagine then that you found out that the OS (in ROM, as you
> wanted) has a bug which prevents you from using a certain peripheral/software
> package which was what you really wanted to do. You then find out that in the
> six months since you bought the machine, the manufacturer has come out with
> a new revision of the OS that fixes the problem. If you are lucky, the
> manufacturer has a program to upgrade the machines with the old ROMs,

  Like choosing between those new APPLE Proms or The Mega Max (kinda hard to
     switch back and forth)

> otherwise you can buy a new machine, or keep the one you bought which does not
> do what you want. What do you think of kickstart disks now? This happened
> to me, and I had to buy a new machine. I am going to buy an Amiga, and I am
> sure glad they are putting the OS in RAM. Any OS this sophisiticated will no
> doubt be improved in time. I want to be able to upgrade, not replace.
>
> >
> >Three cheers and a bunny for the Amiga developers!
> >
> More cheers, and please hurry up and get it in the stores.
>
> --
>   +---+
> | allegra\   Randy Horton @ Fortune Systems |
> | cbosgd \ |
> | dual   >!fortune!ranhome!randy |

```
>               |   ihnp4   /                                    |
>               |   nsc    /   Clever disclaimer goes here       |
>               +-----------------------------------------------+
```

Good thing the ram is expandable!
(HINT,HINT,HINT ATARI) (see net.micro.atari)

```
From -2504788588240900495
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f3a471c2fb0b0082
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,f3a471c2fb0b0082
X-Google-Attributes: gid142096,public
X-Google-Thread: 129c11,41b40676a9952202
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-09-17 20:47:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site utai.UUCP
Path: utzoo!utcsri!utai!indra
From: indra@utai.UUCP (Indra Laksono)
Newsgroups: net.micro,net.micro.amiga,net.micro.atari
Subject: Re: AMIGA software in RAM instead of ROM? (actually sanyo 555)
Message-ID: <725@utai.UUCP>
Date: Tue, 17-Sep-85 23:47:16 EDT
Article-I.D.: utai.725
Posted: Tue Sep 17 23:47:16 1985
Date-Received: Wed, 18-Sep-85 00:41:43 EDT
References: <877@brl-tgr.ARPA> <246@ccivax.UUCP>
Organization: CSRI, University of Toronto
Lines: 11
```

> 'Compatibility Problems' (Try running 1-2-3 on a sanyo 550)

Actually, 1-2-3 does run off the shelf on the sanyo 555 with a sanyo
video board that costs about 200. In fact, so does gem if you change
4 bytes in memory. I have run GEM draw on a sanyo 555 vb with 512K.

Other than this tiny point, I think this is a great article.

..{allegra cornell decvax ihnp4 linus utzoo}!utcsri!utai!indra

```
From -4333520064382529794
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,540edad58af04650,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-18 04:04:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!bbnj.arpa!malman
```

From: malman@BBNJ.ARPA (Joel Malman)
Newsgroups: net.micro.atari
Subject: 520 ST Review
Message-ID: <8509181632.AA20540@UCB-VAX.ARPA>
Date: Wed, 18-Sep-85 07:04:01 EDT
Article-I.D.: UCB-VAX.8509181632.AA20540
Posted: Wed Sep 18 07:04:01 1985
Date-Received: Fri, 20-Sep-85 04:20:49 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 6

If anyone is interested and had not noticed:

There is a two page review of the 520ST in the current issue (dated: 9/16/85)
of InfoWorld. (page 47). Title: Atari ST Troubled By Lack of Software

joel

From -1910093738012736097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8225909e952d5add,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-18 07:15:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nlm-vax.ARPA
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!ucbvax!ucdavis!lll-crg!
gymble!umcp-cs!seismo!brl-tgr!nlm-mcs!nlm-vax!randy
From: randy@nlm-vax.ARPA (Rand Huntzinger)
Newsgroups: net.micro.atari
Subject: Software available for the ST
Message-ID: <471@nlm-vax.ARPA>
Date: Wed, 18-Sep-85 10:15:32 EDT
Article-I.D.: nlm-vax.471
Posted: Wed Sep 18 10:15:32 1985
Date-Received: Sat, 21-Sep-85 03:29:56 EDT
Distribution: net
Organization: NLM/LHNCBC, Bethesda, Md.
Lines: 23

I was pleased to see Atari ST software available in the local "Program Store".
Not much, but they had single copies of a few items on the shelf and were
hoping for more in this week. I didn't write down the names of the products
I saw, so this is from memory (a few parity errors).

1. HEX - A game from Sign of the Unicorn. You control a Unicorn
   which is hopping around on a hexagon of hexagons. There
   are opponents (jellyfish and the like) which are competing
   for the hexagons against you.

2. A Terminal emulator program (cheap and simple). I think it was
   a VT100 emulator. Looks like it was produced by a smaller

concern judging by the lack of glossy packaging.

3. A really fancy communications package. Expensive, around $120. May have also been from Sign of the Unicorn. Has a terminal emulator, communications protocols (KERMIT, XMODEM, capture mode, all the good stuff).

4. MINCE - An emacs-like text editor. Around $120-$15 I think.

5. ZORK I, Infocom. Don't recall the price, but I think it was about $40.

```
From -441600942960976314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a935724c07707fb
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-18 07:18:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site uiucdcsp
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcsp!
sheets
From: sheets@uiucdcsp.Uiuc.ARPA
Newsgroups: net.micro.atari
Subject: Re: First look at ST-520 (any software
Message-ID: <10400001@uiucdcsp>
Date: Wed, 18-Sep-85 10:18:00 EDT
Article-I.D.: uiucdcsp.10400001
Posted: Wed Sep 18 10:18:00 1985
Date-Received: Fri, 20-Sep-85 06:22:21 EDT
References: <279@lzwi.UUCP>
Lines: 26
Nf-ID: #R:lzwi.UUCP:-27900:uiucdcsp:10400001:000:1475
Nf-From: uiucdcsp.Uiuc.ARPA!sheets    Sep 18 09:18:00 1985


/* Written 11:02 pm  Sep 15, 1985 by psc@lzwi.UUCP in uiucdcsp:net.micro.atari */
/* ---------- "First look at ST-520 (any software" ---------- */
Well, I finally found a ST-520 dealer.  I'm not impressed with him,
anyway.  He claimed to have only one demo disk, he wouldn't let me
put it in myself, and when my nine-year-old tried printing the screen
and halted the machine, he took the demo disk out.  He didn't seem too
big on answering my questions, such as "Can you get a second disk
drive?" and "Do you know when GEM Write will be available?"  (Yes and
no, respectively.)  He seemed to think that the only software currently
available, aside from GEM itself, was some Infocom games.

So, two questions.  First, does anyone know of any other ST dealers in
east central New Jersey?  (If so, or if you want to know where this guy
is, *MAIL* don't post.)
                  ____ ________ ____ ___ ____
More importantly, what software have you seen on shelves or in your
hands?  Announcements, advertisements, and assurances of "Real Soon Now"
```

don't count. (Neither do beta test copies.)
--
       -Paul S. R. Chisholm   The above opinions are my own,
       {pegasus,vax135}!lzwi!psc not necessarily those of any
       {mtgzz,ihnp4}!lznv!psc   telecommunications company.
       (*sigh* ihnp4!lzwi!psc does *NOT* work!!! Use above paths.)
"Of *course* it's the murder weapon. Who would frame someone with a fake?"
/* End of text from uiucdcsp:net.micro.atari */

From -7243199084552299098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,718707d8d25a23f8
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-18 07:44:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!uwvax!uwmacc!rick
From: rick@uwmacc.UUCP (the absurdist)
Newsgroups: net.micro.atari
Subject: Re: Software for Atari ST
Message-ID: <1471@uwmacc.UUCP>
Date: Wed, 18-Sep-85 10:44:34 EDT
Article-I.D.: uwmacc.1471
Posted: Wed Sep 18 10:44:34 1985
Date-Received: Sat, 21-Sep-85 09:55:02 EDT
References: <183@gargoyle.UUCP> <255@ccivax.UUCP>
Reply-To: rick@uwmacc.UUCP (Rick Keir)
Distribution: net
Organization: UWisconsin-Madison Academic Comp Center
Lines: 29

In article <255@ccivax.UUCP> rb@ccivax.UUCP (rex ballard) writes:
>Most urgent needs are some sort of communications package with binary
>download capability.

I called Atari, and they claim that they are shipping Kermit with
the C compiler/assembler/linker package. I don't know if this
version can do binary downloads or just 7-bit, and don't much
care, as so many mailer systems chew up 8-bit files. A version
of the binhex 4.0 protocol (Macintosh 8-bit to 7-bit file coding)
would be nice....

("What's this Kermit thing?". Kermit is a communications protocol
developed at Columbia University to facilitate transmission of text
files between mainframes and micros. Many versions support 8-bit
file transfer. It has good error-checking, although it is slow.
     Kermit is available for damn near everything: if
you want your Cray-1 to talk to your Commodore 64, they both speak
Kermit. Kermit is available through many user's groups. Columbia
U. will NOT supply disks with Kermit on it to people. They do
sell tapes with the entire Kermit collection (mainframe and micro),
if you need to bootstrap it. okstate and cu20b have Kermit online

in various versions for uucp and ftp, respectively.)
--
"For it's cheer up my lads, let your heart never fear
 when you stay home from the free lanes, for to be a profiteer"
         - to the tune of Bonnie Ship the Diamond
Rick Keir -- MicroComputer Information Center, MACC
1210 West Dayton St/U Wisconsin Madison/Mad WI 53706
{allegra, ihnp4, seismo}!uwvax!uwmacc!rick

From 1457281721870139347
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2fb9a2d149f619a7,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,2fb9a2d149f619a7,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-18 08:10:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpm.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihlpm!rtb
From: rtb@ihlpm.UUCP (Todd)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Another ST-AMIGA comparison
Message-ID: <489@ihlpm.UUCP>
Date: Wed, 18-Sep-85 11:10:35 EDT
Article-I.D.: ihlpm.489
Posted: Wed Sep 18 11:10:35 1985
Date-Received: Thu, 19-Sep-85 05:48:16 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 57
Xref: watmath net.micro.amiga:164 net.micro.atari:1141

Let's look at few facts on the ST-AMIGA comparison.

Software: There is software available for the ST right now.

1. Developers kit with C, assembler, linker, CP/M 68K,
   2000 pages of documentation. $300 (how much do you
   think Lattice C for the AMIGA will cost?)

2. PC Intercom. A complete terminal program with VT100
   emulation, 20 programmable function keys, download
  and upload capabilities.

3. Express. A complete word processor with a download-
   upload bare-bones terminal emulator included. Price $50

4. Ram disk program from Michtron $35

5. Wishbringer from Infocom

6. FORTH-83

7. HEX a real-time graphics game

8. MUDPIES another real time graphics game.

Hardware: Why is everyone calling the ST a closed machine and the Amiga an open machine? Both are coming out with expansion boxes that have slots for expansion boards. If the AMIGAS expansion box was already available (or the AMIGA and the expansion box where available) THEN you can say that the AMIGA is more expandable

IT will cost more to upgrade the AMIGAS ram because the AMIGA uses expensive 64k by 4 chips instead of cheaper and more available 256k by 1 chips. There is already a way to expand the ST to 1 meg for just the cost of 16 256k by 1 chips.

Many reports haver stated that the 600 by 200 text mode looks better on the ST than the AMIGA. If you don't like the text on the AMIGA you are out of luck, you can't put a monochrome monitor on the AMIGA that is as sharp as the ST monochrome system. You can get a monochrome monitor for the ST (the ST has a 600 by 400 mode) that has better resolution than the MACINTOSH Monitor.

The CD ROM for the ST is an exiting product. If you think that they are only going to use it for an encyclopedia you are mistaken.

Who cares that the AMIGA has Sprites and the ST doesn't. Programming Sprites is a pain in the neck, and bit-blit graphics (which both the ST and AMIGA have) is a better way to go.

You will note that in all these comparisons I tried to keep the issue of price to a minimum. I am sick of hearing that the AMIGA is better but the ST is cheaper. I guess that the only thing that both AMIGA and ST fans will agree on is that the next year will be an exiting one.

R.T. Bradstrum

From -7859760061342486127
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,75609c3e175fe10f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-18 08:25:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!GODZILLA.SCH.Symbolics.COM!Shiffman
From: Shiffman@GODZILLA.SCH.SYMBOLICS.COM (Hank Shiffman)
Newsgroups: net.micro.atari
Subject: Haba Soft- and Hardware.
Message-ID: <850918082536.1.SHIFFMAN@RAMOTH.SCH.Symbolics.COM>
Date: Wed, 18-Sep-85 11:25:00 EDT
Article-I.D.: RAMOTH.850918082536.1.SHIFFMAN

Posted: Wed Sep 18 11:25:00 1985
Date-Received: Fri, 20-Sep-85 04:45:59 EDT
References: <15700019@unido.UUCP>
Sender: daemon@ucbvax.ARPA
Reply-To: Shiffman@SCRC-STONY-BROOK.ARPA
Organization: The ARPA Internet
Lines: 17

    Date: 9 Sep 85 17:30:00 GMT
    From: amdcad!amd!vecpyr!lll-crg!seismo!mcvax!unido!uh@Berkeley

    Subject: Haba Soft- and Hardware.
    Last ANTIC or ANALOG magazine an ad from HABA promised many
    fine things: a hard disk, a C-Compiler and much more. Does anybody
    know, whether these things are already availible or not. Please
    send mail to
                Uwe Hoch (...ihnp4!hpfcla!hpbbn!unido!uh)

A couple of weeks ago, Haba had a seminar on software development for the ST in which they offered development systems for sale. These included prototypes for their hard disk. I spoke to them a week ago, at which time they said that the disk would be out in about two weeks. So I guess it should be out REAL SOON NOW...

From -3943262734976074088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a935724c07707fb
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-18 08:35:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!GODZILLA.SCH.Symbolics.COM!Shiffman
From: Shiffman@GODZILLA.SCH.SYMBOLICS.COM (Hank Shiffman)
Newsgroups: net.micro.atari
Subject: First look at ST-520 (any software really available?)
Message-ID: <850918083545.2.SHIFFMAN@RAMOTH.SCH.Symbolics.COM>
Date: Wed, 18-Sep-85 11:35:00 EDT
Article-I.D.: RAMOTH.850918083545.2.SHIFFMAN
Posted: Wed Sep 18 11:35:00 1985
Date-Received: Fri, 20-Sep-85 04:45:32 EDT
References: <279@lzwi.UUCP>
Sender: daemon@ucbvax.ARPA
Reply-To: Shiffman@SCRC-STONY-BROOK.ARPA
Organization: The ARPA Internet
Lines: 12

    Date: 16 Sep 85 04:02:31 GMT
    From: ihnp4!lzwi!psc@Berkeley (Paul S. R. Chisholm)

More importantly, what software have you seen on shelves or in your
hands? Announcements, advertisements, and assurances of "Real Soon Now"
don't count. (Neither do beta test copies.)
--

My local dealer has had the Express package (a primitive text processor/
terminal emulator/whatever) for a few weeks. They got the Infocom stuff
in about a week ago, along with a version of the Mince text editor.

From 7445791493871560711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a935724c07707fb
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-18 09:07:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.atari
Subject: Re: First look at ST-520 (any software really available?)
Message-ID: <1741@orca.UUCP>
Date: Wed, 18-Sep-85 12:07:10 EDT
Article-I.D.: orca.1741
Posted: Wed Sep 18 12:07:10 1985
Date-Received: Fri, 20-Sep-85 05:06:37 EDT
References: <279@lzwi.UUCP>
Organization: Tektronix, Wilsonville OR
Lines: 31

520ST software that I have seen in stores:

    From Mark of the Unicorn:

        MINCE   emacs-like editor
        PC/Intercomm VT100 emulator, xmodem, kermit, etc.
        HEX   arcade like strategy game

    From Infocom:

        Wishbringer   adventure type games
        Zork 1
        Hitchhikers Guide to the Galaxy

    From Mirage:

        Express   simple word processor, mailing list,
                 mail merge, etc.

    From Michtron:

        Mudpies   arcade like game

From SST Systems:

Chat simple terminal emulator, xmodem

I also saw a note on the Compuserve Atari SIG last night that some stores have started receiving the Haba C compiler in the last day or so.

dgc

From -8083745670371672394
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,db55a2040e215ec0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-18 10:06:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: Re:Re:Re: Amigados not im ROM
Message-ID: <8509182349.AA06358@UCB-VAX.ARPA>
Date: Wed, 18-Sep-85 13:06:00 EDT
Article-I.D.: UCB-VAX.8509182349.AA06358
Posted: Wed Sep 18 13:06:00 1985
Date-Received: Fri, 20-Sep-85 04:47:21 EDT
Sender: daemon@ucbvax.ARPA
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 17

(Without including the previous messages here....briefly this
 was a discussion of the Amiga's OS being on a kickstart disk
 instead of ROM. Someone thought they were taking the cheap
 way out, the other person seemed to think it was good for
 OS updates. (I don't really know why this was on info-atari,
 but I am interested in both machines and will reply anyway))

There is another reason for the Kickstart disk approach. In the
latest Compute! (wait a bit for it, if you don't have a subscription)
they mention that Commodore has made the Amiga IBM compatible COMPLETELY
IN SOFTWARE! Try doing THAT with a burned-in OS!

-Richard Hartman
max.hartman@ames-vmsb

From 6314408946646178604
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,ceb654149a1d5a7b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-18 10:44:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.8 $; site uiucdcs
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!uiucdcs!
mcewan
From: mcewan@uiucdcs.Uiuc.ARPA
Newsgroups: net.micro.atari
Subject: Re: Department Store ST-520s?
Message-ID: <28700002@uiucdcs>
Date: Wed, 18-Sep-85 13:44:00 EDT
Article-I.D.: uiucdcs.28700002
Posted: Wed Sep 18 13:44:00 1985
Date-Received: Fri, 20-Sep-85 06:25:01 EDT
References: <278@lzwi.UUCP>
Lines: 16
Nf-ID: #R:lzwi.UUCP:-27800:uiucdcs:28700002:000:537
Nf-From: uiucdcs.Uiuc.ARPA!mcewan   Sep 18 12:44:00 1985

> In my (long and tedious) search for a local ST-520 dealer, I came
> across a soon-to-be Amiga dealer. His customers have seen ST-520s
> in Macy's in New York City.
>
> Can anyone confirm this? ST-520's in department stores would be a
> death blow to Atari's chances of finding "serious" dealers (ones who
> are willing to service the machines.)

I played with a ST-520 in a department store in Binghamton, NY over
2 weeks ago.

              Scott McEwan
              {ihnp4,pur-ee}!uiucdcs!mcewan

"They're clumsy. They're out of shape. They're dead."

From -1518794853283663087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e382bc6635130e4e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-18 13:11:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-bee.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!ssc-bee!eve
From: eve@ssc-bee.UUCP (Michael Eve)
Newsgroups: net.micro.atari
Subject: New OS for 520ST??
Message-ID: <375@ssc-bee.UUCP>
Date: Wed, 18-Sep-85 16:11:32 EDT
Article-I.D.: ssc-bee.375

Posted: Wed Sep 18 16:11:32 1985
Date-Received: Fri, 20-Sep-85 06:53:22 EDT
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 34

Just read in InfoWorld that Atari is going to offer a second operating system for the 520ST. Since I've been pondering the purchase of either an Amiga or a 520 (after Hanukkah), I was really excited when I saw the headline.

I should have taken a cold shower.

Atari is negotiating with a British company for something called BOS. Apparently, it is somewhat popular on the continent among business users. Atari wanted something to increase the acceptance of the 520 as a business machine both here and there, hence BOS. There are several business applications available for BOS, and Atari wants to port these over. Eventually, BOS will be thrown in with new 520 purchases; current owners will have to shell out $100 for BOS. Oh, yes, the BOS application programs are in the $500 price range (yikes!).

(** flame **)

Once again, another computer company is stumbling around without clear goals. Who in the hell is going to buy an ST just to get to run BOS programs? Why couldn't they just buy something like CP/M68K or maybe OS-9? I'm not fond of the Amiga emulating a PC and running MS-DOS, but it makes a lot more sense than this BOS nonsense.

Oh, well. The Atari just dropped another couple of notches relative to the Amiga (in my opinion).

--

Mike Eve Boeing Aerospace, Seattle
...uw-beaver!ssc-vax!ssc-bee!eve

From 4222462180915522702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e2be7bca3743ccf
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-18 15:27:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ritcv.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!ritcv!sah9577
From: sah9577@ritcv.UUCP (Scott A. Hossler)
Newsgroups: net.micro.atari
Subject: Re: Where to post ST sources...

Message-ID: <8917@ritcv.UUCP>
Date: Wed, 18-Sep-85 18:27:38 EDT
Article-I.D.: ritcv.8917
Posted: Wed Sep 18 18:27:38 1985
Date-Received: Sat, 21-Sep-85 10:33:13 EDT
References: <211215471985@omsi.UUCP> <579@baylor.UUCP> <257@ccivax.UUCP>
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 5

> ... How public are net.sources?

Not Here, unless of course you are the super-user.

scott hossler

From 8887859659553910715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a38da42c2869580c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-19 08:01:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site hcrvx1.UUCP
Path: utzoo!hcrvax!hcrvx1!hugh
From: hugh@hcrvx1.UUCP (Hugh Redelmeier)
Newsgroups: net.micro.atari
Subject: 600xl disk simulation?
Message-ID: <1233@hcrvx1.UUCP>
Date: Thu, 19-Sep-85 11:01:20 EDT
Article-I.D.: hcrvx1.1233
Posted: Thu Sep 19 11:01:20 1985
Date-Received: Fri, 20-Sep-85 12:14:23 EDT
Organization: Human Computing Resources, Toronto
Lines: 25

I just bought a 600xl with 64K of RAM. I did NOT buy a disk drive or
cassette drive: if I were to spend serious money, I would want to get
a serious machine. But I can't resist hacking on the new toy. I am
thinking that I might try to make one of my other computers simulate
a disk.

I understand that the disk port is really a 19.2K Baud serial line
at TTL levels (not RS232C levels).
- Is this true?
- What protocol is used to talk to the disk?
    - Is it asynch or synchronous?
    - What is the structure and meaning of the info transferred?
- What are the pinouts? (By the way, what are the pinouts of
  the other connectors?)
- How much disk support is in the ROM? On a DOS disk?
- What is the cassette interface: would it be easier to simulate?
- How does my 600xl differ from an 800xl?
- (Most important): what are good sources for this information

(books, specific magazine articles, ...)?

The September BYTE article on upgrading to 256K RAM and the RAM-disk
software (posted by ihnet!bryan) contain some hints.

Hugh Redelmeier (416) 922-1937
{utzoo, ihnp4, decvax}!hcr!hugh

From -2128161801969705518
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,540edad58af04650
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-19 08:05:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxl.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!houxl!oaa
From: oaa@houxl.UUCP (O.ALEXANDER)
Newsgroups: net.micro.atari
Subject: Re: 520 ST Review
Message-ID: <816@houxl.UUCP>
Date: Thu, 19-Sep-85 11:05:56 EDT
Article-I.D.: houxl.816
Posted: Thu Sep 19 11:05:56 1985
Date-Received: Fri, 20-Sep-85 05:49:48 EDT
References: <8509181632.AA20540@UCB-VAX.ARPA>
Organization: AT&T Information Systems, Holmdel NJ
Lines: 11

> If anyone is interested and had not noticed:
>
> There is a two page review of the 520ST in the current issue (dated: 9/16/85)
> of InfoWorld. (page 47). Title: Atari ST Troubled By Lack of Software
>
Other Reviews of the Atari 520ST are in:
Creative Computing (10/85) - 5 pages with many photos
Personal Computing (10/85) - 2 pages

The overall comment is that the Atari ST is powerful for its price, but the
lack of available software is the main complaint.

From -2013886512750350936
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a935724c07707fb
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-19 08:08:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ardc.arpa!ekijak
From: ekijak@ARDC.ARPA (Edmund S. Kijak, POINT)
Newsgroups: net.micro.atari
Subject: Re: First look at ST-520 (any software really available?)

Message-ID: <8509192028.AA26424@UCB-VAX.ARPA>
Date: Thu, 19-Sep-85 11:08:49 EDT
Article-I.D.: UCB-VAX.8509192028.AA26424
Posted: Thu Sep 19 11:08:49 1985
Date-Received: Sun, 22-Sep-85 05:30:33 EDT
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 6

I'd have to agree - nothing beats being able to try the machine
out for a few days knowing you have nothing to lose if you are
disappointed.
     Also, I don't know why Atari bothered to make a special version
of the machine for the mass marketers, why not just sell the same
520 ST as the computer stores?

From 2159366123891335390
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,783e377d93036cf9
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 142096,783e377d93036cf9
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-19 08:53:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site orca.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!orca!davecl
From: davecl@orca.UUCP (Dave Clemans)
Newsgroups: net.micro.amiga,net.micro.atari
Subject: Re: Reposting of comparison between Atari 520ST and Commodore Amiga
Message-ID: <1743@orca.UUCP>
Date: Thu, 19-Sep-85 11:53:48 EDT
Article-I.D.: orca.1743
Posted: Thu Sep 19 11:53:48 1985
Date-Received: Sat, 21-Sep-85 06:11:57 EDT
References: <343@looking.UUCP>
Organization: Tektronix, Wilsonville OR
Lines: 75
Xref: watmath net.micro.amiga:189 net.micro.atari:1166

A few more corrections:

```
          520                Amiga

> processor   8 MHz 68000            8 Mhz 68000 !* 7.8Mhz !
                             Everything I've seen so far
                             says that it's 7.16 MHZ; i.e.,
                             the video clock divided by 2.

> RAM         512K               256K + 256K expansion board
>                              !* 8 Meg externally !
          Internally expandable to
```

```
          1MB with 256K chips, to
          4MB with 1MB chips
          both expansions use a
          memory daughter board;
          Memory map allows max of
          15 Meg

> expansion   128K ROM cartridge slot, hard    256K RAM slot, full system bus
> connectors  disk (DMA), floppy disk, modem   connector(!), floppy disk,modem
>         ...                 ...
          The DMA port supports up to
          8 devices; this is also where
          the CD/ROM will plug in

> fancy graphics   no?           bitblt in VLSI?
> hardware                       !* Yes, and sprites !
          Custom timing control chips
          that allow cpu to run at 8MHZ,
          and to manage memory accesses
          so that video refresh and cpu
          memory supposedly never interfer

> floppies    3.5" floppy, holds 350K (for-    3.5" floppy, holds 880K (for-
>         matted), attached by expansion   matted?), built-in.  Expansion
>         connector, more floppies daisy   connector for second drive.
>         chained?           !* May daisy chain up to 3
>                            external floppies !
          Single or double sided drives
          available; single is 360K,
          double is 720K; with special
          cable standard 5.25" drives can
          be attached; disk storage format
          is IBM compatible

> IBM compat. no                 yes, via $500 Trump card
>                            !* Check that - IBM stuff
>                            is done in sofware. If you
>                            want a 5-1/4" drive, add
>                            ~$300 !
          Disks are data compatible.
          There are rumors of a software
          IBM emulator by the end of the
          year.

> general Real soon now.              Real soon now?
> availability                        !* Sept. 15 !
          Has been available worldwide
          for a few months; in the US
          for almost two months.  I've
          seen news reports that close
          to 50,000 have been sold so
          far worldwide.
```

```
> software    Real soon now.              Real soon now.
>                           !* Some packages available
>                           even now. At least 20 will
>                           be available on Sept 15 !
          Some packages available now
          in US.  More are supposedly
          available in England according
          to news reports.

dgc


From -1082675619185426128
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a6a729b07857e0a0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-19 10:27:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ames-vmsb.arpa!nep.pgelhausen
From: nep.pgelhausen@AMES-VMSB.ARPA
Newsgroups: net.micro.atari
Subject: --- Atari BBS ---
Message-ID: <8509202021.AA21939@UCB-VAX.ARPA>
Date: Thu, 19-Sep-85 13:27:00 EDT
Article-I.D.: UCB-VAX.8509202021.AA21939
Posted: Thu Sep 19 13:27:00 1985
Date-Received: Sun, 22-Sep-85 23:55:49 EDT
Sender: daemon@ucbvax.ARPA
Reply-To: nep.pgelhausen@ames-vmsb.ARPA
Organization: The ARPA Internet
Lines: 17


The number published in the Outpost Atari column of Creative Computing
a couple months back is:
     408-745-5308

This number will connect with the any of the three lines, depending
on which is available.  I got #3 with it when I called.  I lost the
paper on which I noted down the direct numbers for #2 & #3, but they
are available on each of the machines they have there, & this number
will give you three chances at a connection.

Please gripe about their lack of support for the 8-bit machines,
they just want to post ST stuff as it becomes available....

               -Richard Hartman
               max.hartman@ames-vmsb
------


From -3978563784580191434
```

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5cdf0bab597d3f85
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-19 14:27:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site alice.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!aer
From: aer@alice.UucP (y)
Newsgroups: net.micro.atari
Subject: Re: GEM
Message-ID: <4347@alice.UUCP>
Date: Thu, 19-Sep-85 17:27:46 EDT
Article-I.D.: alice.4347
Posted: Thu Sep 19 17:27:46 1985
Date-Received: Fri, 20-Sep-85 06:09:21 EDT
References: <511@petrus.UUCP> <974@druxo.UUCP> <575@sftig.UUCP>
<186@graffiti.UUCP> <71@ucdavis.UUCP>, <35387@apRe: GEM
Organization: Bell Labs, Murray Hill
Lines: 14

What does Mr. Franklin mean by "the millions" of CP/M-68K programs out there?

CP/M-68K is the new 68000 mpu (hence 68K) version of CP/M, or an MS-DOS
hybridized son-of-CP/M. Is it true that CP/M-68K programs are actually out
for machines other than the ST? I've never seen any myself, so I must
wonder. And would they be at all compatible with the ST?

A totally unrelated question:
 Please be subjective: What is (barring price) a better deal- an ST or an AMig
---
D. Rosenberg on Murray Hill /\   ATT/BTL   tel:1-201-464-5269

uucp: ..!ihnp4!alice!aer   My opinions are my own.

From 7863166637324025895
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b7299b42e2875c22,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-19 14:35:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!umcp-cs!eneevax!gyuri
From: gyuri@eneevax.UUCP (Gyorgy Fekete)
Newsgroups: net.micro.atari
Subject: Haba's Hippo C and 10M Drive
Message-ID: <363@eneevax.UUCP>
Date: Thu, 19-Sep-85 17:35:01 EDT
Article-I.D.: eneevax.363
Posted: Thu Sep 19 17:35:01 1985
Date-Received: Sun, 22-Sep-85 13:32:53 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD

Lines: 16

Haba expects to ship the C compiler "real soon".
The software is copy protected, but it will run from any drive, as long as you have the original floppy in drive A: when you start the "shell". Once the "shell" is running, you may remove the Haba disk from A: and stick anything else you like in it. The whole system comes on a single diskette, including the editor program, compiler, library and linker. The editor is screen oriented, uses the F1-10 keys, but no cutsie mousie stuff. One window, one file (You may read other files into the buffer, delete the stuff you don't want, etc.).

They are also shipping the 10M hard disk for developers. $799, but has a heavy duty everything. The consumer version will be ready in a "few weeks", and will be $650 - 699. Same size (10M), but half the size of the developers' version. The man said that the developers' version was designed to take more abuse, constant running, and so on.

From 250708002580215680
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a51f2e1124f1d85c,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,a51f2e1124f1d85c,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 122486,a51f2e1124f1d85c,start
X-Google-Attributes: gid122486,public
X-Google-Thread: 129c11,a51f2e1124f1d85c,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 12c65a,a51f2e1124f1d85c,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 142096,a51f2e1124f1d85c,start
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-19 14:47:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site l5.uucp
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!think!harvard!seismo!lll-crg!well!l5!gnu
From: gnu@l5.uucp (John Gilmore)
Newsgroups: net.micro,net.micro.68k,net.micro.cbm,net.micro.atari,net.micro.amiga,net.news.group
Subject: Pointer to Jackintosh and Amiga discussions
Message-ID: <128@l5.uucp>
Date: Thu, 19-Sep-85 17:47:15 EDT
Article-I.D.: l5.128
Posted: Thu Sep 19 17:47:15 1985
Date-Received: Sat, 21-Sep-85 05:59:02 EDT
Organization: Ell-Five [Consultants], San Francisco
Lines: 31
Xref: watmath net.micro:12041 net.micro.68k:1135 net.micro.cbm:1728 net.micro.atari:1165 net.micro.amiga:188 net.news.group:3806
Summary: See net.micro.{atari,amiga,cbm} if you're interested

I recently discovered that there's a fair bit of discussion about the
new 68000 based home computers on the net. It's just not obvious to
many of us who long ago unsubscribed from net.micro.atari and net.micro.cbm,
not wanting to hear about the toy machines. This is a shame, especially
considering the lack of good media coverage of these machines.

Gnu's Guideline to where to read and post:

net.micro.68k is for 68k architecture related stuff only, and an
         occasional pointer to other info (like this one).
         Little or no Jacki/Amiga traffic should go here.

net.micro.atari   For both toy and Jackintosh Atari traffic -- currently
         mostly Jackintosh.

net.micro.amiga   For the Amiga only.

net.micro.cbm should be for non-Amiga Commodores only, but people
         are posting Amiga stuff there anyway. I recommend
         reading the newsgroup until people finger it out,
         but not posting anything there. ["cbm" stands for
         Commodore Business Machines.]

net.sources   For sources for any machine. Don't post (or cross-post)
         sources to any of the above groups. There is a
         net.sources.mac which is for posting Mac binaries -- a habit
         that I'd like to strongly discourage, now that we have
         a variety of Mac-like machines that don't run each others'
         binaries. Source, or nothing, please!

They're off! -- and may the best machine* win!   *or machines

From -1807354749029695278
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,83b0853e19e2b6fc
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,25c771f1151602ff,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 142096,40335548c3a38948
X-Google-Attributes: gid142096,public
X-Google-ArrivalTime: 1985-09-19 20:10:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ccivax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!ritcv!ccivax!rb
From: rb@ccivax.UUCP (rex ballard)
Newsgroups: net.micro.amiga,net.micro.atari,net.micro
Subject: Re: Re: Amiga memory management query
Message-ID: <270@ccivax.UUCP>
Date: Thu, 19-Sep-85 23:10:55 EDT
Article-I.D.: ccivax.270
Posted: Thu Sep 19 23:10:55 1985

Date-Received: Wed, 25-Sep-85 12:21:49 EDT
References: <1323@eagle.UUCP> <462@enmasse.UUCP> <290@anasazi.UUCP>
Distribution: net
Organization: CCI Telephony Systems Group, Rochester NY
Lines: 67
Xref: linus net.micro.amiga:4064 net.micro.atari:1114 net.micro:10829

> In article <462@enmasse.UUCP> mroddy@enmasse.UUCP (Mark Roddy) writes:
> >> Does anyone know how the Amiga does multiprogramming
> >> safely without a memory-management unit? The Byte article
> >> makes no mention of MMU hardware.

Looks like they may be using OS-9's 'no mmu' trick of making all code
relocatable through the compiler. Looks like the only safe place is WCS.
(OS-9 has a protected MMU option).

> >There isn't one, so it doesn't do it safely, although the Amiga loyalists
> >are kind of blind about this point. I think that when you boot up a
> >   (harvard!talcott!panda!enmasse!mroddy)
> I have heard (from someone looking under the hood) that the Atari 520ST
> has a chip labelled "MMU". Is this an MMU? Is it any good? If so, this
                ^^^
> would seem to be a significant advantage for the ST.

An old Dvorak column indicated that Atari was working on at least TWO OS's,
the CP/M-68k, and a multi-tasking one. Since CP/M doesn't need MMU support,
there would be no documentation of it. If 'concurrent' was the other system
and just took too long, then considering the Insistance of DRI that the
AT provide priveledged memory protection and MMU, there would be even
stronger need (and capability) for it in the ST.

"Presenting the ATARI ST" has a memory map on page 34 that show address
$FF8000-$FF8200 labled "DATA CONFIGURATION", in the I/O region. If that
ain't an MMU term, what is? (Interesting 512 bytes - 512K hmmm), if they
send you a 68010 with your next OS, watch out!!!. Anybody look at those
addresses?

If this is the case, does that mean that the 512K in the machine is
really the CACHE for an external RAM disk?

I've been looking at what is available in SCSI devices lately, seems
IOMEGA makes a BOURNELLI BOX for it. Others items included an 80MB
disk drive ($1000 Q 5000, no enclosure), a couple of 8" drives, and
a few of the little drives. Isn't that also the usual MAC hard disk
interface?

What is SCSI (Small Computer Standard Interface)? Is it some sort of
super-fast GPIB? I noticed one of the functions was some sort of
"find pattern" command. What are some of the others? (If there are
a lot, a few examples would be nice).

I noticed that 1.33Mbytes/sec is about 10Mbit/sec, anybody know of an
Ethernet to SCSI interface?

Does AMIGA have an SCSI interface? (I saw one SCSI controller card for IBM).

Are HPIB and SCSI commands mutually exclusive? Are the busses similar?

While we are being technical:

'Presenting...' describes the BIOS vectors and the BDOS vectors, where is VDI? Is it a 'trap vector', a 'run-time library', or a 'link-time library'?

Are the TOS vectors any better than the BDOS vectors (Seek sequential, Flush, buffering...), are BIOS vectors still available?

Does VDI use the Graphics chip to do the painting, or does it 'bit bump' like the MAC?

What's the top speed on the 68901 (rs232 port)? Do the sync pins (RxC,TxC) go anywhere?

What are some of the GPU operations? How do they compare with the NEC 7220?

From -1240242003789319254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,94486406a3d603a7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-20 05:19:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!usc-isid.arpa!DYOUNG
From: DYOUNG@USC-ISID.ARPA (C. David Young)
Newsgroups: net.micro.atari
Subject: Re: word processing
Message-ID: <8509201222.AA14015@UCB-VAX.ARPA>
Date: Fri, 20-Sep-85 08:19:47 EDT
Article-I.D.: UCB-VAX.8509201222.AA14015
Posted: Fri Sep 20 08:19:47 1985
Date-Received: Sun, 22-Sep-85 05:27:58 EDT
References: <850917-130143-205@Xerox>
Sender: daemon@ucbvax.ARPA
Organization: The ARPA Internet
Lines: 33

bf,
Of the word processors you mentioned, only one works 80 columns (with the addition of either the Bit-3, Austin-Franklin, or OMNIVIEW), namely Letter Perfect. Letter Perfect has the added advantage of being able to merge with the data base program Data Perfect, recognized as the most powerful (albeit complex to learn) data base for the ATARI 8 bitters. It has the disadvantage of being a memory hog; putting a single return at the beginning of a line takes up 80 bytes of text buffer!

I have also found the program SpeedScript, published by Compute in May, to be more popular than any of those that you mentioned except Letter Perfect and ATARIWRITER. Its main advantages are that it is very easy to use and uses ATARI DOS format for its file storage. (The biggest gripe about Letter Perfect is that it has its own DOS, incompatible with everything else.) I found it to be such a nifty program that I rewrote it to work 80 columns with OMNIVIEW and greatly enhanced its operation in the process. It is provided free of charge with every OMNIVIEW.

And how could you forget that old dog, the original Atari Word Processor? It is notable for its dozens of menus, proving just how user unfriendly a menu driven program can be, its support of only ATARI printers, and the original drop back mode (probably its only redeeming feature) for previewing the output using high resolution graphics to depict its structure.

There are others that have not been mentioned; Text Wizard and Wordman both come to mind. I even used the combination of MEDIT (the ATARI program text editor) and FORMS (output formatter) for a while, which, while powerful, was slow and cumbersome. I shudder to think what we had to put up with back in the old days to create decent documents!

David Young

From -3702818678851348186
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,540edad58af04650
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-20 05:19:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: 520 ST Review
Message-ID: <20515@mgweed.UUCP>
Date: Fri, 20-Sep-85 08:19:51 EDT
Article-I.D.: mgweed.20515
Posted: Fri Sep 20 08:19:51 1985
Date-Received: Sat, 21-Sep-85 05:32:47 EDT
References: <8509181632.AA20540@UCB-VAX.ARPA> <816@houxl.UUCP>
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 9

The October issue of _COMPUTE!_ also has a nice long article on the 520ST. It isn't the only one that they have had but it goes into a little more depth.

Kit Kimes
AT&T Information Systems
Montgomery Works

Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 8713057018459793247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bf84ddc350167a2c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-20 06:55:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: MOUSE exchange question?
Message-ID: <15700022@unido.UUCP>
Date: Fri, 20-Sep-85 09:55:00 EDT
Article-I.D.: unido.15700022
Posted: Fri Sep 20 09:55:00 1985
Date-Received: Wed, 25-Sep-85 05:36:24 EDT
Sender: notes@unido.UUCP
Lines: 13
Nf-ID: #N:unido:15700022:000:476
Nf-From: unido!uh   Sep 20 11:55:00 1985

Subject: Mouse exchange?

Opening both, the ATARI and the APPLE mouses, they looked inside
nearly identical. The main difference seems to be that the ATARI
mouse has two buttons instead of one on the APPLE mouse. Are they
interchangeble?? Does anybody know the exact PINOUTS of the APPLE
mouse??

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address UUCP: ...ihnp4!hpfcla!hpbbn!unido!uh

From 8067574505207491627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dce57dddd4e1e565,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-20 07:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!uh
From: uh@unido.UUCP
Newsgroups: net.micro.atari
Subject: Help in saving date & time on 520ST
Message-ID: <15700023@unido.UUCP>
Date: Fri, 20-Sep-85 10:00:00 EDT
Article-I.D.: unido.15700023

Posted: Fri Sep 20 10:00:00 1985
Date-Received: Wed, 25-Sep-85 05:36:41 EDT
Sender: notes@unido.UUCP
Lines: 12
Nf-ID: #N:unido:15700023:000:446
Nf-From: unido!uh   Sep 20 12:00:00 1985

Subject: Save time and date, how?

All options of 520ST desktop can be saved with the SAVE DESKTOP option.
But not the date and time? Has anybody any experinces or hints who to
save date and time of the desktop (and with this of the internal clock
in the keyboard??

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address UUCP: ...ihnp4!hpfcla!hpbbn!unido!uh

From -4530277769734730149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5f8a92ff5bd6677c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-09-20 07:10:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aum.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!well!ptsfa!aum!freed
From: freed@aum.UUCP (Erik Freed)
Newsgroups: net.micro.atari
Subject: Re: --- BYTE & the ST ---
Message-ID: <265@aum.UUCP>
Date: Fri, 20-Sep-85 10:10:48 EDT
Article-I.D.: aum.265
Posted: Fri Sep 20 10:10:48 1985
Date-Received: Wed, 25-Sep-85 05:39:32 EDT
References: <8509172204.AA04363@UCB-VAX.ARPA>
Organization: The Aurora Systems Bunch
Lines: 32

>
>
> From what I understand, the new Atari has been carrying on the old
> Commodore tradition of being relatively unfriendly to the press &
> software developers (note high price on the pre-release developement
> kit....it required a major investment from people who didn't know
> how tha merket was going to go).   BYTE gets information sent to it
> more than it goes looking for it.....they get more than enough info
> that way that they don't HAVE to go looking...they have more than they
> can handle as it is (note the 3-4 month lag time).   If Atari sent
> them a machine, they would review/preview it....if they (Atari) DON'T
> send a machine for review, the review will have to wait until BYTE has
> a bit of slack in the material available to it.....don't blame BYTE

> for Atari's PR faults.
>
>   -Richard Hartman
>   max.hartman@ames-vmsb
>

I still feel that Byte's responsibility, as a member of the Press, is
to give us the information that is important to us. The ST is, I feel,
more important than a new IBM compatible. It should not matter what is
convenient for them. They should have tracked down an ST and wheedled
Tramiel into giving them info. I don't think they tried... I do blame
Byte if they are not flexible enough to go out of their way when the
situation warrants it.
--

                          Erik James Freed
                 Aurora Systems
                 San Francisco, CA
                 {dual,ptsfa}!aum!freed

From -4132380327676315562
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,19efcd0bb2981367,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-13 09:21:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: Re: ATRAI 800XL Color monitors
Message-ID: <617@mtuxn.UUCP>
Date: Tue, 13-Aug-85 12:21:12 EDT
Article-I.D.: mtuxn.617
Posted: Tue Aug 13 12:21:12 1985
Date-Received: Sat, 17-Aug-85 14:19:40 EDT
Organization: AT&T Information Systems, Holmdel NJ
Lines: 17

[]
There are only 2 monitors I would recommend for the 8 bit ATARIs.
1) Commodore 1702 (new version of the same 1701)
or
2) AMDEK 300

These are the only monitors which accept chroma/luminance inputs that
will give the crisp image that the ATARIs are capable of.
The XL has dropped the Chroma output, but the composite video signal
can be substituted. The luminance signal is still available.

Both of these monitors are available for about $200.

Rob Botwin, N2FC
.....{utah-cs|seismo|decvax}!harpo!eagle!hogpc!mtuxn!rb
ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
FJ 1B-130

From 1510104679496049940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,bdcd24de0885b739
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-08-13 09:50:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site fortune.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!dual!qantel!ihnp4!fortune!horton
From: horton@fortune.UUCP (Randy Horton)
Newsgroups: net.micro.atari,net.micro.cbm
Subject: Re: Amiga vs. ST
Message-ID: <5460@fortune.UUCP>
Date: Tue, 13-Aug-85 12:50:15 EDT
Article-I.D.: fortune.5460
Posted: Tue Aug 13 12:50:15 1985
Date-Received: Sun, 18-Aug-85 21:11:13 EDT
References: <268@ihnet.UUCP> <1669@hao.UUCP> <5436@fortune.UUCP>
<338@eneevax.UUCP>
Reply-To: horton@fortune.UUCP (Randy horton)
Distribution: net
Organization: Fortune Systems, Redwood City, CA
Lines: 23
Xref: linus net.micro.atari:954 net.micro.cbm:1494

>I didn't want to take sides in the ST vs Amiga argument, as I think
>the amiga is a nice machine, but it seems that the amiga is being
>over hyped both in the press and on the net. For example none of
>magazines reviewing the amiga compare features and price with the ST
>but only with overpriced products like the mac and the ibm pc.

This is a very good point. The ST and Amiga are somewhat similar machines,
and actually there will probably be *some* overlap of their markets. When you
look at the prices of both systems *WITHOUT* the monitors, they are not all
that far apart. I don't really think that it is fair to call one simply a
BETTER machine. My C64 is better than my UNIX box, for playing games. But
for serious work... I think that the choice between the ST and Amiga would
depend on the needs and priorities of the individual, since they do have their
different capabilities.
--

+---+
| allegra\   Randy Horton @ Fortune Systems |
| cbosgd \ |
| dual   >!fortune!ranhome!randy |
| ihnp4   / |

```
              |   nsc    /   Clever disclaimer goes here    |
              +---------------------------------------------+
```

From -697771116683772030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fff0da26f3b2b4d5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-14 09:28:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site cae780.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!cae780!gordon
From: gordon@cae780.UUCP (Brian Gordon)
Newsgroups: net.micro.atari
Subject: Atari 800 DOS double density availability
Message-ID: <1227@cae780.UUCP>
Date: Wed, 14-Aug-85 12:28:13 EDT
Article-I.D.: cae780.1227
Posted: Wed Aug 14 12:28:13 1985
Date-Received: Mon, 19-Aug-85 06:49:49 EDT
Organization: Tektronix, Inc. (CAE Systems Division), Sunnyvale, CA
Lines: 17

I bought an Atari 800 two Christmases ago, when they dropped below $100.
I have since added 2 1050 disk drives, each received with single density
DOS. Both drives were "registered" with Atari, and have been under continuous
maintenance contracts, although never serviced.

I have seen several comments lately regarding the "double density" DOS.
Shouldn't I have received it, or at least a notice of how to get it, from
Atari? Is there some action I am supposed to take to ask for it?

FROM: Brian G. Gordon, CAE Systems Division of Tektronix, Inc.
UUCP: tektronix!teklds!cae780!gordon
     {ihnp4, decvax!decwrl}!amd!cae780!gordon
        {nsc, hplabs, resonex, qubix, leadsv}!cae780!gordon
USNAIL: 1333 Bordeaux Drive, Sunnyvale, CA 94089 [until we move ... soon]
AT&T: (408)745-1440 [until we move .. soon]

 Down 44 1/4 pounds, and counting ...

From 968160569500709404
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,bdcd24de0885b739
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 152df8,332f14314fb05be8,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-08-14 09:59:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site sdcsvax.UUCP

Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!ittatc!
dcdwest!sdcsvax!jww
From: jww@sdcsvax.UUCP (Joel West)
Newsgroups: net.micro.atari,net.micro.cbm,net.micro.mac
Subject: Re: Amiga vs. ST
Message-ID: <1038@sdcsvax.UUCP>
Date: Wed, 14-Aug-85 12:59:54 EDT
Article-I.D.: sdcsvax.1038
Posted: Wed Aug 14 12:59:54 1985
Date-Received: Mon, 19-Aug-85 08:32:40 EDT
References: <268@ihnet.UUCP> <1669@hao.UUCP> <5436@fortune.UUCP>
Distribution: net
Organization: CACI, Inc - Federal, La Jolla
Lines: 43
Xref: watmath net.micro.atari:1029 net.micro.cbm:1628 net.micro.mac:2399

> >> I hate to dampen the Amiga fire, but the Amiga is a doomed machine.
> >> How can I say this before 1 Amiga is sold? Simple, this is history
> >> repeating it self, all over again.
> Just as the C-64/Atari/Apple][have a different market than the IBM PC-AT,

The Apple II and C-64 market rarely overlapped, in either price or
capabilities. The II was a home/business machine (also a home-business
machine) and the C-64 was the best game machine at the best price.

> I hope that the Atari ST and the Amiga both
> do well. It is the MAC that will really suffer as a result of these two
> machines. As usual, Apple will be selling less machine for more money.

It's quite obvious that the market for home computers, let alone expensive
high-priced home computers, is finite. The Mac has made only a small
penetration into the general office market recently, primarily for
chart- and slide-making (one per groups, vs. one IBM PC per user).

The Atari will not have a business impact; the Amiga, because of its
distribution and the not-hidden-enough name ("Commodore") will have
a negligible impact, primarily in some graphics and video applications.
The 1986 open Mac will likely put any corporate Mac owners back off
the fence and into Apple's camp, should they be tempted now by Amiga.

I'm not saying the Amiga doesn't have better hardware (I've never
seen one. Have you?), but software, distribution, marketting, and
even market psychology are far more important to success.

So, getting back to the original question: which 2 computers will
survive in the home market? The Mac be one, because it
already has a foothold, software, and a fanatic group of owners.

The Amiga vs. ST? The last battle obviously went to the C64.
Which do you bet on, the company (Commodore) or its president
(Tramiel, now with Atari.) Both companies are in precarious
positions, so I suspect that this year's Christmas sales will
probably decide the war.

Joel West CACI, Inc. - Federal (c/o UC San Diego)
{ucbvax,decvax,ihnp4}!sdcsvax!jww
jww@SDCSVAX.ARPA

"A Macintosh owner at any price!"

From -6136415207747263346
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3f62c5fb0372f3aa,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,3f62c5fb0372f3aa,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-08-14 12:55:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site iham1.UUCP
Path: utzoo!linus!decvax!harpo!whuxlm!whuxl!houxm!mhuxt!mhuxr!mhuxn!ihnp4!iham1!
dsmith
From: dsmith@iham1.UUCP (D.E Smith)
Newsgroups: net.micro,net.micro.atari
Subject: Want to add memory to Atari 400
Message-ID: <427@iham1.UUCP>
Date: Wed, 14-Aug-85 15:55:49 EDT
Article-I.D.: iham1.427
Posted: Wed Aug 14 15:55:49 1985
Date-Received: Tue, 20-Aug-85 07:29:11 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 10
Xref: linus net.micro:10303 net.micro.atari:966

Does anyone have info for converting an Atari 400 16K memory board
to use 4164 chips? I might go as far as buying a bare board and
populating it, but i would prefer to kluge up the existing board
to use the 64K chips.
Thanks,
Den Smith
AT&T Bell Labs-IH
312-979-4255
iham1!dsmith

From 7830988103135697368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,78e37134056a187c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-14 17:53:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site utecfa.UUCP
Path: utzoo!utcsri!utai!uthub!utecfa!mugc
From: mugc@utecfa.UUCP (ModemUserGroupChairman)

Newsgroups: net.micro.atari
Subject: ST -- ? many drives
Message-ID: <1740@utecfa.UUCP>
Date: Wed, 14-Aug-85 20:53:25 EDT
Article-I.D.: utecfa.1740
Posted: Wed Aug 14 20:53:25 1985
Date-Received: Thu, 15-Aug-85 01:34:39 EDT
Organization: Engineering Computing Facility, University of Toronto
Lines: 25

I am thinking of getting a second 31/2 inch floppy disk for my ST. There are a couple of questions I would like to ask first.

1. From within GEM, I tried installing more disk drives (by selecting the Install item from one of the menus). I found that disk C is reserved for the cartridge slot -- this I take is for the ROM disk. I tried installing more disks, but this is as far as I got. Now, I remember reading somewhere that the ST's hardware will handle up to 4 floppies, so does this mean that they have changed the total number to 2? Does this mean that the hard disk cannot be used with 2 floppies already installed? I would appreciate it if someone armed with the official documentation (I don't have any) or the like would tell me the score.

2. Has anybody succeeded in getting a 51/4 inch drive hooked up to their ST? I might consider that alternative too.

Regards,
Anees Munshi
mugc@utecfa.UUCP
voice (416) 241-2166

From -3459691969705360075
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,720648311ca798b6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-15 06:27:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2g.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!hou2g!stekas
From: stekas@hou2g.UUCP (J.STEKAS)
Newsgroups: net.micro.atari
Subject: 800XL Keyboards at Radio Shack
Message-ID: <590@hou2g.UUCP>
Date: Thu, 15-Aug-85 09:27:11 EDT
Article-I.D.: hou2g.590
Posted: Thu Aug 15 09:27:11 1985
Date-Received: Sun, 18-Aug-85 01:50:27 EDT
Organization: AT&T Bell Labs, Holmdel NJ

Lines: 7

My procrastination in upgrading an Atari 400 membrane
keyboard was rewarded when I stumbled onto some XL Series
keyboards that found their way to the local Radio Shack.

   Price: $5.

Jim

From -1832973479177479087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ea847068d59cf36e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-15 07:48:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site oakhill.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!ut-sally!oakhill!hunter
From: hunter@oakhill.UUCP (Hunter Scales)
Newsgroups: net.micro.atari
Subject: Re: ST Hardware
Message-ID: <482@oakhill.UUCP>
Date: Thu, 15-Aug-85 10:48:12 EDT
Article-I.D.: oakhill.482
Posted: Thu Aug 15 10:48:12 1985
Date-Received: Mon, 19-Aug-85 20:08:08 EDT
References: <1037@mtgzz.UUCP>
Reply-To: hunter@oakhill.UUCP (Hunter Scales)
Organization: Motorola Inc. Austin, Tx
Lines: 24

In article <1037@mtgzz.UUCP> bds@mtgzz.UUCP (b.d.szablak) writes:
>The August issue of Antic has a picture of the ST motherboard and a VERY
>brief description of some of the chips on it. Does anyone have any more
>information on this? In particular, it mentions the CPU as being an
>68000P8, what does the P8 mean? Also, it says there is a screen controller
>chip or something like that, which is suppose to off load the 68000. Any
>more info on that chip. Finally, there is a DMA chip, but someone stated
>in this newsgroup earlier that the floppy used a serial interface, is this
>correct info? The biggest shame about the ST is that it didn't get written
>up in very good detail even in a magazine devoted to atari computers...

     MC68000P8 is Motorola's part number for an 8 MHz 68k in a plastic
package, not to be confused with a MC68008P8 which is a 68000 with an
8-bit external bus.

     I, too, would like to see more technical info on the ST. Can
someone out there oblige?

--
Motorola Semiconductor Inc.   Hunter Scales

Austin, Texas {ihnp4,seismo,ctvax,gatech}!ut-sally!oakhill!hunter

(I am responsible for me and my dog and no-one else)

From -4237099511909966285
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,89480ffb0d88ce0e,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,89480ffb0d88ce0e,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 152df8,5d74485b53df25dc
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-08-15 10:48:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site baylor.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!think!harvard!seismo!ut-sally!ut-ngp!shell!neuro1!baylor!peter
From: peter@baylor.UUCP (Peter da Silva)
Newsgroups: net.micro.mac,net.micro.atari,net.micro.cbm
Subject: Re: Re: Amiga vs Mac
Message-ID: <408@baylor.UUCP>
Date: Thu, 15-Aug-85 13:48:39 EDT
Article-I.D.: baylor.408
Posted: Thu Aug 15 13:48:39 1985
Date-Received: Tue, 20-Aug-85 05:56:07 EDT
References: <8883@ritcv.UUCP> <646@gitpyr.UUCP>
Distribution: net
Organization: The Power Elite, Houston, TX
Lines: 9
Xref: watmath net.micro.mac:2412 net.micro.atari:1034 net.micro.cbm:1631

How about a "net.micro.windows" or a "net.micro.BitBlt", for machines with
crufty graphics user interfaces as their main selling point?

There are going to be more and more of them, and they do have a lot in common
(despite the fanatics flames)...
--
     Peter da Silva (the mad Australian werewolf)
          UUCP: ...!shell!neuro1!{hyd-ptd,baylor,datafac}!peter
          MCI: PDASILVA; CIS: 70216,1076

From -1403161351160223807
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e48f995ef7350907,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-15 11:16:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site aero.ARPA
Path: utzoo!linus!decvax!tektronix!hplabs!sdcrdcf!trwrb!trwrba!aero!sinclair
From: sinclair@aero.ARPA (William S. Sinclair)
Newsgroups: net.micro.atari

Subject: Atari 520ST developers' package
Message-ID: <361@aero.ARPA>
Date: Thu, 15-Aug-85 14:16:10 EDT
Article-I.D.: aero.361
Posted: Thu Aug 15 14:16:10 1985
Date-Received: Mon, 19-Aug-85 22:31:28 EDT
Reply-To: sinclair@aero.UUCP (William S. Sinclair (5435))
Organization: The Aerospace Corp., El Segundo, CA
Lines: 24

I just got a peek at the Atari ST developer's package, the one they send you for $300. It comes in an 8.5 by 11 by about 10 inch box, with 4000 pages of unbound documentation, and six floppies. The floppies include: GEM, TOS, Cpm-68k, 68000 assembler, linker, debugger, LOGO, and C compiler.

My understanding is that they will send you the stuff no questions asked, if you supply the serial number of your ST. Could it be that this computer has a hardware readable serial number? Also schematics are included!!

My impression after a cursory glance is that the documentation is fairly recent, and complete. As far as being easy to read, it's not at a tutorial level, but it's fairly well written. I would say it's a MUST for hackers. I was playing around with the CPM68k, SID, etc. and learned a lot just poking around in the system base page. There are a complete set of GEM listings in C, of course.

Atari also offers GEM courses, as 2 day seminars for mucho bucks. I would like to see longer seminars on a weekly basis. There is too much stuff to cram into 2 consecutive days.

Anyway, if you get this package, happy hacking!!!!

Bill Sinclair
213/647-7153

From -1752701416744061077
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 157808,e7a1fe82d4e5e7d2,start
X-Google-Attributes: gid157808,public
X-Google-Thread: 1517c1,e7a1fe82d4e5e7d2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-15 11:42:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site aero.ARPA
Path: utzoo!linus!decvax!tektronix!hplabs!sdcrdcf!trwrb!trwrba!aero!sinclair
From: sinclair@aero.ARPA (William S. Sinclair)
Newsgroups: net.music.synth,net.micro.atari
Subject: MIDI on the Atart ST
Message-ID: <363@aero.ARPA>
Date: Thu, 15-Aug-85 14:42:23 EDT
Article-I.D.: aero.363
Posted: Thu Aug 15 14:42:23 1985
Date-Received: Mon, 19-Aug-85 22:32:05 EDT

Reply-To: sinclair@aero.UUCP (William S. Sinclair (5435))
Organization: The Aerospace Corp., El Segundo, CA
Lines: 13
Xref: linus net.music.synth:408 net.micro.atari:962

I took a peek at the schematics provided by the Atari ST developers' kit.
The MIDI interface is essentially a Motorola 6850 ACIA driven by a SHARP
900 opto-isolator. Output apperas to be standard open-collector logic.
Ther are actually TWO 6850's in the box. The second goes to an output port
directly. I don't know for what purpose.

As far as I/O addresses, the chip select comes from the "glue" chip, so it's
not obvious what they are. I couldn't find a refernce to the addresses in the
ducumentation either. Perhaps the developers package contains a more detailed
I/O memory map, but I haven't found it yet.

Bill Sinclair 213/647-1753

From 7655123629924139515
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ea847068d59cf36e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-15 16:16:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site iddic.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!decwrl!decvax!tektronix!orca!iddic!
chrism
From: chrism@iddic.UUCP (Chris Ebaugh)
Newsgroups: net.micro.atari
Subject: Re: ST Hardware
Message-ID: <2128@iddic.UUCP>
Date: Thu, 15-Aug-85 19:16:53 EDT
Article-I.D.: iddic.2128
Posted: Thu Aug 15 19:16:53 1985
Date-Received: Tue, 20-Aug-85 01:44:01 EDT
References: <1037@mtgzz.UUCP>
Reply-To: chrism@iddic.UUCP (Chris Ebaugh)
Organization: Tektronix, Beaverton OR
Lines: 20

In article <1037@mtgzz.UUCP> bds@mtgzz.UUCP (b.d.szablak) writes:
>The August issue of Antic has a picture of the ST motherboard and a VERY
>brief description of some of the chips on it. Does anyone have any more
>information on this? In particular, it mentions the CPU as being an
>68000P8, what does the P8 mean? Also, it says there is a screen controller
>chip or something like that, which is suppose to off load the 68000. Any
>more info on that chip. Finally, there is a DMA chip, but someone stated
>in this newsgroup earlier that the floppy used a serial interface, is this
>correct info? The biggest shame about the ST is that it didn't get written
>up in very good detail even in a magazine devoted to atari computers...

Sorry, I can only help with the 68000P8. That means that the 68000 processor
is the 8 Mhz version.

It is the same one that is in the Apple Macintosh.

Chris Ebaugh
Tektronix Wilsonville, Or
tektronix!iddic!chrism

From -3679322998332649630
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ea847068d59cf36e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-15 21:11:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site oakhill.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!ut-sally!oakhill!davet
From: davet@oakhill.UUCP (Dave Trissel)
Newsgroups: net.micro.atari
Subject: Re: ST Hardware
Message-ID: <485@oakhill.UUCP>
Date: Fri, 16-Aug-85 00:11:48 EDT
Article-I.D.: oakhill.485
Posted: Fri Aug 16 00:11:48 1985
Date-Received: Mon, 19-Aug-85 20:47:56 EDT
References: <1037@mtgzz.UUCP>
Reply-To: davet@oakhill.UUCP (Dave Trissel)
Organization: Motorola Inc. Austin, Tx
Lines: 10

In article <1037@mtgzz.UUCP> bds@mtgzz.UUCP (b.d.szablak) writes:

> ....   In particular, it mentions the CPU as being an
>68000P8, what does the P8 mean?   ...

The P8 means plastic package and fully tested for 8 Megahertz operation.

  -- Dave Trissel
      Motorola Semicoductor
      Austin, Texas   {ihnp4,seismo}!ut-sally!oakhill!davet

From 2447533006946935155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,bdcd24de0885b739
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 152df8,332f14314fb05be8
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-08-16 08:34:14 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site voder.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!nsc!voder!kev
From: kev@voder.UUCP (Kevin Hoskins)
Newsgroups: net.micro.atari,net.micro.cbm,net.micro.mac
Subject: Re: Amiga vs. ST
Message-ID: <852@voder.UUCP>
Date: Fri, 16-Aug-85 11:34:14 EDT
Article-I.D.: voder.852
Posted: Fri Aug 16 11:34:14 1985
Date-Received: Tue, 20-Aug-85 20:48:41 EDT
References: <268@ihnet.UUCP> <1669@hao.UUCP> <5436@fortune.UUCP>
<1038@sdcsvax.UUCP>
Distribution: net
Organization: National Semiconductor, Santa Clara
Lines: 14
Xref: watmath net.micro.atari:1037 net.micro.cbm:1632 net.micro.mac:2416

> ....The 1986 open Mac will likely put any corporate Mac owners back off
> the fence and into Apple's camp, should they be tempted now by Amiga.
>
>   Joel West CACI, Inc. - Federal (c/o UC San Diego)
>   {ucbvax,decvax,ihnp4}!sdcsvax!jww
>   jww@SDCSVAX.ARPA
>
> "A Macintosh owner at any price!"

    Okay, I'll bite. What the heck is an "open Mac" and why will it push
corporate Mac owners off the fence?

From 1605641210502954259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,720648311ca798b6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-16 10:42:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2g.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!hou2g!stekas
From: stekas@hou2g.UUCP (J.STEKAS)
Newsgroups: net.micro.atari
Subject: More on 800XL Keyboards at Radio Shack
Message-ID: <598@hou2g.UUCP>
Date: Fri, 16-Aug-85 13:42:18 EDT
Article-I.D.: hou2g.598
Posted: Fri Aug 16 13:42:18 1985
Date-Received: Tue, 20-Aug-85 04:20:04 EDT
References: <590@hou2g.UUCP>
Organization: AT&T Bell Labs, Holmdel NJ

Lines: 17

First, the keyboards are from the 1200XL and not the 800XL as I said.

Second, the TI keyboards once offered were gobbled up as soon as they hit the shelves. If you want an Atari keyboard I suggest polling the RS stores in your area by telephone ASAP.

The keyboard uses a membrane switching matrix actuated by mechanical keys. The major difference with the 400 keyboard is that the 1200XL KB includes the 2 MOS chips that encode the keystrokes. On the 400, the chips are on the motherboard. Interfacing requires removing the chips from the 1200 KB and bringing the proper connections out with a 22 wire cable which can plug into the KB socket on the 400. The Atari Technical Reference shows the mapping between the keyboard socket and encoding chip pins. Comparing foil patterns is a more difficult way of figuring things out.

Good Luck -
Jim

From -6345038021717889806
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ec79a5c58fe75a46,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-16 11:59:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site pucc-h
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!CS-Mordred!
Pucc-H:agd
From: agd@pucc-h (Gerrit)
Newsgroups: net.micro.atari
Subject: Development Package for ST: Where is?
Message-ID: <2201@pucc-h>
Date: Fri, 16-Aug-85 14:59:53 EDT
Article-I.D.: pucc-h.2201
Posted: Fri Aug 16 14:59:53 1985
Date-Received: Fri, 23-Aug-85 23:53:04 EDT
Reply-To: gh3@pucc-h.UUCP (Gerrit Huizenga)
Organization: Purdue University Computing Center
Lines: 37

I've been hearing all sorts of comments with regards to the development package Atari has made available for the ST. Having just received my ST yesterday (with pretty RGB monitor :-) I'm wondering if it would be worth my while to procure this development package. What I'd like to know is where can the package be found (who's selling it), how much it will take me for (cost), and what all is in the package. I'm very interested in getting a C compiler sometime soon so I can do some serious playing around and this sounds like it may be the way to go.

Comments?

BTW - The ST is very pretty! It's not quite as pretty as a Sun, but then
it doesn't cost as much, either :-)

Gerrit Huizenga III, Purdue University Computing Center

```
/*************************************************************************/
/*                                                                       */
/*  The opinions expressed above are mine, all mine, and nobody else */
/*                          can have them!                               */
/*                                                                       */
/*  ihnp4!pur-ee!pucc-j!gh3              gh3@purdue-asc.ARPA         */
/*  ihnp4!purdue!gh3                     gh3@asc.purdue.edu          */
/*************************************************************************/
--
```

Gerrit Huizenga III, Purdue University Computing Center

```
/*************************************************************************/
/*                                                                       */
/*  The opinions expressed above are mine, all mine, and nobody else */
/*                          can have them!                               */
/*                                                                       */
/*  ihnp4!pur-ee!pucc-j!gh3              gh3@purdue-asc.ARPA         */
/*  ihnp4!purdue!gh3                     gh3@asc.purdue.edu          */
/*************************************************************************/
```

```
From 368375445989220596
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,95440ce336e4e874,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-16 12:12:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site pucc-h
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!inuxc!pur-ee!CS-Mordred!
Pucc-H:agd
From: agd@pucc-h (Gerrit)
Newsgroups: net.micro.atari
Subject: ST development package: Where is she?
Message-ID: <2203@pucc-h>
Date: Fri, 16-Aug-85 15:12:31 EDT
Article-I.D.: pucc-h.2203
Posted: Fri Aug 16 15:12:31 1985
Date-Received: Fri, 23-Aug-85 23:53:45 EDT
Reply-To: gh3@pucc-h.UUCP (Gerrit Huizenga III)
Organization: Purdue University Computing Center
Lines: 27
Keywords: ST  development
```

I have heard much lately about a development package for the ST's.
I am interested in knowing if this is a worthwhile investment. My ST
with bright and glowing RGB monitor arrived just yesterday and although

Logo is supposed to be fairly decent as a language, I am much more comfortable
using C. I hope to have a C compiler in hand someday soon, either one way
or another, and I believe that the development package has a decent C compiler.
What else is in the package? How much does it cost? Who do I contact to
procure such an item? The answers to these and other questions will
gratefully be accepted at your earliest convienience. Oh well, back to
real work.

gerrit

P.S. - the ST is very, very sharp - not as sharp as a Sun, but also not
       quite the same price.
--

Gerrit Huizenga III, Purdue University Computing Center

```
/*************************************************************************/
/*                                                                       */
/*  The opinions expressed above are mine, all mine, and nobody else */
/*                           can have them!                              */
/*                                                                       */
/*  ihnp4!pur-ee!pucc-j!gh3              gh3@purdue-asc.ARPA         */
/*  ihnp4!purdue!gh3                     gh3@asc.purdue.edu          */
/*************************************************************************/
```

From 8678565062279815903
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 157808,8ca58c8dd955697c,start
X-Google-Attributes: gid157808,public
X-Google-Thread: 1517c1,8ca58c8dd955697c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-16 12:21:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site aero.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!sdcrdcf!trwrb!trwrba!aero!sinclair
From: sinclair@aero.ARPA (William S. Sinclair)
Newsgroups: net.music.synth,net.micro.atari
Subject: More on the ATari ST MIDI interface
Message-ID: <371@aero.ARPA>
Date: Fri, 16-Aug-85 15:21:44 EDT
Article-I.D.: aero.371
Posted: Fri Aug 16 15:21:44 1985
Date-Received: Tue, 20-Aug-85 20:51:56 EDT
Reply-To: sinclair@aero.UUCP (William S. Sinclair (5435))
Organization: The Aerospace Corp., El Segundo, CA
Lines: 13
Xref: watmath net.music.synth:413 net.micro.atari:1038

After poking around some more in the Atari developer's literature, I found
out some more stuff about MIDI. Apparently, the I/O is at $fffffc06. This is
the address of the 6850 ACIA chip. They do have a handler set up to send and

receive MIDI data, that can be called from C or assembly code. One thing I found objectionable is the way they handle incoming MIDI stuff. Each byte is time-stamped with 3 bytes of time info. That means that a key-press would take 12 bytes of memory, and each note (key dn, key up) would require 24 bytes.
The time stamp is referenced to the 200 tick/sec system clock, not to any user-definable clock. All of this means you would have to ignore the input handler, and write your own.
Well, at least they wrote SOME software for the port.

Bill Sinclair 213/647-1753

From -1841919820525252802
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,bdcd24de0885b739
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-08-16 13:34:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site baylor.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!panda!talcott!harvard!seismo!ut-sally!ut-ngp!shell!neuro1!baylor!peter
From: peter@baylor.UUCP (Peter da Silva)
Newsgroups: net.micro.atari,net.micro.cbm
Subject: Re: Re: Amiga vs. ST
Message-ID: <422@baylor.UUCP>
Date: Fri, 16-Aug-85 16:34:57 EDT
Article-I.D.: baylor.422
Posted: Fri Aug 16 16:34:57 1985
Date-Received: Tue, 20-Aug-85 21:28:38 EDT
References: <268@ihnet.UUCP> <1669@hao.UUCP> <5436@fortune.UUCP> <338@eneevax.UUCP> <671@terak.UUCP>
Distribution: net
Organization: The Power Elite, Houston, TX
Lines: 26
Xref: watmath net.micro.atari:1039 net.micro.cbm:1633

> Applications?????
>
> Is there anyone on the net who gives a tinker's damn about applications?

Careful, your sarcasm's showing!

> The important thing is to have a 68000 CPU and nifty specs for sound and
> graphics. It doesn't matter if you ever *use* that stuff or not.
>
> Besides, hopefully someone will put Unix on an ST or an Amiga. That's
> another important thing to have, even though you have no use for it.

I don't know about you but I'm not a little kid who needs hir hand held when se plays games. I'm not a beancounter who uses prepackaged applications in Lotus. I'm not a writer like Jerry Pournelle who needs the world's greatest

word processor.

I'm a programmer. Without us, there will never be any applications. We need
to be able to do 10 or 15 things at once so we can get software out before
the press calls it vaporware. We need multitasking.

UNIX is our application.
--
     Peter da Silva (the mad Australian werewolf)
          UUCP: ...!shell!neuro1!{hyd-ptd,baylor,datafac}!peter
          MCI: PDASILVA; CIS: 70216,1076

From 3419335228726412569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ec8fdae5a575ba52,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-16 14:42:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site emory.UUCP
Path: utzoo!decvax!tektronix!hplabs!gatech!akgua!emory!kim
From: kim@emory.UUCP (Kim Wallen {Psychology})
Newsgroups: net.micro.atari
Subject: Address to get DOS 2.5
Message-ID: <1523@emory.UUCP>
Date: Fri, 16-Aug-85 17:42:22 EDT
Article-I.D.: emory.1523
Posted: Fri Aug 16 17:42:22 1985
Date-Received: Sun, 18-Aug-85 19:51:15 EDT
Distribution: na
Organization: Math & Computer Science, Emory University, Atlanta
Lines: 9
Xref: tektronix net.micro.atari:01082

I understand that ANTIC published the address to send ones Atari DOS
3.0 master diskette to get a copy of DOS 2.5. Does anyone out
there have the address? Is DOS 2.5 an improvement over 2.05?

Thanks

Kim Wallen
{akgua gatech}!emory!emoryu1!psykw

From 3301754991333470345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,530e7c01228d50ce,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,530e7c01228d50ce,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-08-18 20:20:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekig5.UUCP

Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!tektronix!tekig5!
waynekn
From: waynekn@tekig5.UUCP (Wayne Knapp)
Newsgroups: net.micro,net.micro.atari
Subject: 13 and 14 pin DIN plugs
Message-ID: <199@tekig5.UUCP>
Date: Sun, 18-Aug-85 23:20:28 EDT
Article-I.D.: tekig5.199
Posted: Sun Aug 18 23:20:28 1985
Date-Received: Sat, 24-Aug-85 01:45:51 EDT
Distribution: net
Organization: Tektronix, Beaverton OR
Lines: 6
Xref: watmath net.micro:11574 net.micro.atari:1046

Does anyone know where to get a hold of 14 and 13 pin DIN plugs. I need both male and female. These connectors are used for the Atari 520ST disk drives and monitors. Thanks for the help.

Wayne Knapp

From 9113921628991694125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,21eb714bddf804e2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-18 20:32:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cvl.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!panda!talcott!
harvard!seismo!lll-crg!gymble!umcp-cs!cvl!gyuri
From: gyuri@cvl.UUCP (Gyorgy Fekete)
Newsgroups: net.micro.atari
Subject: inverse video line for ST's vt52
Message-ID: <735@cvl.UUCP>
Date: Sun, 18-Aug-85 23:32:00 EDT
Article-I.D.: cvl.735
Posted: Sun Aug 18 23:32:00 1985
Date-Received: Sat, 24-Aug-85 14:13:05 EDT
Distribution: net
Organization: Computer Vision Lab, U. of Maryland, College Park
Lines: 24

The vt52 does not use standout mode, which is a bloody shame
if you use emacs (status line). Anyway, the seuqence ``esc p'' puts the
ST's terminal into inverse video (standout) mode, and ``esc q'' takes
it out. There are a lot more non-vt52 things, but I haven't finished
compiling them. I'll post as soon as that's done. Until then, the following
termcap was borrowed from our entry for vt52, and the last line added to
allow emacs to use standout mode for the status line(s).
The \EL sequence deletes a line and returns the cursor to the leftmost column.

This following entry is modified from the vt52's termcap, and allows
inverse video line
---------->8-------------------------
atst|atari St running kinda vt52:\
     :bs:cd=\EJ:ce=\EK:cl=\EH\EJ:cm=\EY%+ %+ :co#80:li#24:nd=\EC:\
     :pt:sr=\EI:up=\EA:ku=\EA:kd=\EB:kr=\EC:kl=\ED:\
     :so=\Ep:se=\Eq:dl=\EL:
--
Gyorgy Fekete --- University of MD, Computer Vision Lab, (301) 454-4526

gyuri@cvl.{ARPA,CSNet}

...seismo \
...allegra +-- !umcp-cs!cvl!gyuri.UUCP
...brl-bmd /

From 2968582081655606289
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6374d69a9664db1a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-18 21:45:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cvl.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!panda!talcott!
harvard!seismo!umcp-cs!cvl!eli
From: eli@cvl.UUCP (Eli Liang)
Newsgroups: net.micro.atari
Subject: OS9 on the ST
Message-ID: <738@cvl.UUCP>
Date: Mon, 19-Aug-85 00:45:05 EDT
Article-I.D.: cvl.738
Posted: Mon Aug 19 00:45:05 1985
Date-Received: Sat, 24-Aug-85 14:13:21 EDT
Distribution: net
Organization: Computer Vision Lab, U. of Maryland, College Park
Lines: 27

   Isn't there a version of the OS9 operating system available which will run on 68000-based machines? I believe I've heard or read that it is. From the small amount of expierience I've had with it, I think it may be very nice to have on the ST. If any other ST users are as frustrated with the current operating system as I am, then they too would want to have it for their ST's.
   OS9 supports full multi-tasking, has re-directable standard input and standard outputs (just like unix) as well as pipes. The only thing it is lacking in is a full set of utilities like sed, awk and others. Since OS9 was primarily designed for smaller machines without hard drives, they could not quite fit these in. Motorola developed the OS9 operating system but I don't know about the liscensing agreements (if any) that would have to be secured. The OS9 I used was on a 6809 based machine with 64K of memory and was very nice. The machine did slow down a bit when more than four or five processes were run concurrently, but I don't think that will be the case with

the ST since it has a 68000 and 512K of memory.
   If anyone out there has any information about how one might go about porting OS9 over to an ST or has already done so, I would be very interested in hearing about it.

--

~~~~~~
Eli Liang ---
        University of Maryland Computer Vision Lab, (301) 454-4526
        ARPA: liang@cvl, liang@lemuria, eli@mit-mc, eli@mit-prep
        CSNET: liang@cvl UUCP: {seismo,allegra,brl-bmd}!umcp-cs!cvl!liang

From 3789648417991058109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bdcd24de0885b739
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-19 06:39:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!panda!enmasse!
mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Multitasking on the Amiga
Message-ID: <450@enmasse.UUCP>
Date: Mon, 19-Aug-85 09:39:33 EDT
Article-I.D.: enmasse.450
Posted: Mon Aug 19 09:39:33 1985
Date-Received: Sat, 24-Aug-85 14:14:11 EDT
References: <268@ihnet.UUCP> <1669@hao.UUCP> <5436@fortune.UUCP>
<338@eneevax.UUCP> <2344@watcgl.UUCP>
Distribution: net
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 30

> Not true. Programs can be arbitrarily large (since addresses are relocated
> at process startup time) and they don't have to be well behaved
> (since address faults, etc are trapped on a per-process basis).
>

Well I for one don't see how either of these assertions can be true.

1) Programs can't be arbitrarily large, they have to fit into what is left
of memory, a variable dependent on what happens to be loaded at the time.
This is not the same as a multiprocessing system that allows any combination
of processes to coexist, limiting only the number of concurrent processes.

2) They do have to be well behaved. This is far more serious a problem with
the base register relocation scheme used in the Amiga. There is no way to
prevent task_1 from writing all over task_2. Without the hardware protection
offered by an MMU, you are left with trust as the only protection between
~~~~~~

the address space of individual tasks. I must assume that the address faults mentioned above are writing off the end of known space type faults.

> I got this information from one of the people who designed the Amiga's
> multitasking operating system. All in all, I was very impressed
> by the number of things that they got right.

These people are not objective.
--
Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!mroddy)

From -4853058196889088293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ea847068d59cf36e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-19 06:47:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!panda!enmasse!
mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: ST Hardware
Message-ID: <451@enmasse.UUCP>
Date: Mon, 19-Aug-85 09:47:01 EDT
Article-I.D.: enmasse.451
Posted: Mon Aug 19 09:47:01 1985
Date-Received: Sat, 24-Aug-85 14:14:31 EDT
References: <1037@mtgzz.UUCP> <2128@iddic.UUCP>
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 21

Hey, I can help! I just received my software development package from Atari, and it has just tons of documentation. I'll just look through this stuff for some neato hardware specs (like the ones that came with the 800 technical manuals.) Wait right there while I look for the specs.

I'll be just a few minutes.

I know there here someplace.

Uh, maybe I put them over there.

Jeez, I can't seem to find them.

Oh well, :-)

--

Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!mroddy)

From 7232851715460798016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7df0b3d37021808d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-19 10:35:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site sdcc13.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!sdcrdcf!sdcsvax!sdcc3!sdcc13!st175
From: st175@sdcc13.UUCP (st175)
Newsgroups: net.micro.atari
Subject: sam for 800xl's
Message-ID: <284@sdcc13.UUCP>
Date: Mon, 19-Aug-85 13:35:35 EDT
Article-I.D.: sdcc13.284
Posted: Mon Aug 19 13:35:35 1985
Date-Received: Sun, 25-Aug-85 04:43:25 EDT
Organization: U.C. San Diego, Academic Computer Center
Lines: 20
Keywords: sam, silence, nonspeak

Have any of you out in netland worked with sam or any other speech synthesizer on the 800xl? I've been trying for awhile to no avail. Sam stays mum no matter what. I've followed the directions on creating the disk with 'mem sav' with no success. The 800 I have uses revision B of basic, and has the Boss installed to disable basic unless you swith a toggle to regular, or depress the option key (instead of vice-versa).

Help Please,

Matt Scholz
MSCHOLZ
(disclaim, exclaim, unclaim, layclaim, reclaim, proclaim, etc. etc.)
(go ahead, quote me)

From 4202108570262686054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5c5f44c6d54ba460,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-20 09:01:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site sdcc13.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!sdcrdcf!sdcsvax!sdcc3!sdcc13!st175
From: st175@sdcc13.UUCP (st175)
Newsgroups: net.micro.atari
Subject: sam for 800xl
Message-ID: <291@sdcc13.UUCP>
Date: Tue, 20-Aug-85 12:01:13 EDT
Article-I.D.: sdcc13.291
Posted: Tue Aug 20 12:01:13 1985
Date-Received: Sun, 25-Aug-85 05:13:14 EDT
Organization: U.C. San Diego, Academic Computer Center
Lines: 9
Keywords: sam, trash, carnage
Summary: it don't work

This is a repost for help getting a speech synthesizer to work on an
800xl with the "Boss" modification, and running the old thrashed
version of revision b BASIC.

Any ideas?

Garth
@UCSD .....sdcc3!sdcc13!st175

From -819936878413335807
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5aee9b0d3bfc4463,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-20 09:48:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gitpyr.UUCP
Path: utzoo!linus!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: ST source posted to net.sources
Message-ID: <667@gitpyr.UUCP>
Date: Tue, 20-Aug-85 12:48:59 EDT
Article-I.D.: gitpyr.667
Posted: Tue Aug 20 12:48:59 1985
Date-Received: Wed, 21-Aug-85 07:11:31 EDT
Organization: Georgia Institute of Technology
Lines: 25

Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Followup-To:
Distribution: net
Organization: Georgia Institute of Technology

Keywords:

I've posted a port of Steve Hawley's trench program for macintosh to ST in net.sources... Enjoy

=-=
Never put off until tomorrow what you can avoid altogether.

    Steve Tynor
    Georgia Instutute of Technology

 ...{akgua, allegra, amd, harpo, hplabs,
     ihnp4, masscomp, ut-ngp, rlgvax, sb1,
     uf-cgrl, unmvax, ut-sally} !gatech!gitpyr!tynor

--
Steve Tynor
Georgia Insitute of Technology, Atlanta Georgia, 30332
...!{akgua,allegra,amd,hplabs,ihnp4,masscomp,ut-ngp}!gatech!gitpyr!tynor

From 264975320962243899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7ef53ee41352a276,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,7ef53ee41352a276,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 15517a,7ef53ee41352a276,start
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-08-20 10:47:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site aero.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!sdcrdcf!trwrb!trwrba!aero!sinclair
From: sinclair@aero.ARPA (William S. Sinclair [5435])
Newsgroups: net.micro.atari,net.micro.cbm,net.micro.pc
Subject: Looking For Ken Barbier
Message-ID: <380@aero.ARPA>
Date: Tue, 20-Aug-85 13:47:13 EDT
Article-I.D.: aero.380
Posted: Tue Aug 20 13:47:13 1985
Date-Received: Sun, 25-Aug-85 05:09:25 EDT
Reply-To: sinclair@aero.UUCP (William S. Sinclair [5435])
Organization: The Aerospace Corp., El Segundo, CA
Lines: 9
Xref: watmath net.micro.atari:1056 net.micro.cbm:1643 net.micro.pc:5072

I used to know a contractor named Ken Barbier that used to live in Borrego Springs, CA. In the late 70's he moved to Socorro, New Mexico, but I can't find him there. He was one of the best hackers I ever knew, and a regular

contributor to Byte and Kilobaud magazines. Anybody know how I can reach him?

Bill Sinclair (asbestos willie)
213/647-1753

From 4200762746568258966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e2be7bca3743ccf,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-21 12:15:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site cae780.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!tektronix!reed!omsi!russ
From: russ@omsi.UUCP (Russell Schwartz)
Newsgroups: net.micro.atari
Subject: Where to post ST sources...
Message-ID: <211215471985@omsi.UUCP>
Date: Wed, 21-Aug-85 15:15:47 EDT
Article-I.D.: omsi.211215471985
Posted: Wed Aug 21 15:15:47 1985
Date-Received: Sat, 24-Aug-85 19:50:53 EDT
Lines: 8

I was curious if people were able to handle sources for ST programs posted in net.micro.atari instead of trying to sort through all the other stuff in net.sources. And it shouldn't be too hard to jump over the article if you don't want the listing. What do the rest of you think?

Russell Schwartz
tektronix!reed!omsi

[The brain the size of a planet and they want me to park cars!]

From -6194863330170148198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,643fc20a86c8a938,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-21 20:13:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site emory.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!emory!kim
From: kim@emory.UUCP (Kim Wallen {Psychology})
Newsgroups: net.micro.atari
Subject: tilde on 800XL
Message-ID: <1525@emory.UUCP>
Date: Wed, 21-Aug-85 23:13:44 EDT
Article-I.D.: emory.1525
Posted: Wed Aug 21 23:13:44 1985
Date-Received: Sun, 25-Aug-85 04:03:07 EDT

Distribution: net
Organization: Math & Computer Science, Emory University, Atlanta
Lines: 18

Does anyone have a solution for
getting the 800XL to generate
a tilde? I do not see it in the
ATASCII character set, but wondered
if anyone using an ATARI as a
terminal to a 4.2BSD system had
found a way around this.

Thanks

Kim Wallen
Psychology Department
Emory University
Atlanta, GA

akgua!emory!emoryu1!kim

From 6820898783118827151
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,65b81ee8239cc629,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-21 23:59:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!phr
From: phr@ucbvax.ARPA (Paul Rubin)
Newsgroups: net.micro.atari
Subject: Re: atari 1027 printer ribbon needed
Message-ID: <10084@ucbvax.ARPA>
Date: Thu, 22-Aug-85 02:59:24 EDT
Article-I.D.: ucbvax.10084
Posted: Thu Aug 22 02:59:24 1985
Date-Received: Sat, 24-Aug-85 14:35:14 EDT
Organization: University of California at Berkeley
Lines: 14

Sorry about posting this to the whole net but mail to you bounced.

Unless I'm mistaken the 1027 is their teeny drum printer, which uses
a mechanism resembling the insides of an adding machine. The drum
is inked with a fabric roller that snaps in and out of the clip it's
mounted on (I haven't got my printer in front of me). You pull the
roller out, re-ink it with stamp pad ink that you buy at your local
stationery store, and click it back into place. (My printer has
a different manufacturer's label and a standard interface instead
of Atari's, but I think it is the same mechanism).

Hope this helps.

paul rubin

From 7672530124425745660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,125357955c9c7dbf,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1622d3,125357955c9c7dbf,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1985-08-22 10:17:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site rduxb.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!rduxb!david1
From: david1@rduxb.UUCP (Rick Nelson)
Newsgroups: net.micro.atari,net.micro.apple
Subject: printer query
Message-ID: <646@rduxb.UUCP>
Date: Thu, 22-Aug-85 13:17:39 EDT
Article-I.D.: rduxb.646
Posted: Thu Aug 22 13:17:39 1985
Date-Received: Sat, 24-Aug-85 17:54:44 EDT
Organization: AT&T Bell Laboratories, Reading, PA
Lines: 9
Xref: watmath net.micro.atari:1053 net.micro.apple:2092

Has anyone had any experience with the GORILLA BANANA PRINTER? DAK has them
on sale for $89.90 (+ $69 for an Atari interface + $7 for a graphics driver
program on disk).This price seems too low to be trusted. Does the thing
work???

R. Nelson
rduxb!david1

From 5230456566104620517
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b2dbec7da82ce147,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-22 12:41:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!decvax!genrad!panda!talcott!harvard!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: Atari Basic error codes, and XL's
Message-ID: <1415@uwmacc.UUCP>
Date: Thu, 22-Aug-85 15:41:47 EDT
Article-I.D.: uwmacc.1415
Posted: Thu Aug 22 15:41:47 1985
Date-Received: Fri, 23-Aug-85 11:37:21 EDT

Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 22

*** REP   T I L E   SAGE ***

   I'm just starting to mess around with type-in Basic programs from magazines (Compute!, Antic) on my 1200XL, and I'm finding that most programs will not run without modification. I have two problems with this. Firstly, the #$%&! introductory basic book mentions the fact that one can get errors, but fails to give a table of error numbers and their meaning! Could some kind soul provide me with a pointer to some comprehensive Atari Basic documentation, and perhaps e-mail a list of error numbers and decriptions for me to use until such time as I can get it?
   Secondly, do other XL owners have the same kind of problems (or conversely, do non-XL owners NOT have these problems)? I have Compute!'s Master Memory Map book, which includes a section on differences between the 1200XL and "normal" machines, and will start checking the programs for use of inconsistent memory locations. Can anybody suggest any other approaches? I'm considering writing to the magazines to get suggestions, but thought I'd try here first.

   Please e-mail any responses to me; if there is sufficient interest I'll send/post a summary.

 - joel "vo" plutchak
{allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

From -7674709959055499535
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ad475af6f7a42f41,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-23 06:27:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: ST - Developer's mailing list
Message-ID: <353@eneevax.UUCP>
Date: Fri, 23-Aug-85 09:27:42 EDT
Article-I.D.: eneevax.353
Posted: Fri Aug 23 09:27:42 1985
Date-Received: Sun, 25-Aug-85 00:29:57 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 14

There seem to be a few people out there with developer's kits for
the atari 520ST. I would like to set up a mailing list so we can
exchange hints, suggestions, ideas on writing software on the ST.
If you are interested in being a part of this mailing list please

reply to me. To the others on net.micro.atari, I am not suggesting
that we bypass net.micro.atari but that details of this sort are
better suited for mailing lists. If anything of general interest
comes up I will of course relay it to net.micro.atari. Thanks.

-ravi

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 1515987592177250939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c60d07c9e1047003,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-23 08:11:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site apr.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!cbosgd!osu-eddie!apr!
thompson
From: thompson@apr.UUCP (The Software Warrior)
Newsgroups: net.micro.atari
Subject: Re: OS9 on the ST
Message-ID: <138@apr.UUCP>
Date: Fri, 23-Aug-85 11:11:34 EDT
Article-I.D.: apr.138
Posted: Fri Aug 23 11:11:34 1985
Date-Received: Sun, 25-Aug-85 00:16:14 EDT
References: <>
Reply-To: thompson@apr.UUCP (The Software Warrior)
Distribution: net
Organization: Advanced Programming Resources, Columbus OH
Lines: 18
Keywords: Atari ST OS9 OS68K
Summary: Port for ST of OS68K

We have a port pack (running on our unix box) for OS9-68K and an ST.
A friend and I would be willing to port it if we can get the
hard core technical information. Unfortunatly right now fianances are
such that neither of us can lay out the money for the developers kit. So
if any generous soul in the area can help us out with a look at the
specs we will do the port.

                          Ed

+---+
| In Real Life   : Edward D. Thompson | Just Visiting |
| UUCP Address   : ..cbosgd!apr!thompson | This Planet |
| Compuserve Address : 75136,2024   +-------------------------+
| Postal Address   : 2715 Tuller Parkway Drive, Dublin, Ohio 43017 |
| Phone   : (614) 766-6901 |

+---+
* General Disclaimers, Trade Mark Recognitions, and anything else....... *

From -2500293536923447811
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e2be7bca3743ccf
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-24 09:16:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gitpyr.UUCP
Path: utzoo!linus!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: Re: Where to post ST sources...
Message-ID: <686@gitpyr.UUCP>
Date: Sat, 24-Aug-85 12:16:48 EDT
Article-I.D.: gitpyr.686
Posted: Sat Aug 24 12:16:48 1985
Date-Received: Sun, 25-Aug-85 08:46:56 EDT
References: <211215471985@omsi.UUCP>
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Organization: Georgia Institute of Technology
Lines: 24

In article <211215471985@omsi.UUCP> russ@omsi.UUCP (Russell Schwartz) writes:
>
>   I was curious if people were able to handle sources for ST programs
>posted in net.micro.atari instead of trying to sort through all the other
>stuff in net.sources. And it shouldn't be too hard to jump over the article
>if you don't want the listing. What do the rest of you think?

Sounds like a good idea to me... It's not as if we are flooded with ST
sources right now.... :-)

=-=
Never put off until tomorrow what you can avoid altogether.

    Steve Tynor
    Georgia Instutute of Technology

 ...{akgua, allegra, amd, harpo, hplabs,
     ihnp4, masscomp, ut-ngp, rlgvax, sb1,
     uf-cgrl, unmvax, ut-sally} !gatech!gitpyr!tynor

--
Steve Tynor
Georgia Insitute of Technology, Atlanta Georgia, 30332
...!{akgua,allegra,amd,hplabs,ihnp4,masscomp,ut-ngp}!gatech!gitpyr!tynor

From 2824826502915618894
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,125357955c9c7dbf
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1622d3,125357955c9c7dbf
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1985-08-25 01:41:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site brl-tgr.ARPA
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!panda!talcott!
harvard!seismo!brl-tgr!gwyn
From: gwyn@brl-tgr.ARPA (Doug Gwyn <gwyn>)
Newsgroups: net.micro.atari,net.micro.apple
Subject: Re: printer query
Message-ID: <955@brl-tgr.ARPA>
Date: Sun, 25-Aug-85 04:41:50 EDT
Article-I.D.: brl-tgr.955
Posted: Sun Aug 25 04:41:50 1985
Date-Received: Tue, 27-Aug-85 02:21:43 EDT
References: <646@rduxb.UUCP>
Organization: Ballistic Research Lab
Lines: 8
Xref: watmath net.micro.atari:1064 net.micro.apple:2100

> Has anyone had any experience with the GORILLA BANANA PRINTER? DAK has them
> on sale for $89.90 (+ $69 for an Atari interface + $7 for a graphics driver
> program on disk).This price seems too low to be trusted. Does the thing
> work???

If this is the one with the carbon spark that deposits on the paper,
then yes, it does work. My parents got one for their apple. Be sure
to get plenty of supplies (electrodes, etc.) for this discontinued item.

From -4053880036741798560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8cb3bed42b8c7b27,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-25 18:06:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: ST Developers mailing list
Message-ID: <354@eneevax.UUCP>
Date: Sun, 25-Aug-85 21:06:55 EDT
Article-I.D.: eneevax.354
Posted: Sun Aug 25 21:06:55 1985
Date-Received: Wed, 28-Aug-85 02:17:53 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 18

I have formed an ST developers mailing list. If you wish to
join the list mail to:

ARPA: info-st-request@eneevax.arpa
UUCP: {seismo,allegra}!umcp-cs!eneevax!info-st-request

To send mail to the list mail to:

ARPA: info-st@eneevax.arpa
UUCP: {seismo,allegra}!umcp-cs!eneevax!info-st

Info of general interest will be posted to net.micro.atari.

-ravi

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From -7091069733837237726
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,da8d99ded9e76c83,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159752,da8d99ded9e76c83,start
X-Google-Attributes: gid159752,public
X-Google-ArrivalTime: 1985-08-26 07:43:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!think!harvard!seismo!
umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari,net.sources
Subject: ST Graphics demos (source) - long
Message-ID: <355@eneevax.UUCP>
Date: Mon, 26-Aug-85 10:43:04 EDT
Article-I.D.: eneevax.355
Posted: Mon Aug 26 10:43:04 1985
Date-Received: Wed, 28-Aug-85 21:21:31 EDT
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 356
Xref: watmath net.micro.atari:1069 net.sources:3346

Here are a few graphics demos that I ported from the sun. They run fine
on my monochrome monitor, but I haven't tried it with a color monitor.
I would imagine that they will run but without any color. You need the
DR C development system or other c compiler with the gem bindings. No
fancy windowing but they show the graphics capability of the ST very
nicely.

: Run this shell script with "sh" not "csh"

```
PATH=:/bin:/usr/bin:/usr/ucb
export PATH
all=FALSE
if [ $1x = -ax ]; then
     all=TRUE
fi
/bin/echo 'Extracting qix.inp'
sed 's/^X//' <<'//go.sysin dd *' >qix.inp
[u] qix.68k=apstart,qix,aesbind,vdibind,osbind
//go.sysin dd *
made=TRUE
if [ $made = TRUE ]; then
     /bin/chmod 644 qix.inp
     /bin/echo -n '     '; /bin/ls -ld qix.inp
fi
/bin/echo 'Extracting qix.c'
sed 's/^X//' <<'//go.sysin dd *' >qix.c
#include <osbind.h>

#define Chance 80
#define Div 5
#define Diff 4
#define Max 20
#define Nqix 50
#define abs(x) ((x)<0?(-(x)):(x))

int contrl[12], intin[256], ptsin[256], intout[256], ptsout[256];
int i,evwhich,dummy,rand,handle;
int xstart,ystart,xwidth,ywidth,xcen,ycen;
int pxy[4],mx;
long Randx=1;

main()
{
     /* Set the system up to do GEM calls */
     appl_init();

     /* Get the handle of the desktop */

     handle=graf_handle(&dummy,&dummy,&dummy,&dummy);

     /* Open the workstation. */

     for(i=1; i<10; ++i)  intin[i] = 1;
     intin[10] = 2;

     v_opnvwk(intin, &handle, intout);
     pxy[0]=0;
     pxy[1]=0;
     pxy[2]=intout[0];
     pxy[3]=intout[1];
     xwidth=pxy[2];
     ywidth= pxy[3];
```

```
     graf_mouse(0,i);
     draw_sample();
     v_clsvwk(handle);

     /* Release GEM calls */

     appl_exit();


}


draw_sample()
{
     int   temp[4], rgb_in[4], iter, loop;
     int   dx0, dy0, dx1, dy1;
     int   x0[Nqix], x1[Nqix], y0[Nqix], y1[Nqix];
     int   flag;


     v_clrwk(handle);
     vswr_mode(handle,3);
     Srand( (long) Gettime());
     i=0;
     flag=0;
     dx0=5;
     dy0=2;
     dx1= -4;
     dy1=3;
     x0[0] = (int)(xwidth/3);
     y0[0] = (int)(ywidth/3);
     x1[0] = (int)(2*xwidth/3);
     y1[0] = (int)(2*ywidth/3);

     while (!Bconstat(2)){
          if (flag)
               Vector( x0[i], y0[i], x1[i], y1[i]);
          Vector( bounce(x0, i, &dx0, xwidth-1),
          bounce(y0, i, &dy0, ywidth-1),
          bounce(x1, i, &dx1, xwidth-1),
          bounce(y1, i, &dy1, ywidth-1));

          if (++i >= Nqix) {
               i=0;
               flag=1;
          }
     }


     Vector(x0[i], y0[i], x1[i], y1[i]);

     for(flag=(i+1)%Nqix;flag!=i;flag=(flag+1)%Nqix)
          Vector(x0[flag], y0[flag], x1[flag], y1[flag]);
```

```
}

Srand(x)
long x;
{
     Randx = x;
}

Rand()
{
     return((Randx = Randx * 505360173 + 907633385) & 0x7fffffff);
}

bounce (x, off, dx, lim)
int *x, off, *dx, lim;
{
     int j,t1,t2;
     t1 = (long) Rand();
     t2 = (long) Rand();
     if (t1%100 > Chance)
          *dx = *dx + t2%Diff-Diff/2;
     if(*dx > Max || *dx < -Max)
          *dx = *dx / Div;
     j = *dx + x[(off+Nqix-1)%Nqix];
     if (j > lim) {
          j = lim;
          *dx = -(*dx);
     }
     else if (j < 0) {
          j = 0;
          *dx = -(*dx);
     }
     return (x[off] = j);
}

Vector(a,b,c,d)
int a,b,c,d;
{
     ptsin[0] = a;
     ptsin[1] = b;
     ptsin[2] = c;
     ptsin[3] = d;
     v_pline(handle, 2, ptsin);
}

//go.sysin dd *
made=TRUE
if [ $made = TRUE ]; then
     /bin/chmod 644 qix.c
     /bin/echo -n '     '; /bin/ls -ld qix.c
fi
/bin/echo 'Extracting qux.inp'
sed 's/^X//' <<'//go.sysin dd *' >qux.inp
```

```
[u] qux.68k=apstart,qux,aesbind,vdibind,osbind
//go.sysin dd *
made=TRUE
if [ $made = TRUE ]; then
     /bin/chmod 644 qux.inp
     /bin/echo -n '     '; /bin/ls -ld qux.inp
fi
/bin/echo 'Extracting qux.c'
sed 's/^X//' <<'//go.sysin dd *' >qux.c
#include <osbind.h>

#define Queues 4
#define Nqux 32
#define abs(x) ((x)<0?(-(x)):(x))

int contrl[12], intin[256], ptsin[256], intout[256], ptsout[256];
int i,evwhich,dummy,rand,handle;
int xstart,ystart,xwidth,ywidth,xcen,ycen;
int pxy[4],mx;
long    Randx = 1;
int  width,height;
main()
{
     /* Set the system up to do GEM calls */
     appl_init();

     /* Get the handle of the desktop */

     handle=graf_handle(&width,&height,&dummy,&dummy);

     /* Open the workstation. */

     for(i=1; i<10; ++i)  intin[i] = 1;
     intin[10] = 2;

     v_opnvwk(intin, &handle, intout);
     pxy[0]=0;
     pxy[1]=0;
     pxy[2]=intout[0];
     pxy[3]=intout[1];
     xwidth=pxy[2];
     ywidth= pxy[3];
     /*  vs_clip(handle,1,pxy);  */
     graf_mouse(0,i);
     draw_sample();
     v_clsvwk(handle);

     /* Release GEM calls */

     appl_exit();


}
```

```
draw_sample()
{


     int   Dx[Queues], Dy[Queues];
     int   x[Queues][Nqux], y[Queues][Nqux];
     int    i=0, flag=0;

     v_clrwk(handle);
     vswr_mode(handle,3);

     Srand((long) Gettime());

     for(i=0;i<Queues;i++) {
          Dx[i]=(long) Rand3();
          Dy[i]=(long) Rand3();
     }


     x[0][Nqux-1] = (int)(xwidth/3);
     y[0][Nqux-1] = (int)(ywidth/3);
     x[1][Nqux-1] = (int)(2*xwidth/3);
     y[1][Nqux-1] = (int)(2*ywidth/3);
     x[2][Nqux-1] = (int)(xwidth/3);
     y[2][Nqux-1] = (int)(2*ywidth/3);
     x[3][Nqux-1] = (int)(2*xwidth/3);
     y[3][Nqux-1] = (int)(ywidth/3);

     i=0;
     while (!Bconstat(2)){
          if (flag) {
               Vector (x[0][i], y[0][i], x[1][i], y[1][i]);
               Vector (x[1][i], y[1][i], x[2][i], y[2][i]);
               Vector (x[2][i], y[2][i], x[3][i], y[3][i]);
               Vector (x[1][i], y[1][i], x[3][i], y[3][i]);
               Vector (x[3][i], y[3][i], x[0][i], y[0][i]);
               Vector (x[2][i], y[2][i], x[0][i], y[0][i]);
          }
          Vector (bounce (x[0], i, Dx+0, xwidth-1),
          bounce (y[0], i, Dy+0, ywidth-1),
          bounce (x[1], i, Dx+1, xwidth-1),
          bounce (y[1], i, Dy+1, ywidth-1));
          Vector (bounce (x[2], i, Dx+2, xwidth-1),
          bounce (y[2], i, Dy+2, ywidth-1),
          bounce (x[3], i, Dx+3, xwidth-1),
          bounce (y[3], i, Dy+3, ywidth-1));
          Vector (x[1][i], y[1][i], x[2][i], y[2][i]);
          Vector (x[1][i], y[1][i], x[3][i], y[3][i]);
          Vector (x[3][i], y[3][i], x[0][i], y[0][i]);
          Vector (x[2][i], y[2][i], x[0][i], y[0][i]);
          if (++i >= Nqux) {
```

```
                i=0;
                flag=1;
           }
     }

     Vector (x[0][i], y[0][i], x[1][i], y[1][i]);
     Vector (x[1][i], y[1][i], x[2][i], y[2][i]);
     Vector (x[2][i], y[2][i], x[3][i], y[3][i]);
     Vector (x[1][i], y[1][i], x[3][i], y[3][i]);
     Vector (x[3][i], y[3][i], x[0][i], y[0][i]);
     Vector (x[2][i], y[2][i], x[0][i], y[0][i]);
     for(flag=(i+1)%Nqux;flag!=i;flag=(flag+1)%Nqux) {
          Vector (x[0][flag], y[0][flag], x[1][flag], y[1][flag]);
          Vector (x[1][flag], y[1][flag], x[2][flag], y[2][flag]);
          Vector (x[2][flag], y[2][flag], x[3][flag], y[3][flag]);
          Vector (x[1][flag], y[1][flag], x[3][flag], y[3][flag]);
          Vector (x[3][flag], y[3][flag], x[0][flag], y[0][flag]);
          Vector (x[2][flag], y[2][flag], x[0][flag], y[0][flag]);
     }

}

Srand(x)
long x;
{
     Randx = x;
}

Rand()
{
     return((Randx = Randx * 505360173 + 907633385) & 0x7fffffff);
}

Rand2()
{
     return(Rand()>>13);
}

Rand3()
{
     return(((Randx = Randx * 505360173 + 907633385)>>13)&1 ?
     ((((Randx = Randx * 505360173 + 907633385)>>13)&1)+1) :
     -((((Randx = Randx * 505360173 + 907633385)>>13)&1)+1));
}

bounce (x, off, dx, lim)
int *x, off, *dx, lim;
{
     int j;

     j = *dx + x[!off ? Nqux-1 : off-1];
     if (j > lim) {
          j = lim;
```

```
          *dx = -(*dx);
     }
     else if (j < 1) {
          j = 1;
          *dx = -(*dx);
     }
     return(x[off] = j);
}

Vector(a,b,c,d)
int a,b,c,d;
{
     ptsin[0] = a;
     ptsin[1] = b;
     ptsin[2] = c;
     ptsin[3] = d;
     v_pline(handle, 2, ptsin);
}

//go.sysin dd *
made=TRUE
if [ $made = TRUE ]; then
     /bin/chmod 644 qux.c
     /bin/echo -n '     '; /bin/ls -ld qux.c
fi

--
ARPA:     eneevax!ravi@maryland
UUCP:    [seismo,allegra]!umcp-cs!eneevax!ravi


From 2563153114479334783
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8def3fd3b4c499c3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-26 09:32:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site drupa.UUCP
Path: utzoo!watmath!clyde!cbosgd!cbdkc1!desoto!cord!pierce!bentley!hoxna!houxm!
mtuxo!drutx!drupa!kmeis
From: kmeis@drupa.UUCP (MeisK)
Newsgroups: net.micro.atari
Subject: ATARI 1200 keyboard for 400 - HOW?
Message-ID: <1016@drupa.UUCP>
Date: Mon, 26-Aug-85 12:32:36 EDT
Article-I.D.: drupa.1016
Posted: Mon Aug 26 12:32:36 1985
Date-Received: Tue, 27-Aug-85 06:31:20 EDT
Organization: AT&T Information Systems Laboratories, Denver
Lines: 11

I was recently able to purchase an Atari 1200 keyboard at the local Radio Shack
and would appreciate any hints from users out there who can tell me how to use
```

it for my Atari 400.

Thanks to the people who posted the news that the keyboards were available
at Radio Shack, and thanks in advance for the conversion info.

Kevin J. Meis
AT&T ISL
Denver, Co.
(303) 538 - 4364

From -7921078337006117870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ad475af6f7a42f41
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-26 12:13:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site tymix.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!oliveb!tymix!granvold
From: granvold@tymix.UUCP (Tom Granvold)
Newsgroups: net.micro.atari
Subject: Re: ST - Developer's mailing list
Message-ID: <492@tymix.UUCP>
Date: Mon, 26-Aug-85 15:13:28 EDT
Article-I.D.: tymix.492
Posted: Mon Aug 26 15:13:28 1985
Date-Received: Wed, 28-Aug-85 20:48:38 EDT
References: <353@eneevax.UUCP>
Reply-To: granvold@tymix.UUCP (Tom Granvold)
Distribution: net.micro.atari
Organization: Tymnet Inc., Cupertino CA
Lines: 12

-
     Please add me to the deleloper's mailing list.

Thanks,
Tom Granvold
ucbvax!oliveb!tymix!granvold

PS - I tried to respond with reply, but the program informed me
     'user unknown
      address too long'

From 634058278943572833
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e53f01d29e747602,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-26 13:16:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10 5/3/83; site rruxo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!pyuxww!pyuxv!rruxa!rruxo!wlb
From: wlb@rruxo.UUCP (B Boutin)
Newsgroups: net.micro.atari
Subject: sqeeze and unsqueeze for 800
Message-ID: <292@rruxo.UUCP>
Date: Mon, 26-Aug-85 16:16:38 EDT
Article-I.D.: rruxo.292
Posted: Mon Aug 26 16:16:38 1985
Date-Received: Wed, 28-Aug-85 20:57:17 EDT
Organization: Bell Communications Research, Piscataway N.J.
Lines: 9

Looking at the Commordore stuff today, I noticed a sqeeze and unsqueeze
for it. I was wondering if anything out there in net land existed to
do this for the Atari 400/800 line? It would certainly help keep down
costs associated with calling bulletin boards!

--
Bill Boutin, Bell Communications Research, Inc.,
444 Hoes Lane, Room 4D-336, Piscataway, NJ, 08854
201-699-4700

From -4770868408901563170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7a5a92fc92439ec,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12da6b,f7a5a92fc92439ec,start
X-Google-Attributes: gid12da6b,public
X-Google-Thread: 15517a,f7a5a92fc92439ec,start
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-08-26 14:23:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site aero.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!sdcrdcf!trwrb!trwrba!aero!sinclair
From: sinclair@aero.ARPA (William S. Sinclair)
Newsgroups: net.micro.pc,net.lang.c,net.micro.atari
Subject: Ken Barbier, where are you?
Message-ID: <396@aero.ARPA>
Date: Mon, 26-Aug-85 17:23:32 EDT
Article-I.D.: aero.396
Posted: Mon Aug 26 17:23:32 1985
Date-Received: Sat, 31-Aug-85 04:45:58 EDT
Reply-To: sinclair@aero.UUCP (William S. Sinclair)
Organization: The Aerospace Corp., El Segundo, CA
Lines: 11
Xref: watmath net.micro.pc:5160 net.lang.c:6198 net.micro.atari:1075

I am trying to track down a colleague of mine from the 70's, Ken Barbier,
who used to work out of Borrego Sprgs., CA as a contractor. He then moved to

Socorro, N.M. and I lost track of him. He used to write for Byte magazine.
Does anyone know where he might be now? Thanks in advance,

Bill Sinclair
213/647-1753

From -9147551356976764222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,219d83c9f3c5848d,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,fa46907804080261
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-08-27 07:22:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!linus!decvax!harpo!whuxlm!whuxl!houxm!mtuxo!drutx!ihnp4!mgnetp!mgweed!
kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro,net.micro.atari
Subject: Re: Atari 520ST & the K-Mart antics
Message-ID: <19944@mgweed.UUCP>
Date: Tue, 27-Aug-85 10:22:17 EDT
Article-I.D.: mgweed.19944
Posted: Tue Aug 27 10:22:17 1985
Date-Received: Thu, 29-Aug-85 22:22:16 EDT
References: <650@wdl1.UUCP> <372@dadla.UUCP>
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 13
Keywords: Amiga, Atari, ST, Commod
Xref: linus net.micro:10454 net.micro.atari:991

CompuClub (Atari mail order service) is selling the 520ST Monochrome
for $750 (In stock) and the 520ST Color for $900. They were not in
stock as of the last newsletter.

Unlimited Software, Inc also said that they would have club prices,
although they were not set as of their last mailing. Discounts are
available.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 7379266446952480271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9e6b5389ac12d28f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-27 12:11:28 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site nvuxd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!pyuxww!pyuxv!nvuxa!nvuxb!nvuxr!nvuxd!
mev1
From: mev1@nvuxd.UUCP
Newsgroups: net.micro.atari
Subject: ATARI ST in central NJ
Message-ID: <167@nvuxd.UUCP>
Date: Tue, 27-Aug-85 15:11:28 EDT
Article-I.D.: nvuxd.167
Posted: Tue Aug 27 15:11:28 1985
Date-Received: Wed, 28-Aug-85 09:39:48 EDT
Organization: Bell Communications Research, Red Bank, NJ
Lines: 10

My apologies for using two posting to get one small message
across, but someone recently changed our 'postnews' ....

I am looking for a computer store in the central NJ area that
has an ATARI ST.....

Mail any info to: ..!nvuxd!mev1

     Thanks,
     Mike Vitella

From 8952241870901867030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1d7a343e642e6577,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-27 12:14:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/12/84; site aero.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!petrus!bellcore!
decvax!tektronix!hplabs!sdcrdcf!trwrb!trwrba!aero!sinclair
From: sinclair@aero.ARPA (William S. Sinclair)
Newsgroups: net.micro.atari
Subject: Atari ST Questions
Message-ID: <399@aero.ARPA>
Date: Tue, 27-Aug-85 15:14:39 EDT
Article-I.D.: aero.399
Posted: Tue Aug 27 15:14:39 1985
Date-Received: Sun, 1-Sep-85 13:01:53 EDT
Reply-To: sinclair@aero.UUCP (William S. Sinclair)
Organization: The Aerospace Corp., El Segundo, CA
Lines: 15

This seems to be asked by a lot of people, so I am posting it here for
general interest. There are two questions:

1) Is there a way to set up an application so that it is ALWAYS installed?
   When you install a program, where is that information saved?

What does it mean to install an application? What actually
goes on?

2) Is there a way to set up a disk, so that you can boot up to TOS (or CPM68k), rather than having to re-boot from GEM? A lot of us would rather work with command lines rather than the mouse, and don't want to keep swapping floppies in order to get back to GEM.

Bill Sinclair 213/647-1753

From 2110944066703035924
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,65b81ee8239cc629
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-27 16:39:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site darth.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!cmu-cs-pt!cadre!pitt!darth!ginsberg
From: ginsberg@darth.UUCP (David Ginsberg)
Newsgroups: net.micro.atari
Subject: Re: atari 1027 printer ribbon needed
Message-ID: <165@darth.UUCP>
Date: Tue, 27-Aug-85 19:39:19 EDT
Article-I.D.: darth.165
Posted: Tue Aug 27 19:39:19 1985
Date-Received: Thu, 29-Aug-85 23:47:51 EDT
References: <10084@ucbvax.ARPA>
Organization: Darth Software, Allison Park, PA
Lines: 23

> Sorry about posting this to the whole net but mail to you bounced.
>
> Unless I'm mistaken the 1027 is their teeny drum printer, which uses
> a mechanism resembling the insides of an adding machine. The drum
> is inked with a fabric roller that snaps in and out of the clip it's
> mounted on (I haven't got my printer in front of me). You pull the
> roller out, re-ink it with stamp pad ink that you buy at your local
> stationery store, and click it back into place. (My printer has
> a different manufacturer's label and a standard interface instead
> of Atari's, but I think it is the same mechanism).
>
> Hope this helps.
>
>   paul rubin

Paul,
   I have re-inked the ribbon several times. It has gotten so
damaged just from use that it needs to be replaced. Do you
know anywhere I can find it at??

Dave Ginsberg
pitt!darth!ginsberg

From 7236444036545688451
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b6ee9a68b85f2c54,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-28 10:32:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: 520ST and Multi-tasking
Message-ID: <19978@mgweed.UUCP>
Date: Wed, 28-Aug-85 13:32:41 EDT
Article-I.D.: mgweed.19978
Posted: Wed Aug 28 13:32:41 1985
Date-Received: Fri, 30-Aug-85 08:31:35 EDT
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 15

I just received the latest (October) issue of ANTIC. I'll submit my
usual table of contents shortly but I wanted to share this information
with those interested in the 520ST discussion.

According to an article in the 520ST section, the Dragon Group has just
released a product called 4xFORTH. It's twice as fast as MacForth and
it's capable of multi-tasking and multi-user functions. ANTIC will
have a full review in the November issue. Looks like ST owners won't
have to feel like poor cousins to other 68000 based machines.

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -1766967546561042108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b6ee9a68b85f2c54
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-08-28 18:28:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 7/1/84; site wuphys.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!mgnetp!we53!busch!wucs!
wuphys!mff
From: mff@wuphys.UUCP (Swamp Thing)
Newsgroups: net.micro.atari
Subject: Re: 520ST and Multi-tasking

Message-ID: <362@wuphys.UUCP>
Date: Wed, 28-Aug-85 21:28:34 EDT
Article-I.D.: wuphys.362
Posted: Wed Aug 28 21:28:34 1985
Date-Received: Sat, 31-Aug-85 03:30:04 EDT
References: <19978@mgweed.UUCP>
Reply-To: mff@wuphys.UUCP (Swamp Thing)
Organization: Physics Dept., Washington Univ. in St. Louis
Lines: 28

In article <19978@mgweed.UUCP> kek@mgweed.UUCP (Kit Kimes) writes:
>I just received the latest (October) issue of ANTIC.
>
>According to an article in the 520ST section, the Dragon Group has just
>released a product called 4xFORTH. It's twice as fast as MacForth and
>it's capable of multi-tasking and multi-user functions. ANTIC will
>have a full review in the November issue. Looks like ST owners won't
>have to feel like poor cousins to other 68000 based machines.

Well, I don't want to get involved in the Amiga-ST wars, but you'll be happy to know that, if true, then the ST has just caught up with the Timex-Sinclair 1000, at least as far as having a multi-tasking Forth is concerned. I doubt if there's a computer on the market that doesn't have one. (Boy, talk about asking for it. No doubt there is, and I'll soon hear about it, ad nauseum)

Mark F. Flynn
Department of Physics
Washington University
St. Louis, MO 63130
ihnp4!wuphys!mff

"There is no dark side of the moon, really.
 Matter of fact, it's all dark."

P. Floyd

From -1651236495820408589
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,58a47fcda1bb26d0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-05 05:41:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Free lifetime subscription to DELPHI
Message-ID: <18570@mgweed.UUCP>
Date: Fri, 5-Jul-85 08:41:20 EDT

Article-I.D.: mgweed.18570
Posted: Fri Jul 5 08:41:20 1985
Date-Received: Sat, 6-Jul-85 10:42:58 EDT
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 26

During the month of July, ANTIC magazine subscribers can sign up for
a free lifetime subscription to DELPHI database plus one hour of free
time. DELPHI is similar to COMPUSERVE but there are a few advantages
if you have a 1200 bps modem. The connect time is the same for 1200
as it is for 300. It costs $6.00 per hour (off hours). They have
s group called ANTIC ONLINE and they will be putting the same information
there that they are currently putting on COMPUSERVE. They will be on
both services now. SIG*ATARI will also be on DELPHI.

DELPHI is undergoing great changes according to an article in ANTIC.
They offer news, email and searchable databases, but specialize in
user created files, which may be either public or private. The usual
lifetime subscription (including 2 hours) is $50, so you are getting
a pretty good deal.

If you are not an ANTIC subscriber, you can sign up for DELPHI and
subscribe to ANTIC at the same time on-line. See page 7 of the August
1985 issue of ANTIC. I don't know if it is on the news stands yet.

Happy Telecomputing...

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -6826105253047797443
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,16509547103e6a36,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-05 12:09:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtunh!mtung!mtunf!
ariel!vax135!cornell!uw-beaver!tektronix!hplabs!qantel!dual!lll-crg!gymble!umcp-
cs!seismo!mcvax!unido!vr0z05
From: vr0z05@unido.UUCP
Newsgroups: net.micro.atari
Subject: ST 520 delayed in Germany
Message-ID: <15700012@unido.UUCP>
Date: Fri, 5-Jul-85 15:09:00 EDT
Article-I.D.: unido.15700012
Posted: Fri Jul 5 15:09:00 1985
Date-Received: Thu, 11-Jul-85 06:37:11 EDT
Sender: notes@unido.UUCP

Lines: 8
Nf-ID: #N:unido:15700012:000:295
Nf-From: unido!vr0z05   Jul 5 15:09:00 1985

Yesterday I called ATARI in Germany. They told me that the 520 ST will be
delayed. New scheduling date: End of July till start of August.

They will have a lot to do in the last view months, to get their million
computers sold. :-)

     Uwe Hoch (...philabs!{hpfcla!hpbbn, mcvax}!unido!vr0z05)

From 2933373105810987286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,aad62b6eb9d76259,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-05 15:08:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.5 $; site uicsl
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!inuxc!pur-ee!
uiucdcs!uicsl!seefromline
From: veen@uicsl.UUCP
Newsgroups: net.micro.atari
Subject: 80-column board for Atari?
Message-ID: <7500002@uicsl>
Date: Fri, 5-Jul-85 18:08:00 EDT
Article-I.D.: uicsl.7500002
Posted: Fri Jul 5 18:08:00 1985
Date-Received: Sun, 7-Jul-85 06:05:26 EDT
Lines: 9
Nf-ID: #N:uicsl:7500002:000:235
Nf-From: uicsl.UUCP!veen   Jul 5 17:08:00 1985

 Does Atari have an 80-column board for the 800? I have called several
mail order computer stores but no one has it. Does it exist? If so,
where can I buy one?

Respond to:
Jack Veenstra
uiucdcs!uicsl!veen   or   veenstra@uiucdcs

From -8735993176462664738
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8f17f1841e80b0bc,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,8f17f1841e80b0bc,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 129c11,8f17f1841e80b0bc,start
X-Google-Attributes: gid129c11,public

X-Google-ArrivalTime: 1985-07-07 10:47:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucla-cs.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!think!harvard!seismo!
umcp-cs!gymble!lll-crg!dual!qantel!hplabs!sdcrdcf!trwrb!trwrba!cepu!ucla-cs!cc
From: cc@ucla-cs.UUCP
Newsgroups: net.micro.atari,net.micro.cbm,net.micro
Subject: UNIX on Atari ST or Commodore Amiga?
Message-ID: <6262@ucla-cs.ARPA>
Date: Sun, 7-Jul-85 13:47:52 EDT
Article-I.D.: ucla-cs.6262
Posted: Sun Jul 7 13:47:52 1985
Date-Received: Thu, 11-Jul-85 20:06:06 EDT
Organization: UCLA Computer Club
Lines: 13
Xref: watmath net.micro.atari:925 net.micro.cbm:1516 net.micro:10962

  With the advent of relatively cheap read-only storage (i.e the
CD ROM), wouldn't it now be practical to run UNIX on some of these
cheap-but-powerful personal computers that are coming down the pike?
  Supposedly a CD can hold about 550 megabytes, so it would be easy to
put the UNIX manual pages and system programs (kernel, ls, cat, yacc, etc.)
onto a CD (an audio CD now sells for about $15-$20, so bug-fixes and
upgrades shouldn't be expensive), then use a small hard-disk drive or
even one of the new fast mini-floppies for the rest of the system that
can't be put in ROM.
  Does anybody know if this is in the cards?

From -4158112939814198292
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bb30223ab41ceff0
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,bb30223ab41ceff0
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-07-08 08:23:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC840302); site cernvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!think!harvard!seismo!
mcvax!cernvax!jmg
From: jmg@cernvax.UUCP (jmg)
Newsgroups: net.micro.cbm,net.micro.atari
Subject: Re: C64 Graphics Package in Dr. Dobbs
Message-ID: <185@cernvax.UUCP>
Date: Mon, 8-Jul-85 11:23:24 EDT
Article-I.D.: cernvax.185
Posted: Mon Jul 8 11:23:24 1985
Date-Received: Thu, 11-Jul-85 04:47:32 EDT
References: <692@cadovax.UUCP>
Reply-To: jmg@cernvax.UUCP (Mike Gerard, DD Division, CERN.)
Organization: CERN, Geneva/Switzerland
Lines: 9

Xref: watmath net.micro.cbm:1514 net.micro.atari:923

In article <692@cadovax.UUCP> keithd@cadovax.UUCP (Keith Doyle) writes:
>I don't know if any of you out there noticed or not, but the May 1985 issue
>of Dr. Dobbs Journal had a very interesting solids-type graphics package
>for the C64. It was written primarily in 6502 machine code with hooks to
>Basic.

I didn't notice, because this journal very rarely makes it to here.
Would like to get the C64 source, either to me or to net.sources.
Anyone willing to send it?

From 7647455999538095161
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8f17f1841e80b0bc
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,8f17f1841e80b0bc
X-Google-Attributes: gid129c11,public
X-Google-Thread: 12c65a,8f17f1841e80b0bc
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-07-09 10:36:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtunh!mtung!mtunf!
ariel!vax135!cornell!uw-beaver!tektronix!hplabs!pesnta!pertec!kontron!steve
From: steve@kontron.UUCP (Steve McIntosh)
Newsgroups: net.micro.atari,net.micro.cbm,net.micro
Subject: Re: UNIX on Atari ST or Commodore Amiga?
Message-ID: <356@kontron.UUCP>
Date: Tue, 9-Jul-85 13:36:31 EDT
Article-I.D.: kontron.356
Posted: Tue Jul 9 13:36:31 1985
Date-Received: Sat, 13-Jul-85 13:07:09 EDT
References: <6262@ucla-cs.ARPA>
Organization: Kontron Electronics, Irvine, CA
Lines: 18
Xref: watmath net.micro.atari:930 net.micro.cbm:1526 net.micro:10988

>   Supposedly a CD can hold about 550 megabytes, so it would be easy to
> put the UNIX manual pages and system programs (kernel, ls, cat, yacc, etc.)
> onto a CD (an audio CD now sells for about $15-$20, so bug-fixes and
> upgrades shouldn't be expensive), then use a small hard-disk drive or
> even one of the new fast mini-floppies for the rest of the system that
> can't be put in ROM.
The main problem with the CD/ROM is that the worst case access time is
over 1 second. On second thought, perhaps its not such a problem people
used to a heavily loaded vax might see a performance improvement.

I am sure that someone, somewhere, is going to put some flavor of UNIX
on the new 68000 machines. Most of the people that are considering it
complain that the memory management on the ST/Amiga is too simple for
the kind of UNIX system they want.

A good alternative for the ST might be OS-9 (level 1) which as far as I
can tell has all the things I like about UNIX, and the Amiga is supposed
to come with a multi tasking OS (called Intuition) built in.

From 3275209603733451330
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c223be1f73f4e024,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,c223be1f73f4e024,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-07-09 18:03:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!ittvax!
dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.cbm,net.micro.atari
Subject: More on C64 graphics package
Message-ID: <697@cadovax.UUCP>
Date: Tue, 9-Jul-85 21:03:46 EDT
Article-I.D.: cadovax.697
Posted: Tue Jul 9 21:03:46 1985
Date-Received: Sat, 13-Jul-85 10:27:24 EDT
Organization: Contel Cado, Torrance, CA
Lines: 43
Xref: watmath net.micro.cbm:1523 net.micro.atari:929

[.........]

Hello again gang,

WHEW! I've been receiving all kinds of responses to my query about
help in converting the Dr. Dobbs C64 solids program to Atari format
disks. While I may not be able to respond to all of your notes, I
thank you for your responses. I think I have figured out whos help
I would like to recruit, but I will probably wait for the smoke to
clear just in case.

Also, I did see some slight confusion, what I am trying to convert
is 6502 machine language SOURCE, and a teeny bit of Basic source.

For those of you who would like to get a copy in the original C64
form for yourselves, the best way is probably to do what I did, send
the author $5 a floppy disk and a self addressed mailer. I can't
easily make C64 copies, and from the note that came with the disk
I think the author would prefer that you contact him directly anyway.

Here is his address:

Richard Rylander
179 N. McKnight Rd. Apt 203

St. Paul, MN. 55119

I strongly recommend that you get a hold of the May 1985 Dr. Dobbs, as the accompanying article is indespensable to the full understanding of the packages operation. (you don't get much more than loading instructions with the floppy).

Again, thanks for the offers of help. If you don't hear from me directly (via mail) fairly soon, than you can figure that I've enlisted one of you'ses help and/or am making progress.

For the Atarians out there, assuming 1) I get the package converted, and 2) I get it up and running, I will consult with Mr. Rylander about how it can be made available to the Atari gang. I'll keep you posted.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd

From 1970396063844025385
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1138cea200f70a1a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-10 11:07:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: ANTIC August 1985 TOC
Message-ID: <18738@mgweed.UUCP>
Date: Wed, 10-Jul-85 14:07:29 EDT
Article-I.D.: mgweed.18738
Posted: Wed Jul 10 14:07:29 1985
Date-Received: Fri, 12-Jul-85 02:14:47 EDT
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 98

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An article on the activities of WUN and announcing that Chris Crawford would be teaching an 8 month course on Assembly Language on ANTIC ONLINE on CompuServe.
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20 INTERIORS--OPENING UP THE 520ST
An inside look at the 520ST.
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What some suppliers have announced.
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33 GAME OF THE MONTH: VALIANT
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36 UNLEASHING THE 1030 MODEM
How to access the powerful commands of the little-known device handler software built into the popular ATARI 1030 modem. Written by Russ Wetmore, it contains a lot of useful information and two BASIC programs to get you on line.
41 BULLETIN BOARD CONSTRUCTION SET
A review of a new Bulletin Board program that gives a sysop more power than ever before. It supports several levels of security and privileges. This program will be sold by ANTIC through their catalog. They list three bulletin boards that are running this program so you can call them if you want to see it in action.
43 PRO*TERM: SUPERB NEW MODEM PROGRAM
A terminal program for your ATARI 1030 that lets you upload and download files in capture and XMODEM protocol. It is packed with professional-level features including Sprint and MCI invisible-code autodialing and multi-disk-based directories. It is the second largest program ever to appear in ANTIC so you might want to buy the disk for this month. ($12.95 + $3.00 S & H)
45 LOW COST E-MAIL
A discussion of what electronic mail can do for you and a look at email provided by CompuServe, etc.
48 DISPLAY MASTER
Turn your picture files into silly putty by stretching, squeezing, folding, etc them with this program. It requires the ACTION! cartridge if you are going to type it out of the magazine. If you buy the disk, they include a run-time version that doesn't require the cartridge.

51 SOFTWARE LIBRARY
        The program listings for ATARI 'TOONS, PRO*TERM, DISPLAY
        MASTER, VALIANT and the two programs for Russ Wetmore's
        article on the built-in 1030 handlers.
72 PRODUCT REVIEWS
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          SMART 1030 (E & B Computer Service)
          BALLBLAZER (EPYX Inc.)
          RESCUE ON FRACTALUS (EPYX Inc.)
          ADVENTURE MASTER (CBS Software)
          MAXWELL MANOR (Avalon Hill)

Comments: On their editorial page, ANTIC listed a few statistics to back
    up their claim to #1 ATARI computer magazine such as: a Yankee
    Group survey ranked ANTIC in 6th place among all computer mags,
    ANTIC was the only Atari specific magazine to make a list published
    by "Computer Publication Retailer" survey and ANTIC is among the
    top three sellers at B. Dalton. ANTIC printed a letter from
    Broderbund Software that stated they were releasing CHAMPIONSHIP
    LODE RUNNER in response to readers of ANTIC writing to them.
    ANTIC urged this action a couple of issues ago. ANTIC is starting
    a section of the magazine that is devoted to the ST line of
    computers. As you can see from the contents, they are all grouped
    together. A very good Issue, especially if you are into
    telecommunications.

                    Kit Kimes
                    AT&T Information Systems
                    Montgomery Works
                    Montgomery, Il. 60538-0305
                    ..!ihnp4!mgweed!kek

From 1555732165531926962
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,41431bdb1d61a53
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-10 12:37:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cvl.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!mit-eddie!think!
harvard!seismo!umcp-cs!cvl!gyuri
From: gyuri@cvl.UUCP (Gyorgy Fekete)
Newsgroups: net.micro.atari
Subject: ATARI ST GEM in ROM
Message-ID: <623@cvl.UUCP>
Date: Wed, 10-Jul-85 15:37:04 EDT
Article-I.D.: cvl.623
Posted: Wed Jul 10 15:37:04 1985
Date-Received: Mon, 15-Jul-85 06:37:25 EDT
References: <710@ihlpa.UUCP>
Reply-To: gyuri@cvl.UUCP (Gyorgy Fekete)
Distribution: net

Organization: Computer Vision Lab, U. of Maryland, College Park
Lines: 12

Good news for all you early purchasers of the 520 ST's.
Duberman, the users' group liason confirmed that when
GEM becomes ROM-ified, we'll get the ROMs (maybe) free.
--
Gyorgy Fekete --- University of MD, Computer Vision Lab, (301) 454-4526

gyuri@cvl.{ARPA,CSNet}

...seismo \
...allegra +-- !umcp-cs!cvl!gyuri.UUCP
...brl-bmd /

From -7755561466570345957
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ac2604a56dee436,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-10 13:33:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site voder.UUCP
Path: utzoo!decvax!tektronix!hplabs!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari
Subject: Atari ST delivery to California user groups
Message-ID: <816@voder.UUCP>
Date: Wed, 10-Jul-85 16:33:05 EDT
Article-I.D.: voder.816
Posted: Wed Jul 10 16:33:05 1985
Date-Received: Fri, 12-Jul-85 13:52:17 EDT
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 18
Xref: tektronix net.micro.atari:00976

   A short note from the Bits & Bytes column by Evelyn Richards in the buisness section of the Wednsday, July 10th morning edition of the San Jose Mercury News.

   Atari delivered on Tuesday. The Atari user groups that had paid advances for the first Atari ST computers (dubbed Jackintosh) picked up their machines, as scheduled, on Tuesday. The San Leandro Computer Club, for one, took away 13 systems from the loading dock, for which it paid Atari close to $10,000.
   One essential piece was missing, however: the systems software diskettes. The user group expects to pick them up soon so that the Macintosh-like computers will be up and running.

Kevin Thompson   {ucbvax,ihnp4!nsc}!voder!kevin

"It's sort of a threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From -7991033432015069267
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2604a61e7999ce55,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-10 15:46:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!utcs!lsuc!pesnta!pertec!kontron!steve
From: steve@kontron.UUCP (Steve McIntosh)
Newsgroups: net.micro.atari
Subject: ST's in hands of user groups
Message-ID: <362@kontron.UUCP>
Date: Wed, 10-Jul-85 18:46:44 EDT
Article-I.D.: kontron.362
Posted: Wed Jul 10 18:46:44 1985
Date-Received: Mon, 15-Jul-85 19:17:06 EDT
Distribution: net
Organization: Kontron Electronics, Irvine, CA
Lines: 22

The ATARI user groups are finally getting ST's as a member of one
of these groups rejoices on CompuServe:

Sb: The ST's are HERE!
Fm: Frank Nagle 70505,577
To: Jack P. Durre' 75046,476

Just thought I'd let you know that the ST's are out! As Tim said, we on
the West Coast just went over to Atari and picked them up! Wasn't quite
as easy as that! Had a little wait (2 hrs) and a little mixup, and then
finally the systems. As a matter of fact, the mixup continues, seems we
got machines without software! Will be going back tomorrow to get the
final pieces. I stopped by late tonight at Atari, caught Neil Harris
in, and got him to make a copy of TOS/GEM so I could type this in on
the VT52 emulator right now! Yes, I am using the ST, and it's a ***
FANTASTIC *** machine! Have the Monochrome monitor, and the resolution
is absolutely great. 80 columns and EXTREMELY READABLE. No more
eyestrain! As for shipments elsewhere in the country, have no definite
info from anyone at ATARI. Supposedly they were planning to ship either
yesterday (Monday the 8th) or today (Tuesday the 9th), but I can't
confirm that. Hope you get yours soon! Frank

From 7138835491380800054
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 159df4,9e33f97254f5049d,start

X-Google-Attributes: gid159df4,public
X-Google-Thread: 12c65a,9e33f97254f5049d,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 1517c1,9e33f97254f5049d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-10 16:49:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!tektronix!
uw-beaver!cornell!vax135!petsd!pesnta!pertec!kontron!steve
From: steve@kontron.UUCP (Steve McIntosh)
Newsgroups: net.micro.68k,net.micro.cbm,net.micro.atari
Subject: Amiga News
Message-ID: <363@kontron.UUCP>
Date: Wed, 10-Jul-85 19:49:30 EDT
Article-I.D.: kontron.363
Posted: Wed Jul 10 19:49:30 1985
Date-Received: Sun, 14-Jul-85 08:39:22 EDT
Distribution: net
Organization: Kontron Electronics, Irvine, CA
Lines: 20
Xref: watmath net.micro.68k:1007 net.micro.cbm:1532 net.micro.atari:934

From the latest (July 15th) issue of InfoWorld

Summary of a 2 page article on the Amiga, which includes an interview
with Thomas Rattigan, President of Commodore NA.

Stats:
- Based on 68000 and 3 custom chips
- To be announced on July 23rd
- At least 256k of memory expandable to 1 meg
- 880kbyte 3-1/2 inch format floppy
- Price $1500
- OS includes optional GEM-like graphics manager called Intuition

Add-on's mentioned:

- Color digitizer
- Video input
- Option that will run some IBM PC software.

Article is on pages 36 and 37.

From -483043441867926237
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8f17f1841e80b0bc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-10 19:54:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 7/17/84; site piggy.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!piggy!dlm

From: dlm@piggy.UUCP (Daryl Monge)
Newsgroups: net.micro.atari
Subject: Re: UNIX on Atari ST or Commodore Amiga?
Message-ID: <356@piggy.UUCP>
Date: Wed, 10-Jul-85 22:54:58 EDT
Article-I.D.: piggy.356
Posted: Wed Jul 10 22:54:58 1985
Date-Received: Fri, 12-Jul-85 03:52:54 EDT
References: <6262@ucla-cs.ARPA>
Organization: AT&T Bell Laboratories - Holmdel, NJ
Lines: 10

The CD-ROM seeks fairly slow. Add in the fact that the UNIX file system
is not notably fast and CD-ROM have limited use as OS disks. However,
a staging of programs to a fast disk as they were used (sort of like
a UNIX Sticky bit) might be feasible. It would be a fun hack.

Daryl Monge
AT&T Bell Labs Holmdel, NJ

...!ihnp4!piggy!dlm

From -5656486164299820304
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b0b7e15a8ae8310b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-11 07:09:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.5 $; site ccvaxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!ccvaxa!seefromline
From: preece@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Vapor condenses
Message-ID: <2800007@ccvaxa>
Date: Thu, 11-Jul-85 10:09:00 EDT
Article-I.D.: ccvaxa.2800007
Posted: Thu Jul 11 10:09:00 1985
Date-Received: Sat, 13-Jul-85 08:38:43 EDT
Lines: 11
Nf-ID: #N:ccvaxa:2800007:000:355
Nf-From: ccvaxa.UUCP!preece   Jul 11 09:09:00 1985

The New York Times has reported (7/9) that the 520ST is now shipping
in this country. This would seem to put paid to descriptions of the
system as vaporware. Now whether they can sell enough of them, in the
current market, is another question...

Whatever happened to the music-oriented machine (65XEM?) ???

--

scott preece
ihnp4!uiucdcs!ccvaxa!preece

From 6444820105671211678
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8f17f1841e80b0bc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-12 08:45:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.7.0.5 $; site ccvaxa
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!ccvaxa!seefromline
From: preece@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Re: UNIX on Atari ST or Commodore Amiga
Message-ID: <2800008@ccvaxa>
Date: Fri, 12-Jul-85 11:45:00 EDT
Article-I.D.: ccvaxa.2800008
Posted: Fri Jul 12 11:45:00 1985
Date-Received: Sat, 13-Jul-85 15:17:45 EDT
References: <6262@ucla-cs.ARPA>
Lines: 20
Nf-ID: #R:ucla-cs.ARPA:-626200:ccvaxa:2800008:000:863
Nf-From: ccvaxa.UUCP!preece   Jul 12 10:45:00 1985

> The CD-ROM seeks fairly slow. Add in the fact that the UNIX file
> system is not notably fast and CD-ROM have limited use as OS disks.
> However, a staging of programs to a fast disk as they were used (sort
> of like a UNIX Sticky bit) might be feasible. It would be a fun hack.

Slow by comparison to a floppy? As long as we're only talking about
using it for ROM storage of commands and documentation, that shouldn't
be a problem. The transfer rate ought to be fine, it's just seek
that's slow. For those purposes it shouldn't matter much if it takes
a couple of seconds to position itself.

The staging idea is good, though, especially if you're using a fast
disk for paging: the CD-ROM could pre-load a whole image to the
fast disk and then page in pieces as needed (Z-magic).

--
scott preece
gould/csd - urbana
ihnp4!uiucdcs!ccvaxa!preece

From 3755174178821110807
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a6f25f8c5ec827d9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-12 21:34:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site drutx.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!pmr
From: pmr@drutx.UUCP (Rastocny)
Newsgroups: net.micro.atari
Subject: Need address for Haba Systems
Message-ID: <3245@drutx.UUCP>
Date: Sat, 13-Jul-85 00:34:39 EDT
Article-I.D.: drutx.3245
Posted: Sat Jul 13 00:34:39 1985
Date-Received: Sat, 13-Jul-85 15:19:16 EDT
Organization: AT&T Information Systems Laboratories, Denver
Lines: 6

Does anyone have the complete mailing
address for Haba Systems, Van Nuys, CA?

     Phil Rastocny
     AT&T-ISL
     ihnp4!drutx!pmr

From -1422735071987487994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,275452f8b7e34f95,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-16 17:15:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site dadla.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!hplabs!tektronix!
teklds!dadla!toc
From: toc@dadla.UUCP (Timothy F. O'Connor)
Newsgroups: net.micro.atari
Subject: Looking for info on 800XL serial bus
Message-ID: <325@dadla.UUCP>
Date: Tue, 16-Jul-85 20:15:39 EDT
Article-I.D.: dadla.325
Posted: Tue Jul 16 20:15:39 1985
Date-Received: Fri, 19-Jul-85 03:00:39 EDT
Reply-To: tektronix!dadla!toc
Distribution: net
Organization: the Silicon Rain Forest
Lines: 19

[Spa Fon, Line Eater]

     I am desirous of using the (now inexpensive) Atari 800XL as a
     (now inexpensive) grafix display for my CP/M machine. It's a
     sin, tho', to ignore the game playing potential of the Atari,
     so...

     I would like to write a program under CP/M which watches the
     Atari serial bus and acts as a file server, storing a virtual

Atari disk under CP/M as a 90K file. A grafix program on the
Atari could read commands from a file with a grafix program on
my CP/M machine acting as a file. To do this I need to know
much about what the 800XL is saying on it's serial bus.

Anyone got any suggestions as to where I look?

may all your snarks be boojums,
to'c

From -6223565134190062987
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f8292879ce660088,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-17 07:53:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ptsfd.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!umcp-cs!gymble!lll-crg!dual!ptsfa!ptsfd!jdf
From: jdf@ptsfd.UUCP (Jack Fine)
Newsgroups: net.micro.atari
Subject: Help on Koala Pad Screen Dumps
Message-ID: <136@ptsfd.UUCP>
Date: Wed, 17-Jul-85 10:53:03 EDT
Article-I.D.: ptsfd.136
Posted: Wed Jul 17 10:53:03 1985
Date-Received: Sun, 21-Jul-85 00:51:51 EDT
Distribution: net
Organization: Pacific Bell, San Francisco
Lines: 27

I have been trying to set up the atari to do screen dumps with various
programs. So far no luck. I recently bought a koala pad thinking this
would be easier to dump. Still no luck. What is the best way to dump
this .pic file to the printer from a disk file.

Thanks in advance

Jack Fine
ptsfd!jdf
:w
:
.
:w
,n
.
:write
:q
:quit
Q
: Q
: Q
,p

w
$
s
.
.*** REPLACE THIS LINE WITH YOUR MESSAGE ***

From -834188446969937696
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,275452f8b7e34f95
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-18 06:05:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!think!mit-eddie!genrad!decvax!
tektronix!uw-beaver!cornell!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari
Subject: Re: Looking for info on 800XL serial bus
Message-ID: <202@pedsgd.UUCP>
Date: Thu, 18-Jul-85 09:05:30 EDT
Article-I.D.: pedsgd.202
Posted: Thu Jul 18 09:05:30 1985
Date-Received: Sun, 21-Jul-85 01:54:56 EDT
References: <325@dadla.UUCP>
Reply-To: bobh@pedsgd.UUCP (Bob Halloran)
Distribution: net
Organization: Perkin-Elmer, Tinton Falls, NJ
Lines: 38

Organization : Perkin-Elmer DSG, Tinton Falls NJ

In article <325@dadla.UUCP> tektronix!dadla!toc writes:
>-------
>   I would like to write a program under CP/M which watches the
>   Atari serial bus and acts as a file server, storing a virtual
>   Atari disk under CP/M as a 90K file. A grafix program on the
>   Atari could read commands from a file with a grafix program on
>   my CP/M machine acting as a file. To do this I need to know
>   much about what the 800XL is saying on it's serial bus.
>
>   Anyone got any suggestions as to where I look?

I'm not sure if they're still in operation, but there was a firm called
USS Enterprises :-) that marketed a package for doing just what you
describe. The package was called 'The Critical Connection' and required
you have a serial port on your CP/M box that could manage 19.2Kb.
They included a serial cable with a DB-25 on one end and an Atari
serial bus plug on the other, which would lead me to assume there
is some mapping between RS-232 and Ataribus. They allowed you to
simulate an Atari disk volume within CP/M, etc. Pournelle wrote it
up in one of his BYTE columns. Someone on the net have any further
information on this (continued existance, performance, etc.)?

I also seem to recall some Atari - CP/M program being posted to
CPMUG or SIG/M. If you have access to one of their catalogs,
they may also be of help.

Good luck.

Bob Halloran
Sr MTS, Perkin-Elmer DSG

UUCP: {ihnp4, decvax, ucbvax}!vax135!petsd!pedsgd!bobh
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724
DDD: (201) 758-7000

Disclaimer: My opinions are mine alone. (*) is a trademark/copyright of (*).

Quote: "There are times when verbal ingenuity is not enough." - B. Banzai

From -7182002601043508295
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b732f8f0595d5431,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-18 13:59:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucsfcgl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!ucbvax!ucsfcgl!adam
From: adam@ucsfcgl.UUCP (Adam Janin%Kuntz)
Newsgroups: net.micro.atari
Subject: Power Supply for Atari Disk Drive.
Message-ID: <577@ucsfcgl.UUCP>
Date: Thu, 18-Jul-85 16:59:03 EDT
Article-I.D.: ucsfcgl.577
Posted: Thu Jul 18 16:59:03 1985
Date-Received: Sat, 20-Jul-85 02:43:33 EDT
Organization: UCSF Computer Graphics Lab
Lines: 8

<<MUNCH>>

Does anyone know where I can get a power supply for an Atari 810 disk drive in
the San Fransisco Bay Area?

     Adam Janin

     My sister was biten by a moose ...

From 8605782152146758399
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72127e520f2bd844,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-18 15:56:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site amdahl.UUCP

Path: utzoo!linus!philabs!cmcl2!seismo!umcp-cs!gymble!lll-crg!dual!unisoft!mtxinu!
rtech!amdahl!sjl
From: sjl@amdahl.UUCP (Steve Langdon)
Newsgroups: net.micro.atari
Subject: 520ST questions
Message-ID: <1807@amdahl.UUCP>
Date: Thu, 18-Jul-85 18:56:25 EDT
Article-I.D.: amdahl.1807
Posted: Thu Jul 18 18:56:25 1985
Date-Received: Sun, 21-Jul-85 01:01:20 EDT
Distribution: net
Organization: Amdahl Corp, Sunnyvale CA
Lines: 17

Things have been kind of quiet in this group recently, which is odd
since if Atari's public statements were true the 520ST should be on
retailers shelves. Has any one seen one for sale? Someone claimed
that the 520ST was available in Canada, but there have been no recent
postings to tell us how wonderful the "Jackintosh" is when you buy
it and take it home.

What is happening to the user group machines? I saw one enthusiastic
posting about a VT52 (clearly state of the art) emulator. What else
can one do with the machines that have been shipped? Has the "mixup"
continued and the software somehow got lost?

--
Stephen J. Langdon   ...!{ihnp4,hplabs,sun,nsc}!amdahl!sjl

[The article above is not an official statement from any organization
  in the known universe.]

From -7438522146093295514
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3e7f76f1b1a273c2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-18 15:57:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site gitpyr.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: ST pinouts
Message-ID: <579@gitpyr.UUCP>
Date: Thu, 18-Jul-85 18:57:01 EDT
Article-I.D.: gitpyr.579
Posted: Thu Jul 18 18:57:01 1985
Date-Received: Sat, 20-Jul-85 04:52:40 EDT
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Organization: Georgia Institute of Technology
Lines: 22
Summary:

Well I finally got my 520ST development system. Boy is it nice. Very mac-like.
Files seem to load faster than the mac.

I recall reading an article by a member of a california user-group: could
you (or someone) post the RS-232C pinouts for the 520ST? My schematic is
smudged in that strategic position and besides, the draftsman seems to have
used a two-letter code that my RS-232 manual doesn't recognize...

=-=
Eschew Obfuscation.

    Steve Tynor
    Georgia Instutute of Technology

 ...{akgua, allegra, amd, harpo, hplabs,
     ihnp4, masscomp, ut-ngp, rlgvax, sb1,
     uf-cgrl, unmvax, ut-sally} !gatech!gitpyr!tynor

--
Steve Tynor
Georgia Insitute of Technology, Atlanta Georgia, 30332
...!{akgua,allegra,amd,hplabs,ihnp4,masscomp,ut-ngp}!gatech!gitpyr!tynor

From -930766155994114138
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e3a3459597d6c8c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-19 15:39:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!decvax!mcnc!philabs!prls!amdimage!amdcad!amd!pesnta!pertec!kontron!
steve
From: steve@kontron.UUCP (Steve McIntosh)
Newsgroups: net.micro.atari
Subject: No ST's yet..
Message-ID: <383@kontron.UUCP>
Date: Fri, 19-Jul-85 18:39:38 EDT
Article-I.D.: kontron.383
Posted: Fri Jul 19 18:39:38 1985
Date-Received: Tue, 23-Jul-85 00:13:21 EDT
Distribution: na
Organization: Kontron Electronics, Irvine, CA
Lines: 9

As of today, (Friday July 19) the west coast distributer
(and therefore none of the stores) has not recieved any
Atari ST's - but they are in the mail.

(The distributer has talked to Atari, and is convinced that
they are working hard to get the machines out, but have to
fix a few minor things first.)

They were scheduled to be in the stores on July 15th.

From -6099536866300446754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72127e520f2bd844
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-20 14:07:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site bu-cs.UUCP
Path: utzoo!linus!decvax!genrad!mit-eddie!think!harvard!bu-cs!hen
From: hen@bu-cs.UUCP (Bill Henneman)
Newsgroups: net.micro.atari
Subject: Re: 520ST questions
Message-ID: <511@bu-cs.UUCP>
Date: Sat, 20-Jul-85 17:07:04 EDT
Article-I.D.: bu-cs.511
Posted: Sat Jul 20 17:07:04 1985
Date-Received: Sun, 21-Jul-85 23:25:06 EDT
References: <1807@amdahl.UUCP>
Organization: Boston Univ Comp. Sci.
Lines: 9

I ordered one with a color monitor from The Bit Bucket in Newton, MA on
July 13. They offered a B-W version as a loaner on July 15, which is
when the got their first shipment. I declined, but if a dealer can
offer loaners, the supply must be copious.

All the software I saw was "in a state of development", i.e., menu options
were not implemented.
              Bill Henneman
              BostonU

From 5479253806653087287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72127e520f2bd844
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-22 05:53:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site harpo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!harpo!
bob
From: bob@harpo.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST questions
Message-ID: <2732@harpo.UUCP>
Date: Mon, 22-Jul-85 08:53:52 EDT
Article-I.D.: harpo.2732
Posted: Mon Jul 22 08:53:52 1985
Date-Received: Thu, 25-Jul-85 00:31:26 EDT
Sender: bob@harpo.UUCP

Organization: AT&T Bell Laboratories, Whippany
Lines: 7
Nf-ID: #R:amdahl:-180700::38900002:000:297
Nf-From: !bob   Jul 22 08:53:00 1985

The Atari 520 reached Gemini Electronics near Morristown , N. J. last
week. The dealer, who is an Atari enthusiast, sent them all back---defective--
He expects another shipment this week. I got the impression the factory
confirmed some bad ones got out. I hope this was an isolated incident.

From 2171715049405657240
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72127e520f2bd844
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-22 06:14:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site harpo.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!harpo!
notes
From: notes@harpo.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST questions
Message-ID: <2735@harpo.UUCP>
Date: Mon, 22-Jul-85 09:14:11 EDT
Article-I.D.: harpo.2735
Posted: Mon Jul 22 09:14:11 1985
Date-Received: Thu, 25-Jul-85 00:33:22 EDT
Sender: notes@harpo.UUCP
Organization: AT&T Bell Laboratories, Whippany
Lines: 7
Nf-ID: #R:amdahl:-180700::38900002:000:297
Nf-From: !bob   Jul 22 08:53:00 1985

The Atari 520 reached Gemini Electronics near Morristown , N. J. last
week. The dealer, who is an Atari enthusiast, sent them all back---defective--
He expects another shipment this week. I got the impression the factory
confirmed some bad ones got out. I hope this was an isolated incident.

From 626768657842249331
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,65ad213decb09cc1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-22 13:36:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!decvax!tektronix!uw-beaver!cornell!vax135!petsd!pesnta!pertec!kontron!
steve
From: steve@kontron.UUCP (Steve McIntosh)
Newsgroups: net.micro.atari
Subject: (still) No ST's yet
Message-ID: <394@kontron.UUCP>

Date: Mon, 22-Jul-85 16:36:30 EDT
Article-I.D.: kontron.394
Posted: Mon Jul 22 16:36:30 1985
Date-Received: Wed, 24-Jul-85 12:10:57 EDT
Distribution: na
Organization: Kontron Electronics, Irvine, CA
Lines: 10
Xref: tektronix net.micro.atari:00995

An article in the July 22nd issue of Electronic News quotes Atari
VP of sales and marketing, James Copland:

Atari is currently shipping 520 ST systems to distributers. Current
shipments are at 25,000 systems/week gearing up to 30,000 systems/week
in 3 to 4 weeks.

(On July 22nd, however, the west coast distributer has not recieved any
systems - and does not have a firm date from Atari as to when the
systems will arrive.)

From -8924611887798411512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,275452f8b7e34f95
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-22 15:54:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site dsd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtunh!mtung!mtunf!
ariel!vax135!petsd!pesnta!hplabs!hpda!fortune!dsd!ross
From: ross@dsd.UUCP (Evan Ross)
Newsgroups: net.micro.atari
Subject: Re: Looking for info on 800XL serial bus
Message-ID: <443@dsd.UUCP>
Date: Mon, 22-Jul-85 18:54:16 EDT
Article-I.D.: dsd.443
Posted: Mon Jul 22 18:54:16 1985
Date-Received: Thu, 25-Jul-85 07:15:16 EDT
References: <325@dadla.UUCP> <202@pedsgd.UUCP>
Distribution: net
Organization: AMPEX DSD, Redwood City, CA.
Lines: 17

I've connected the atari serial bus to my heathkit-100, mostly successfully.
I still get a moderate amount of checksum errors during data transfers, but
that's the fault of my not-yet-complete disk server program.

The atari serial bus is actually 19.2k baud, 8 bits, no parity. The only
problem is that it is running at TTL levels, and not RS-232. You can solve
this problem by attaching the cable between your computer's uart and it's
ttl-to-rs232 converter. You need to connect ground, send, receive, and one
more status line (it indicates the beginning of a command packet transfer).

If you want more specific information, just drop a line.
--
Evan Ross {nsc, ihnp4, decwrl!amd} !fortune!dsd!ross

A nightmare within a nightmare, a terror beyond terror, you have entered...

The Unix System!!!

From 962821241730313206
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7e92771f8fee8d68,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-22 18:36:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ritcv.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!qantel!dual!lll-crg!
seismo!rochester!ritcv!jeb6589
From: jeb6589@ritcv.UUCP (Jim Berg)
Newsgroups: net.micro.atari
Subject: Modems and RS232 interfaces
Message-ID: <8852@ritcv.UUCP>
Date: Mon, 22-Jul-85 21:36:41 EDT
Article-I.D.: ritcv.8852
Posted: Mon Jul 22 21:36:41 1985
Date-Received: Sat, 27-Jul-85 00:07:10 EDT
Distribution: net
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 13

Does anyone own the Anchor Automation VolksModem 12 or the Signalman MK XII. I would like to know what they are like, how they are holding up, if you have had it a well, etc...

Also a while back someone asked about the R-verter, well what was the results, any good? Also are there any other RS232 interfaces besides that and the 850?

Thanks,
Jim.
uucp: jeb6589@ritcv
bitnet: jeb6589@ritvaxc

From -4980059232976550116
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,87f6f051f13a7768,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-23 06:22:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site topaz.ARPA
Path: utzoo!decvax!genrad!panda!talcott!harvard!seismo!columbia!topaz!biggers

From: biggers@topaz.ARPA (Mark Biggers)
Newsgroups: net.micro.atari
Subject: request for info on 800xl internals, et cetera...
Message-ID: <2872@topaz.ARPA>
Date: Tue, 23-Jul-85 09:22:04 EDT
Article-I.D.: topaz.2872
Posted: Tue Jul 23 09:22:04 1985
Date-Received: Tue, 23-Jul-85 21:19:17 EDT
Distribution: na
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 37
Keywords: Atari 800XL

Hello,

I recently picked up an 800xl at a bargain price at a local catalog store. I have the advantage of a roommate with an 800 and some software, but perhaps you netters can help me.

I am mainly interested in graphics & sound hacking, Action!, Logo (for my child and me), and of course, communications. Don't mention BASIC - it makes me ill...

1) what book(s) are the best source of info on hardware specs, connector pinouts, and details on programming the smart chips of the machine?

2) how to get 80 columns (programming techinques)? Is this readable?

3) your favorite disk drive? Why hasn't anyone come out with a disk controller that interfaces to the parallel bus (or has someone)? This has got to be much faster than the current serial scheme...

4) your favorite (loosely called) DOS? My roomie seems to have a different flavor DOS for almost every disk he has!

5) favorite terminal emulator / file transfer program? I want to use this as a terminal to the Unix machines I have access to, and download from Atari bboard systems.

6) your favorite solution to the obnoxious compatibility problem(s) between the 800 and 800xl?

Thanks - I will attempt to collect and post a summary.

Mark Biggers

{ihnp4, seismo}!topaz!biggers

From -828972866179485575

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72127e520f2bd844
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-23 09:34:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!amd!pesnta!pertec!kontron!steve
From: steve@kontron.UUCP (Steve McIntosh)
Newsgroups: net.micro.atari
Subject: Re: 520ST questions
Message-ID: <396@kontron.UUCP>
Date: Tue, 23-Jul-85 12:34:24 EDT
Article-I.D.: kontron.396
Posted: Tue Jul 23 12:34:24 1985
Date-Received: Fri, 26-Jul-85 03:45:45 EDT
References: <1807@amdahl.UUCP>
Distribution: net
Organization: Kontron Electronics, Irvine, CA
Lines: 20

> What is happening to the user group machines? I saw one enthusiastic
> posting about a VT52 (clearly state of the art) emulator. What else
> can one do with the machines that have been shipped? Has the "mixup"
> continued and the software somehow got lost?
> Stephen J. Langdon   ...!{ihnp4,hplabs,sun,nsc}!amdahl!sjl

Judging from the traffic on CompuServes ATARISIG, most of the machines for
the users groups have arrived. There have been a few minor problems with
the machines, but all-in-all it seems that the people with ST's love them.

The July 22 issue of (I think) Electronic News quotes the Atari VP of
marketing and sales - they say they are shipping 20,000 a week and expect
to ramp up to 30-35,000 in a month or so. However, the west coast distributer
has not yet recieved any. "Your ST is in the mail".

The Official anouncement of the Commodore Amiga is due to happen this week,
and rumor has it that Commodore already has stock on hand ready to ship.

- Steve McIntosh, Kontron Electronics, Irvine CA.
".. where we are going, we dont need -roads-."

From -390042966025482027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3c42b4aa466f4988,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-23 17:04:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ptsfd.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!lll-crg!dual!ptsfa!ptsfd!jdf
From: jdf@ptsfd.UUCP (Jack Fine)
Newsgroups: net.micro.atari
Subject: 520ST QUESTIONS

Message-ID: <138@ptsfd.UUCP>
Date: Tue, 23-Jul-85 20:04:55 EDT
Article-I.D.: ptsfd.138
Posted: Tue Jul 23 20:04:55 1985
Date-Received: Thu, 25-Jul-85 23:01:37 EDT
Distribution: net
Organization: Pacific Bell, San Francisco
Lines: 15

For those of you (on the west coast in particular) who have purchased
the 520ST I was wondering about a couple of things. Does the 520ST come
with any software? Are you getting a color screen with your purchases?
What are you paying for the machine? What kinds of options are available
and at what price? (I mean add-on options i.e. harddisk?) Does it have
full 80-column editing and can it also handle 40-column? What is the
documentation like, lengthy, technical, simple-minded etc.?

I am obviously real interested in buying a 520ST especially since the
announcement of the CD-ROM. But before I do I want to know more about it.

Thank you for the information.
Jack Fine
*** REPLACE THIS LINE WITH YOUR MESSAGE ***

From -3922737255621840761
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,de67aa276a52151b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-23 18:42:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site voder.UUCP
Path: utzoo!decvax!tektronix!hplabs!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari
Subject: Backing-up Protected Disks
Message-ID: <826@voder.UUCP>
Date: Tue, 23-Jul-85 21:42:43 EDT
Article-I.D.: voder.826
Posted: Tue Jul 23 21:42:43 1985
Date-Received: Fri, 26-Jul-85 12:08:07 EDT
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 22
Xref: tektronix net.micro.atari:01003

   I'm looking for information as to what different methods there are
to duplicate copy-protected disks. Now before you start screaming
`COPYRIGHT' and `Yo-ho-ho' I'll mention that my copy of `Ball Blazer'
(which I bought) failed to boot last night and now I have to go through

the hassle of getting it replaced from Epyx. If they're prompt it may only take a week or so, if they're like most companies I expect it to take 3 to 4 weeks.
   Apart from the fact I don't know if I can live without `Ball Blazer' for a month why should I have too? I have never felt easy not having back-ups for my copy-protected programs and have decided to look into the ways available. I don't really care if the system simply duplicates the disk or compresses it into a binary load file, what I'm looking for is reliability and the capability to handle most copy-protection schemes.
   If anyone has any info on the different systems available, like the Happy drive or The Chip, I'd be interested in hearing from you.

Kevin Thompson   {ucbvax,ihnp4!nsc}!voder!kevin

"It's sort of a threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From 9109460892130898261
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6c489ec5964d1215,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-24 11:17:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekig.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!
tektronix!tekig!petel
From: petel@tekig.UUCP (Pete Lancashire)
Newsgroups: net.micro.atari
Subject: ST520 Pinouts...
Message-ID: <2682@tekig.UUCP>
Date: Wed, 24-Jul-85 14:17:48 EDT
Article-I.D.: tekig.2682
Posted: Wed Jul 24 14:17:48 1985
Date-Received: Fri, 26-Jul-85 04:27:35 EDT
Organization: Tektronix, Beaverton OR
Lines: 78

Someone was asking for connector pinouts, these are from the manual that
comes with the system, not from the developers kit.

NOTE:for all round connectors; facing connector, index up, going
      clockwise

POWER:Note, the pins go 7,3,5,2,4,1,6

1:+5VDC   2:NC   3:GROUND
4:+12VDC 5:-12VDC 6:+5VDC   7:GROUND

MIDI OUT:Note, the pins go 1,4,2,5,3

1:THRU Transmit Data   2:Shield Ground   3:THRU loop return

4:OUT Transmit Data   5:OUT Loop Return

MIDI IN:Note, the pins go 1,4,2,5,3

1:NC 2:NC 3:NC 4:IN Receive Data 5:IN Loop Return

```
                    index
MONITOR:Pins    4   3   2   1
                8   7   6   5
               12  11  10   9
              13
```

```
 1:Audio Out        2:Reserved    3:General Purpose Output
 4:Monochrome Output    5:Audio In    6:Green
 7:Red              8:Ground  9:Horiz. Sync
10:Blue            11:Monochrome 12:Vertical Sync
13:Ground
```

```
PRINTER:  13 12 11 ------- 3  2  1
           25  24  -------  15 14
```

1:Strobe 2:D0 3:D1 4:D2 5:D3 6:D4 7:D5 8:D6
9:D7 11:BUSY 18-25:GROUND

MODEM: 1:FG 2:TD 3:RD 4:RTS 5:CTS 7:SG 8:DCD 20:DTR 22:RI

FLOPPY DISK:pins 10,8,6,4,2,1,3,5,7,9,11 with 3 centre pins 13 12
                                                              14

```
 1:Read Data        2:Side 0 Select   3:Logic Ground
 4:Index Pulse           5:Drive 0 Select  6:Drive 1 Select
 7:Logic ground             8:Motor On       9:Direction In
10:Step               11:Write Data     12:Write Gate
13:Track 00        14:Write Pulse
```

```
HARD DISK (DMA PORT):pins 10 ---------- 1
                  19 ------- 11
```

1:D0 2:D1 3:D2 4:D3 5:D4 6:D5 7:D6 8:D7
9:Chip Select 10:Int Request 11:GROUND 12:Reset 13:GROUND
14:Acknowledge 15:GROUND 16:A1 17:GROUND 18:Read/Write 19:Data Request

```
CARTRIDGE:pins  1,3,5,---------,35,37,39
         2,4,6,---------,36,38,40
```

1:+5VDC	2:+5VDC	3:D14	4:D15	5:D12	6:D13	7:D10	8:D11	9:D8	10:D9
11:D6	12:D7	13:D4	14:D5	15:D2	16:D3	17:D0	18:D1	19:A13	20:A15
21:A8	22:A14	23:A7	24:A9	25:A6	26:A10	27:A5	28:A12	29:A11	30:A4
31:ROM Sel 3		32:A3		33:ROM Sel 4		34:A2		35:UDS	
36:A1		37:LDS		38:GND		39:GND		40:GND	

```
MOUSE/JOYSTICK   1 2 3 4 5
           6 7 8 9
```

1:Up/XB   2:Down/XA   3: Left/YA   4:Right/YB   5:NC

6:Fire/Left Button 7:+5VDC   8: GROUND   9:Joy1/Right Button

MOUSE/JOYSTICK   1 2 3 4 5
           6 7 8 9

1:Up   2:Down   3:Left   4:Right   5:Reserved
6:Fire Button   7:+5VDC   8:GROUND   9: NC

Have fun....

Pete Lancashire   ...!tektronix!tekig!petel (503) 627-2566

From 4940375376278396227
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,54a65012eb9a3261,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-24 12:56:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!decvax!genrad!panda!talcott!harvard!seismo!uwvax!uwmacc!oyster
From: oyster@uwmacc.UUCP (Vicious Oyster)
Newsgroups: net.micro.atari
Subject: 'C' or Action! for Atari 1200XL
Message-ID: <1324@uwmacc.UUCP>
Date: Wed, 24-Jul-85 15:56:27 EDT
Article-I.D.: uwmacc.1324
Posted: Wed Jul 24 15:56:27 1985
Date-Received: Thu, 25-Jul-85 17:50:54 EDT
Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 19

*** Is there really a line-eater? ***

   Please forgive my asking what has most probably already been dealt with here mega-times, but...

   Can anybody provide me with the name, source, cost, and any relevant info on 'C' or other relatively high-level language compilers for the Atari? When I inquired at my local Atari store (which, alas, is now 1250 miles from my current home), the guy raved about Action!. Does anybody have any comments on this package?   I would really like something with utilities such as a linker, a library, and debugger (symbolic would be great). Thanks in advance for any information.

--
 - joel "vo" plutchak
{allegra,ihnp4,seismo}!uwvax!uwmacc!oyster

"Take what I say in a different way and it's easy to say that this is all confusion."

From -1872708999043629255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72127e520f2bd844
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-24 14:03:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site harpo.UUCP
Path: utzoo!linus!decvax!mcnc!akgua!whuxlm!harpo!bob
From: bob@harpo.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST questions
Message-ID: <2736@harpo.UUCP>
Date: Wed, 24-Jul-85 17:03:09 EDT
Article-I.D.: harpo.2736
Posted: Wed Jul 24 17:03:09 1985
Date-Received: Sun, 28-Jul-85 06:09:13 EDT
Sender: bob@harpo.UUCP
Organization: AT&T Bell Laboratories, Whippany
Lines: 5
Nf-ID: #R:amdahl:-180700::38900002:000:297
Nf-From: !bob   Jul 22 08:53:00 1985

The Atari 520 reached Gemini Electronics near Morristown , N. J. last
week. The dealer, who is an Atari enthusiast, sent them all back---defective--
He expects another shipment this week. I got the impression the factory
confirmed some bad ones got out. I hope this was an isolated incident.

From -4456347062106001902
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f17d770b9f2c8bc5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-24 14:03:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site harpo.UUCP
Path: utzoo!linus!decvax!mcnc!akgua!whuxlm!harpo!bob
From: bob@harpo.UUCP
Newsgroups: net.micro.atari
Subject: 520's Available in North Jersey
Message-ID: <2737@harpo.UUCP>
Date: Wed, 24-Jul-85 17:03:24 EDT
Article-I.D.: harpo.2737
Posted: Wed Jul 24 17:03:24 1985
Date-Received: Sun, 28-Jul-85 06:09:48 EDT
Sender: bob@harpo.UUCP
Organization: AT&T Bell Laboratories, Whippany
Lines: 2
Nf-ID: #N::38900003:000:66
Nf-From: !bob   Jul 24 17:03:00 1985

The 520's are now availble, working this time, at local dealers.

From 7325931668120573912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,864ed9450345c12b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-24 14:52:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: 520 ST
Message-ID: <592@mtuxn.UUCP>
Date: Wed, 24-Jul-85 17:52:44 EDT
Article-I.D.: mtuxn.592
Posted: Wed Jul 24 17:52:44 1985
Date-Received: Thu, 25-Jul-85 22:15:36 EDT
Organization: AT&T Information Systems, Holmdel NJ
Lines: 22

Well, we got our stock 520 ST today... Very nice, but the BASIC won't be out
for a while yet, and the GEM won't be available on ROM until the bugs are out.

In reply to the RS232 question someone posted, it looks like a standard
RS232...(isn't that what a standard is?), but I guess you wanted a list of
the active pins...I'll post when I get the chance later.

Latest word on the GEM in ROM is that it will be a $50 upgrade for early
models, but will be included in later ones (around Oct.)

Haba Software has a C compiler in Beta-test, and a 10Meg hard drive that
is FAST (about 7 times the speed of the already fast micro-floppy).

The color version is excellent, and a special cable is used for the
monitor connection so the 520 knows which monitor is hooked up. This
info is used to control the display! Output destined for the hi-res
monochrome monitor can't be viewed on the color monitor and vice-versa.

     Rob Botwin, N2FC
    .....{utah-cs|seismo|decvax}!harpo!eagle!hogpc!mtuxn!rb
     ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
     FJ 1B-130

From -3780624014229779791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f17d770b9f2c8bc5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-24 15:17:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site harpo.UUCP
Path: utzoo!linus!decvax!mcnc!akgua!whuxlm!harpo!notes
From: notes@harpo.UUCP

Newsgroups: net.micro.atari
Subject: 520's Available in North Jersey
Message-ID: <2738@harpo.UUCP>
Date: Wed, 24-Jul-85 18:17:10 EDT
Article-I.D.: harpo.2738
Posted: Wed Jul 24 18:17:10 1985
Date-Received: Sun, 28-Jul-85 06:10:35 EDT
Sender: notes@harpo.UUCP
Organization: AT&T Bell Laboratories, Whippany
Lines: 2
Nf-ID: #N::38900003:000:66
Nf-From: !bob   Jul 24 17:03:00 1985

The 520's are now availble, working this time, at local dealers.

From 8401114982059265066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3c42b4aa466f4988
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-25 08:19:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!vr0z05
From: vr0z05@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520ST QUESTIONS
Message-ID: <15700013@unido.UUCP>
Date: Thu, 25-Jul-85 11:19:00 EDT
Article-I.D.: unido.15700013
Posted: Thu Jul 25 11:19:00 1985
Date-Received: Tue, 30-Jul-85 06:27:21 EDT
References: <138@ptsfd.UUCP>
Sender: notes@unido.UUCP
Lines: 10
Nf-ID: #R:ptsfd:-13800:unido:15700013:000:285
Nf-From: unido!vr0z05   Jul 25 13:19:00 1985

[And this line for the old byte eater]

Please post answers to the net, I'm interested too.

     Uwe Hoch
     Computer Science Department, University of Dortmund
     4600 Dortmund 50, P.O. Box 500500, W.-Germany
     E-mail address UUCP: philabs!{hpfcla!hpbbn, mcvax}!unido!vr0z05

From 3722526269785127851
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72127e520f2bd844
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-07-25 09:05:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: 520ST questions
Message-ID: <443@enmasse.UUCP>
Date: Thu, 25-Jul-85 12:05:39 EDT
Article-I.D.: enmasse.443
Posted: Thu Jul 25 12:05:39 1985
Date-Received: Sun, 28-Jul-85 00:31:54 EDT
References: <1807@amdahl.UUCP>
Distribution: net
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 55

[re anyone seen an st?]
Yeah I have one at home.

[What came with it?]
Essentially nothing. What you get is the hardware package (computer,
monitor, ssdd 3.5 driver,) and GEM/TOS, and LOGO (or is it NO GO :-})

Gem seems to have a few bugs, i.e. it is possible to confuse it as
to which windows are where.

TOS is okay so far (the machine has been running for three days-
one crash so far.)

The printer interface is not configurable from the desktop.

The real time clock isn't battery backed up, and the start-up doesn't
require you to set it. (Bummer if you have a hard disk and want to
do incremental backups.)

The documentation is worse than horrible. The TOS guide is totally
superficial, and the LOGO manual is actually the worst users manual
I have ever seen.

A lot of retailers have returned units as DOA. But it appears that there
were two production QA flaws: loose chips and too long pins on some of
the pc boards (shorting onto the case or something.)

There is absolutely no mention of Basic or ROMTOS upgrades- although
Canadian buyers insist that they received coupons for Basic, and Atari
has claimed that TOS proms will be available (free?) to package purchasers.

The VT52 emulator is somewhat flakey about cursor addressing, and has
absolutely zero file transfer capability.

There is no software available for developers except through Atari,
and the procedure for obtaining development software from Atari is

less than straight-forward.

But all of this aside, the damn thing is cute! It clearly outperforms the MAC, and the desktop is an excellent environment. (Word of warning, this machine is better suited as a workstation than the ultimate game machine. If you want stereo 3D graphic animation, buy an Amiga when it materializes.)

Best advice: if you want to do development for the ST, go get one now and badger atari for the development software, if you want to use the thing, wait till september.

Happy HACKING.

--

Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!mroddy)

From -8913239352017972363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6c489ec5964d1215
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-25 09:46:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!houxu!rs2
From: rs2@houxu.UUCP (R.SWITZER)
Newsgroups: net.micro.atari
Subject: Request for info on the new ST's
Message-ID: <645@houxu.UUCP>
Date: Thu, 25-Jul-85 12:46:23 EDT
Article-I.D.: houxu.645
Posted: Thu Jul 25 12:46:23 1985
Date-Received: Fri, 26-Jul-85 23:36:09 EDT
References: <2682@tekig.UUCP>
Organization: AT&T Information Systems, Holmdel NJ
Lines: 7

<>
So, now that everyone has them, could someone tell me what is
"standard" on the 520ST and when is the "mini"ST (250ST?)
coming out. Also, what are the prices for these respective systems?
Thanks,
Bob Switzer

From -6727930623142674975
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,59860f9557d8ec2a,start
X-Google-Attributes: gid1517c1,public

X-Google-Thread: 12c65a,59860f9557d8ec2a,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-07-25 11:02:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site umd5.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!umcp-cs!cvl!umd5!louie
From: louie@umd5.UUCP
Newsgroups: net.micro.atari,net.micro.cbm
Subject: Atari 520ST vs. Commodore Amiga
Message-ID: <683@umd5.UUCP>
Date: Thu, 25-Jul-85 14:02:48 EDT
Article-I.D.: umd5.683
Posted: Thu Jul 25 14:02:48 1985
Date-Received: Sat, 27-Jul-85 00:32:29 EDT
Reply-To: louie@umd5.UUCP (Louis Mamakos)
Distribution: net
Organization: U of Md, CSC, College Park, Md
Lines: 23
Xref: linus net.micro.atari:884 net.micro.cbm:1420

I just read the article in the August 1985 issue of Personal Computing on the Commodore Amiga. There is little detail about the guts of the machine and the hardware.

All I've seen about the Atari 520ST has been in the net.micro.atari newsgroup. A little bit more about the hardware and the guts, but not much.

As you might expect, I'm in the market for one of these two machines, but have very little to go on. I know that I don't really want a Mac, both because of the price and the closed architecture. (I don't want to start any Mac vs. anything else flames, please!). The article on the Amiga says that it has "true multitasking", what ever that is.

Has anyone on the net made any point by point comparisons of these two machines? Apparently the 520ST isn't vaporware anymore, and hopefully the Amiga will begin to appear on dealer's shelves soon. I'm interested in what the nuts and bolts of the hardware are, and what the provided software and operating system do for/to you.
--
Louis A. Mamakos WA3YMH   University of Maryland, Computer Science Center
 Internet: louie@umd5.arpa
 UUCP: {seismo!umcp-cs, ihnp4!rlgvax}!cvl!umd5!louie

From -8406569080809626698
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7097a8f1ef219779,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-25 13:31:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb

From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: Re: defective ST's
Message-ID: <594@mtuxn.UUCP>
Date: Thu, 25-Jul-85 16:31:50 EDT
Article-I.D.: mtuxn.594
Posted: Thu Jul 25 16:31:50 1985
Date-Received: Fri, 26-Jul-85 23:56:17 EDT
Organization: AT&T Information Systems, Holmdel NJ
Lines: 19

We were told that not all ST's were defective at Gemini, however an
apparent recurring problem is the disk drive controller in the ST.
Symptoms are either inability to read disks altogether, or inability to
format disks.
Some of these problems are rectified by opening the ST (beware...a soldering
iron is required to access the board, as the RF shield is soldered shut)
and pulling and reseating the socketed IC's. (only works sometimes...others
have BAD controller chips).
This problem initially looks like a drive problem, but since the floppy
controller is in the CPU, it's actually an ST problem.
Since ATARI does not have sufficient quantities available for an exchange
policy yet, and is strictly repairing units on a when-we-get-around-to-it
basis,....
I WOULD STRONGLY ADVISE TO TRY THE MACHINE OUT IN THE STORE BEFORE TAKING
IT HOME!!!!
Most stores will not have sufficient stock to replace defects for at least
another month, maybe longer!!!

Rob

From -5535413228987294380
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7e92771f8fee8d68
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-26 08:35:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: Modems and RS232 interfaces
Message-ID: <19138@mgweed.UUCP>
Date: Fri, 26-Jul-85 11:35:26 EDT
Article-I.D.: mgweed.19138
Posted: Fri Jul 26 11:35:26 1985
Date-Received: Sun, 28-Jul-85 13:51:33 EDT
References: <8852@ritcv.UUCP>
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 9

Digital Devices makes a new interface for modems called the

U-CALL RS232. I don't know anything about it, but Lyco Computer
has it advertized for $37 in their latest ad (Analog Computing, Sept. 85).

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 1659319737269053455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f1a904b9413051ce,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,f1a904b9413051ce,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-07-26 10:56:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watcgl.UUCP
Path: utzoo!watmath!watnot!watcgl!electrohome
From: electrohome@watcgl.UUCP (electrohome)
Newsgroups: net.micro.atari,net.micro.cbm
Subject: Interface between 800XL and CBM Hardware?
Message-ID: <2252@watcgl.UUCP>
Date: Fri, 26-Jul-85 13:56:34 EDT
Article-I.D.: watcgl.2252
Posted: Fri Jul 26 13:56:34 1985
Date-Received: Sat, 27-Jul-85 03:39:33 EDT
Reply-To: electrohome@watcgl.UUCP (Carlo Sgro)
Followup-To: net.micro.atari
Distribution: na
Organization: U of Waterloo, Ontario
Lines: 24
Keywords: 800XL, 1525 Printer, VIC Modem, Atari modem
Xref: watmath net.micro.atari:956 net.micro.cbm:1556

I am thinking about buying an Atari 800XT (with disk drive) and would
like to be able to use my Commodore 1525 Printer and my VICModem with them to
save money. Does anyone know if this is possible/advisable/done_already?
How hard a conversion would it be (I don't know much about electronics
except for the basics of soldering and putting chips in sockets :-))?
If difficult, would I be likely to find a shop that could do these conversions
for me at a reasonable price?

In case it isn't possible, can anyone recommend a good modem (not too
expensive; I have the bottom-of-the-line VICModem and find it acceptible)
and terminal program?

Thanks.

Carlo Sgro
[ihnp4||decvax||allegra||clyde||utzoo||tektronix]!watmath!watcgl!electro!carlo

Electrohome Canada
Computer Graphics Division
Kitchener, Ontario

From 5590493958584760683
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72127e520f2bd844
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-27 09:42:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site gitpyr.UUCP
Path: utzoo!linus!gatech!gitpyr!tynor
From: tynor@gitpyr.UUCP (Steve Tynor)
Newsgroups: net.micro.atari
Subject: Re: 520ST questions
Message-ID: <603@gitpyr.UUCP>
Date: Sat, 27-Jul-85 12:42:19 EDT
Article-I.D.: gitpyr.603
Posted: Sat Jul 27 12:42:19 1985
Date-Received: Sun, 28-Jul-85 08:16:34 EDT
References: <1807@amdahl.UUCP> <443@enmasse.UUCP>
Reply-To: tynor@gitpyr.UUCP (Steve Tynor)
Distribution: net
Organization: Georgia Institute of Technology
Lines: 36

>There is no software available for developers except through Atari,
>and the procedure for obtaining development software from Atari is
>less than straight-forward.
> ...
>Best advice: if you want to do development for the ST, go get one now and
>badger atari for the development software, if you want to use the thing,
>wait till september.

If you want to be an ATARI ST developer, buy a development system directly
from ATARI. I got mine for the cost of the system plus $300 for the
development package (C compiler, linker, assembler, resource editor, kermit
(for file transfer), lots of documentation.)

I don't know why you say say that getting development software is less than
straight-forward... All I had to do was send a check.

>The VT52 emulator is somewhat flakey about cursor addressing, and has
>absolutely zero file transfer capability.

I use kermit for file transfer (it's more reliable than standard file
transfer anyway....)

=-=-=-

From 215412709136143848
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e3a3459597d6c8c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-27 11:16:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watdcsu.UUCP
Path: utzoo!watmath!watnot!watdcsu!herbie
From: herbie@watdcsu.UUCP (Herb Chong [DCS])
Newsgroups: net.micro.atari
Subject: Re: No ST's yet..
Message-ID: <1567@watdcsu.UUCP>
Date: Sat, 27-Jul-85 14:16:11 EDT
Article-I.D.: watdcsu.1567
Posted: Sat Jul 27 14:16:11 1985
Date-Received: Sun, 28-Jul-85 14:57:56 EDT
References: <383@kontron.UUCP>
Reply-To: herbie@watdcsu.UUCP (Herb Chong [DCS])
Distribution: na
Organization: U of Waterloo
Lines: 15
Summary:

despite the fact that the 520ST was announced and shipped to dealers
first in canada, no one, to my knowledge, has actually managed to pick
up the ones that they have ordered. informed rumour has it that the
canadian division of the company was told to divert all it's orders to
the US to meet the demand. the earliest customer shipment in Kitchener
is supposedly August 18. we don't get no respect up here.

Herb Chong...

I'm user-friendly -- I don't byte, I nybble....

UUCP: {decvax|utzoo|ihnp4|allegra|clyde}!watmath!water!watdcsu!herbie
CSNET: herbie%watdcsu@waterloo.csnet
ARPA: herbie%watdcsu%waterloo.csnet@csnet-relay.arpa
NETNORTH, BITNET, EARN: herbie@watdcs, herbie@watdcsu

From -3144708853993766333
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce63f06b7eac8514,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-27 16:12:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!cbosgd!cbdkc1!desoto!packard!ihnp1!ihnp4!mhuxn!mhuxr!
mhuxt!houxm!mtuxo!mtuxn!ker
From: ker@mtuxn.UUCP (K.ROSER)
Newsgroups: net.micro.atari

Subject: 520ST chip reseating
Message-ID: <598@mtuxn.UUCP>
Date: Sat, 27-Jul-85 19:12:51 EDT
Article-I.D.: mtuxn.598
Posted: Sat Jul 27 19:12:51 1985
Date-Received: Wed, 31-Jul-85 02:12:08 EDT
Organization: AT&T Information Systems, Holmdel NJ
Lines: 5

Apparently the chip reseating in the 520 is a cure for lots of troubles.
A friend of mine has a 520 that used to lock up occasionally. At times
it wouldn't boot. After reseating the chips all was fine. He mentioned
that it is quite simple to unsolder the RF shield that covers the main
circuit board. Only a few small blobs of solder to melt away.

From -3709640162546939960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6fcfd8f7731bfd43,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-08 12:56:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site cmu-cs-gandalf.ARPA
Path: utzoo!linus!decvax!genrad!panda!talcott!harvard!seismo!rochester!cmu-cs-pt!
cmu-cs-gandalf!strauss
From: strauss@cmu-cs-gandalf.ARPA (Daryll Strauss)
Newsgroups: net.micro.atari
Subject: Atari Parts
Message-ID: <276@cmu-cs-gandalf.ARPA>
Date: Sat, 8-Jun-85 15:56:29 EDT
Article-I.D.: cmu-cs-g.276
Posted: Sat Jun 8 15:56:29 1985
Date-Received: Thu, 13-Jun-85 22:22:31 EDT
Organization: Carnegie-Mellon University, CS/RI
Lines: 23

        Wouldn't you know it. The instant the post about a good place for
Atari parts passes by, I end up needing a chip. Can whoever listed the
address of the store in California that stocked Atari parts please send or
post that address again?

        Also, I posted a request for information on directly controlling a
MPP modem a while back and got no replies. Is it really true that NOBODY has
any information on how to control that modem? I am not the only one who
wants to know, so if you do have any information or pointers please tell me
about them. I forward any replies to those who requested information from me.

                                        Daryll

ARPA: Strauss@cmu-cs-gandalf.arpa
UUCP: ...!{ucbvax,inhp4,cmucspt}!Strauss@cmu-cs-gandalf.arpa
Mailnet\

CCnet   >DS4J@cmu-cc-tf
DECnet /

HOME: 5230 Forbes Ave., Pittsburgh PA 15213
BELL: (412) 621-1846

From 744067252558797955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dec73bbf3c9e0562,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-09 21:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site looking.UUCP
Path: utzoo!watmath!looking!david
From: david@looking.UUCP (David Rowley)
Newsgroups: net.micro.atari
Subject: 520 STuff
Message-ID: <284@looking.UUCP>
Date: Mon, 10-Jun-85 00:00:00 EDT
Article-I.D.: looking.284
Posted: Mon Jun 10 00:00:00 1985
Date-Received: Tue, 11-Jun-85 02:30:17 EDT
Organization: Looking Glass Software, Waterloo, Ont
Lines: 47

I finally saw a 520ST in a local store the other day. It was running some pretty impressive demos, such as hi-res b&w pictures of the ST, Jack Tramiel and family, pictures of cowboys and a multiple bouncing ball. The quality of the b&w monitor is excellent, the picture is really crisp. Looking at the disk, it seems as though the capacity of the floppy is about 360K formatted, with TOS/GEM taking up about 206K currently (looks like they have a bit of paring down to get it into the 192K ROM). GEM looks much, much better on the ST than it does on the IBM PC. The keyboard feels good and the keys are well placed.

One thing I find annoying about the ST is that menus pop down when you move the cursor onto the menu bar, instead of only when you click the mouse on the menu bar, as in the mac. I found I often popped down menus by mistake and then had to click on the desktop to get rid of them. I guess I can live with it, though.

One of the desk accessories is a VT52 emulator (it looked fairly primitive... no windows, no menus). Other desk accessories were a control panel, clock calculator, but no breakout game.

They also had DR Logo for it. It looked reasonably complete, multiple windows, support for mouse, graphics, etc. good use of the menus. It also appears that GEM allows the use of control key equivalents for menu selections, as on the mac (I hate having to use the mouse exclusively, especially for text-editing).

The store said that they have already taken 100 orders for the machine, with

availability in about 2-3 weeks. The cost: $1400 Cdn (includes floppy, bw monitor, logo and basic).

Another store that had one was quite frustrated by the fact that the demo units came with no documentation. They had no idea how to use GEM and thus could not demo the ST at all. After showing them a few things, like double clicking and how to select items from the menus, they caught on. I guess this shows that mac-like interfaces are good because they are consistent, rather than because they are completely intuitive.

It looks like the ST might do quite well. Maybe Apple will finally have to reduce its inflated prices.

I would still like to hear more about Commodore's Amiga before I buy an ST. I thought they might introduce it (finally) at CES, but I guess I'll have to wait awhile. Looks like they don't mind giving Atari a head start.

David Rowley.
Looking Glass Software
Waterloo, Ontario

From 4041066057473674719
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6602ea43ad9241fd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-10 06:52:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site bocar.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!bocar!benw
From: benw@bocar.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: Reposting Antic Online CES Report Part 4
Message-ID: <209@bocar.UUCP>
Date: Mon, 10-Jun-85 09:52:08 EDT
Article-I.D.: bocar.209
Posted: Mon Jun 10 09:52:08 1985
Date-Received: Tue, 11-Jun-85 05:38:14 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 198

I understand that this fourth Antic Online report may not have gotten out or at least may not have been widely distributed, so I am reposting this and part 5. There have been no new reports on Compuserve as of 2AM 6/10/85 (yawn)!

Ben Weber
AT&T Technologies
at BTL Holmdel
(but posting thru a
Piscataway machine!)

ANTIC ON-LINE SPECIAL BULLETIN

Summer Consumer Electronics Show

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Tuesday, June 4, 1985

by Michael Ciraolo

Chicago, IL -- As companies debut new products for the Christmas buying season, there is enthusiastic interest in developing for both the new and old Atari computers. First the new:

The complete line of Infocom text adventure games will be available with the 16-bit Ataris.

Batteries Included announced a major commitment to the ST machines with their "IS" integrated software based on the GEM environment. According to Michael Reichmann, the company's director of product development, the entire line will work at an intuitive level, so that users will not have to memorize any commands.

According to the early announcement, the IS line will include a word processor with a built-in spelling checker, a combined spreadsheet and graphics package, a database manager, and a stock portfolio manager. The screen structure and layout are the same for all programs.

All programs in the IS series

will be released for the Atari STs and the IBM PC and compatible market. The first program, "Portfolio", will be available for the STs shortly after September 1, according to Batteries Included.

The Software Publisher Sierra On-Line will market the submarine simulation game GATO for the STs. GATO puts puts the player in the role of a World War II submarine commander, searching out and attempting to destroy the Japanese Imperial Fleet.

Sierra president Ken Williams said "We want to see exactly how large these two new markets are. We figure the best way to test the unknown waters is to publish a proven product (already out on the IBM, Macintosh and Apple 128K) with a broad appeal for maximum market penetration."

The flight simulator producers SubLogic said they would produce a simulator called Jet, and Electronic Arts is expected to release a financial cookbook, both products for the STs.

FTL Software, producers of the Apple II game Sundog, Frozen Legacy, are converting the game over to the Atari STs. The game won Family Computing's award for hybrid games last year--it is a role-playing economic simulation space adventure.

Many of these products were simply announced, with no date or price specified.

Several products for the 8-bit line of computers, including

the 130 XE, were also
announced.

Batteries Included, producers
of PaperClip, announced an
80-column display, the "BI-80",
for Atari 400/800, XL and XE
computers.

The BI-80 plugs into the Atari
cartridge slot and requires
extremely little special
programming or software
switching to use.

The cartridge is expected to cost
about $80.
~Developers said the BI-80
produces a clean, crisp display
ideal for writing
professional-quality documents.
Paperclip will be the first
software package released for
the Atari BI-80. There was a
functioning version of
80-column Atari Paperclip shown
at their booth.

According to John Skruch,
product manager for the XE
line, demand for the new 8-bit
computers is so high he can't
keep machines on warehouse
shelves for over 18 hours.

The new XE products Skruch
mentioned include programs from
First Star Software, Synapse
Software, and Adventure
International.

Atari is also getting ready to
release AtariWriter Plus,
currently in final testing, a
home productivity package
called Silent Butler, and a
proofreading program.

Skruch said this fall will also
see the release of a
planetarium program for the XEs
that includes over 17000
plotted stars. The program

will let users move through
time, choose viewing angles,
see constellations, track
Halley's comet, and so on.

The programs sought by Atari
Corp. continue to be
application and education
software, not games. "Atari
Incorporated was a video game
company that happened to make
computers. We're a computer
company that happens to make
video games," Skruch said.
"There aren't enough
applications for the Atari."

Skruch also said his company
has not released any 65XEs yet,
as the nearly identical 800XLs
are still available. When the
last 800XLs are sold, Atari
will start producing the 65XE.

"But at the price, the 130XE is
still the machine of choice,"
Skruch said.

From 31871730038682339
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3abfe82c6a4b4704,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-10 06:52:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site bocar.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!bocar!benw
From: benw@bocar.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: Reposting Antic Online CES Report Part 5
Message-ID: <210@bocar.UUCP>
Date: Mon, 10-Jun-85 09:52:32 EDT
Article-I.D.: bocar.210
Posted: Mon Jun 10 09:52:32 1985
Date-Received: Tue, 11-Jun-85 05:38:31 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 118

This is a reposting of part 5 of the Antic Online report on CES,
from Compuserve. Haba nice day!

ANTIC ON-LINE SPECIAL BULLETIN

Summer Consumer Electronics Show

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Tuesday, June 4, 1985

by Michael Ciraolo

Chicago, IL--While many companies are instroducing one product apiece for the Atari STs, one company has announced an entire line of ST products.

Haba Systems, headquartered in Van Nuys, Calif., will release a word processor (HabaWord), a file and report manager (HabaFiles) and a spreadsheet and graphics package (HabaCalc N Graph) in September for $59.95 each, according to Charles Becker, vice president for sales.

A communications program, not surprisingly called HabaCom, will be released in August for the same price, Becker said.

The company, which produced the integrated spreadsheet, word processorand database /// Easy Pieces for the Apple ///, will also release Hippo C and a checkminder program in late July or early August.

Becker added that all of the Haba applications will feature pull-down menus and point-and-click editing.

Haba, which has written over 10 products for the Macintosh,

will port all of its current and future programs from the Mac to the Jackintosh, starting in January 1985, said Becker.

In addition to its line of software, Haba told ANTIC they will sell a 10 megabyte hard disk for $499 and a fully Hayes-compatible modem for $299. These products are called HabaDisk and HabaModem.

For people who are less than comfortable or fluent with computers, Haba offers Haba Software Solutions. Each retailing for $49.95, titles include How to Prepare and Manage a Home Budget, how to Write a Resume, How to Start Your Own Business, Business Forms, How to Prepare for the S.A.T., and so on.

The 46-member company is named for founder and chief executive officer Chaz Haba, who was director of marketing for Fairchild Semiconductor and who has started several small computer companies.

Becker said the Atari STs' combination of 68000 processor technology, GEM operating system, mouse, serial and parallel ports, 40 and 80 column mode and game (cartridge) port make the ST a "true industry leader," especially in light of Jack Tramiel's "genius for launching exciting, innovative and well-conceived products."

****

ANTIC EDITORIAL NOTE:

Antic's CES coverage will be completed Monday, June 10th. We're going to

wrap up the events of the past
week and shed more light
on the Atari presence at the
1985 Summer Consumer
Electronics Show. Expect two
more reports (ANTIC6.CES and
ANTIC7.CES).

From 7139377381454959791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4140404f0f064f1c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-10 08:04:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site whuts.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuts!bsw
From: bsw@whuts.UUCP (WALDEN)
Newsgroups: net.micro.atari
Subject: 800XL Tape Boot
Message-ID: <129@whuts.UUCP>
Date: Mon, 10-Jun-85 11:04:56 EDT
Article-I.D.: whuts.129
Posted: Mon Jun 10 11:04:56 1985
Date-Received: Tue, 11-Jun-85 04:40:29 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 19

I just purchased an 800XL due do the sudden price drop.

I previously had an 800, and have a lot of games on tape.
On the 800 to boot of off the tape, you turned on the computer while
holding down the START key. I can't seem to find out in the manual
how to do this on the XL. Doing it the old way still comes up with the
built-in BASIC.

Thanx,

Brian Walden

USENET: ...!ihnp4!whuts!bsw

ARPANET: \
BITNET: - You're on your own to get to USENET, because I don't know
CSNET: /

"No matter where you go, there you are." - B.Banzai

From 4930672949973751339
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7413b2033d383e4d,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-11 08:27:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: Need help with Flight Simulator II disk write errors...
Message-ID: <1547@druxu.UUCP>
Date: Tue, 11-Jun-85 11:27:04 EDT
Article-I.D.: druxu.1547
Posted: Tue Jun 11 11:27:04 1985
Date-Received: Wed, 12-Jun-85 07:27:37 EDT
Organization: AT&T Information Systems Laboratories, Denver
Lines: 30

I'm having problems doing a library save (ctrl-Z) while inthe FS2
edit mode.
The disk "sounds" like it is formatting the normal way, but when the
write starts, horrible noises come from the TV and the disk read/write
error message appears. Here is everything I know:

1. I have a 130XE and Percom AT88 disk drives (2) with the "doubler"
    installed.

2. The blank disk I am saving to is not write protected.

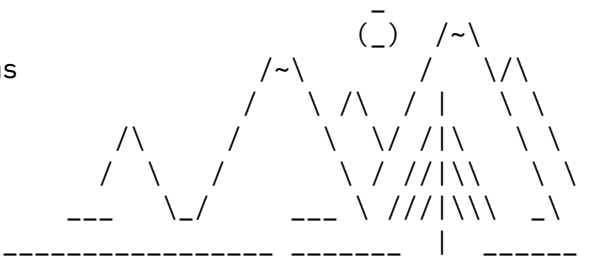
3. I've tried several disks.

4. I've booted with and without the option key held down.

5. The system has not exhibited disk access problems with any
    other software.

If you've have good/bad experences with ctrl-z regardless of your system
configuration, please send me mail.

druxu!tlz
Terry L. Zrust
A.T.&T. Information Systems
11900 North Pecos Street
Denver, Colorado 80234
Mail Stop 30J15
(303) 538-4547
Cornet 374-4547



From 3244442518478170578
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4140404f0f064f1c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-11 10:08:51 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mcnc.mcnc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: Re: 800XL Tape Boot
Message-ID: <577@mcnc.mcnc.UUCP>
Date: Tue, 11-Jun-85 13:08:51 EDT
Article-I.D.: mcnc.577
Posted: Tue Jun 11 13:08:51 1985
Date-Received: Thu, 13-Jun-85 03:21:53 EDT
References: <129@whuts.UUCP>
Reply-To: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Distribution: net
Organization: Microelectronics Center of NC; RTP, NC
Lines: 2
Summary:

To avoid getting into basic on booting up the XL, hold down the OPTION key.

From -6737940796140877569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4140404f0f064f1c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-11 12:52:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 4.3bsd-beta 6/6/85; site sdcc13.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!ittvax!dcdwest!sdcsvax!
sdcc3!sdcc13!scott " " weisman
From: scott weisman@sdcc13.UUCP (scott " " weisman)
Newsgroups: net.micro.atari
Subject: Re: 800XL Tape Boot
Message-ID: <259@sdcc13.UUCP>
Date: Tue, 11-Jun-85 15:52:51 EDT
Article-I.D.: sdcc13.259
Posted: Tue Jun 11 15:52:51 1985
Date-Received: Fri, 14-Jun-85 00:46:06 EDT
References: <129@whuts.UUCP>
Distribution: net
Organization: U.C. San Diego, Academic Computer Center
Lines: 26

In article <129@whuts.UUCP>, bsw@whuts.UUCP (WALDEN) writes:
> I just purchased an 800XL due do the sudden price drop.
>
> I previously had an 800, and have a lot of games on tape.
> On the 800 to boot of off the tape, you turned on the computer while
> holding down the START key. I can't seem to find out in the manual
> how to do this on the XL. Doing it the old way still comes up with the
> built-in BASIC.
>

> Thanx,
>
> Brian Walden
>
> USENET: ...!ihnp4!whuts!bsw
>
> ARPANET: \
> BITNET: - You're on your own to get to USENET, because I don't know
> CSNET: /
>
> "No matter where you go, there you are." - B.Banzai

actually, you must hold down the option key(to disable basic)and the
start key(for cassette boot)at the same time. this should work, but if
it doesn't then it doesn't. was that a disclaimer or what?

you can lead a horticulture but you can't make her think! -- unknown

From -2698456664400131178
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,101ad1ecb616f262,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-11 15:14:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ssc-vax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
ssc-vax!randy
From: randy@ssc-vax.UUCP (Yoda Necron)
Newsgroups: net.micro.atari
Subject: ST260
Message-ID: <816@ssc-vax.UUCP>
Date: Tue, 11-Jun-85 18:14:12 EDT
Article-I.D.: ssc-vax.816
Posted: Tue Jun 11 18:14:12 1985
Date-Received: Thu, 13-Jun-85 01:09:42 EDT
Distribution: net
Organization: Boeing Aerospace Co., Seattle, WA
Lines: 9

Can someone please explain how Atari can reasonably expect
to sell a computer with 256K and no disk drive? And for
only $100 less than the same computer with a built in
disk drive? Are they serious?

Want to become rich? Sell cassette based software for the
ST260! Just kidding.

               -Yoda Necron-

From -7720003781111513414
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,4140404f0f064f1c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-11 20:08:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site cmu-cs-spice.ARPA
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!grkermi!panda!
talcott!harvard!seismo!rochester!cmu-cs-pt!cmu-cs-spice!tdn
From: tdn@cmu-cs-spice.ARPA
Newsgroups: net.micro.atari
Subject: Re: 800XL Tape Boot
Message-ID: <378@cmu-cs-spice.ARPA>
Date: Tue, 11-Jun-85 23:08:50 EDT
Article-I.D.: cmu-cs-s.378
Posted: Tue Jun 11 23:08:50 1985
Date-Received: Fri, 14-Jun-85 00:17:50 EDT
Organization: Carnegie-Mellon University, CS/RI
Lines: 5

I haven't tried this, but you might try pressing both START and OPTION when
turning on the Atari. START by itself causes the Atari to beep (for a tape
load) but probably returns to BASIC afterwards. OPTION by itself causes the
Atari to lock out BASIC in favor of 8K more of usable RAM. The combination
might have the same effects as pressing START on an original Atari 800.

From -3066714501546970736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,68a8c93ffdfc982e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-12 09:55:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ritcv.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!grkermi!panda!
talcott!harvard!seismo!rochester!ritcv!jjv3345
From: jjv3345@ritcv.UUCP
Newsgroups: net.micro.atari
Subject: Chameleon Terminal Emulator
Message-ID: <8783@ritcv.UUCP>
Date: Wed, 12-Jun-85 12:55:25 EDT
Article-I.D.: ritcv.8783
Posted: Wed Jun 12 12:55:25 1985
Date-Received: Fri, 14-Jun-85 05:07:01 EDT
Distribution: net
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 6

I can't get ANY of the terminal emulation modes to work with U*IX. Strangely,
VT52 works fine on VMS. Even something as simple as the "clear" command
refuses to work. Has anyone else suffered similar problems? Any solutions?

    ritcv!jjv3345
    Jeff Van Epps

From -8068212686894800789
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a39690f15152b0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-12 11:30:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari
Subject: ST winchesters
Message-ID: <159@pedsgd.UUCP>
Date: Wed, 12-Jun-85 14:30:37 EDT
Article-I.D.: pedsgd.159
Posted: Wed Jun 12 14:30:37 1985
Date-Received: Thu, 13-Jun-85 03:00:55 EDT
Distribution: net
Organization: Perkin-Elmer, Tinton Falls, NJ
Lines: 19

An item in the announcements column of the June Mini-Micro Systems
talks about two low-cost 3 1/2 inch winchesters being worked up by
Tandon. The 20Mb will go for $300 in OEM lots; the 10Mb, which is
specifically mentioned as 'planned for use by Atari in the ST series',
will 'sell for less than $100 in large OEM quantities'.

Access time given for the drives is 85 ms, comparable to the PC-XT
(and for that matter, the AT&T 7300). If the above holds true,
Tramiel's 'boasts' on low-cost hard disks don't seem nearly so
wild.

                            Bob Halloran
                            Sr MTS, Perkin-Elmer DSG
==
UUCP: {ihnp4, decvax, ucbvax}!vax135!petsd!pedsgd!bobh
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724
DDD: (201) 758-7000

Disclaimer: They don't know, and they probably don't care.
Quote: "Yech-o, this Coke tastes different..." - P. Opus, 'Bloom County'

From -7669668785262864986
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5a50f26287e39a5b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-12 12:11:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!vr0z05
From: vr0z05@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: Atair ST book

Message-ID: <nf15700008@unido.UUCP>
Date: Wed, 12-Jun-85 15:11:00 EDT
Article-I.D.: unido.nf15700008
Posted: Wed Jun 12 15:11:00 1985
Date-Received: Tue, 18-Jun-85 02:22:09 EDT
References: <166@prls.UUCP>
Sender: notes@unido.UUCP
Lines: 21
Nf-ID: #R:prls:-16600:unido:15700008:000:582
Nf-From: unido!vr0z05   Jun 12 17:11:00 1985

In Germany this book is published by Data Becker Software (a subsidary
of Auto Becker, a firm, which imports fine American cars to Germany).
It is call "Das Atari ST Premierenbuch".

My opinion about the book: same as the one of Art Willis.

At the Hannover Fair I got a fine hand out from Digital Research
about GEM. In this where on 3 pages much more information
than in the above book on 50 pages.

Uwe Hoch
Computer Science Department
University of Dortmund
4600 Dortmund 50
P.O. Box 500500
West Germany

E-mail address UUCP: ...!mcvax!unido!vr0z05

From 5603893198573368456
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,10c9fb002d0ef8c3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-13 12:39:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!petsd!pedsgd!bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari
Subject: U*X on an Atari?
Message-ID: <162@pedsgd.UUCP>
Date: Thu, 13-Jun-85 15:39:50 EDT
Article-I.D.: pedsgd.162
Posted: Thu Jun 13 15:39:50 1985
Date-Received: Sat, 15-Jun-85 05:36:20 EDT
Distribution: net
Organization: Perkin-Elmer, Tinton Falls, NJ
Lines: 18

In the July 85 Analog Computing, the article 'Atari at Comdex' had
the following interesting paragraph re: the proposed 32-bit system:

> Atari officials stated that the 32-bit machine might run
> UNIX, with a secondary operating system available. The
> 32-bit machine will be sold only throgh computer stores.

Sounds promising to me. The original information was talking about
a price tag under $3000. Hope they can come through.

Bob Halloran
Sr MTS, Perkin-Elmer DSG
==========
UUCP: {ihnp4, decvax, ucbvax}!vax135!petsd!pedsgd!bobh
USPS: 106 Apple St M/S 305, Tinton Falls NJ 07724
DDD: (201) 758-7000
Disclaimer: They don't know, and they probably don't care.
Quote: "Yech-o, this Coke tastes different..." - P. Opus, 'Bloom County'

From 3583281228921881176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dec73bbf3c9e0562
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-13 12:48:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!vr0z05
From: vr0z05@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: 520 STuff
Message-ID: <nf15700010@unido.UUCP>
Date: Thu, 13-Jun-85 15:48:00 EDT
Article-I.D.: unido.nf15700010
Posted: Thu Jun 13 15:48:00 1985
Date-Received: Tue, 18-Jun-85 02:22:28 EDT
References: <284@looking.UUCP>
Sender: notes@unido.UUCP
Lines: 18
Nf-ID: #R:looking:-28400:unido:15700010:000:433
Nf-From: unido!vr0z05   Jun 13 17:48:00 1985

[This line for the old byte eater! xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx]

The reason for the implementation of the pop down menus (not "pull down")
in GEM is, as I have heard, that Apple has a patent on the specific
implementation of this type of menu.

Uwe Hoch
Computer Science Department

University of Dortmund
4600 Dortmund 50
P.O. Box 500500
West Germany

E-mail address UUCP: ...!mcvax!unido!vr0z05

From 8852013782508559954
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dec73bbf3c9e0562
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-13 13:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!vr0z05
From: vr0z05@unido.UUCP
Newsgroups: net.micro.atari
Subject: RE: 520 STuff
Message-ID: <nf15700011@unido.UUCP>
Date: Thu, 13-Jun-85 16:00:00 EDT
Article-I.D.: unido.nf15700011
Posted: Thu Jun 13 16:00:00 1985
Date-Received: Tue, 18-Jun-85 02:22:51 EDT
Sender: notes@unido.UUCP
Lines: 19
Nf-ID: #N:unido:15700011:000:890
Nf-From: unido!vr0z05   Jun 13 18:00:00 1985

>It looks like the ST might do quite well. Maybe Apple will finally have to
>reduce its inflated prices.

I hope too, that Apple "pulls down" the prices. I was an Apple fan for
years, but since they dropped the support for the II's, I have no
good wishes for Apple in the future. I think the rumors that Apple is
about to sold, shows that they have not the Rolls Royce image, Mr. Jobs
and Mr. Scully think they have. To be a good computer firm needs much
more than building only one good computer. Apple has to learn many
lessons until they are such a fantastic company like for instance HP.
This company takes also very high prices, but their service is ten
times better than the one of Apple. [The opinion expressed here is
my own one. Apple and any word combination of the word Apple, I think,
is a trademark of Apple Inc.]

Uwe Hoch

E-mail address UUCP: ...!mcvax!unido!vr0z05

From -845842735606911513
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,68a8c93ffdfc982e
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-06-14 14:47:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 / ST 1.0; site saber.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!decwrl!sun!idi!saber!
turner
From: turner@saber.UUCP (Jim Turner)
Newsgroups: net.micro.atari
Subject: Re: Chameleon Terminal Emulator
Message-ID: <1643@saber.UUCP>
Date: Fri, 14-Jun-85 17:47:42 EDT
Article-I.D.: saber.1643
Posted: Fri Jun 14 17:47:42 1985
Date-Received: Mon, 17-Jun-85 03:01:40 EDT
References: <8783@ritcv.UUCP>
Distribution: net
Organization: Saber Technology, San Jose, CA
Lines: 16

> I can't get ANY of the terminal emulation modes to work with U*IX. Strangely

The new Chamelon available from Antic has a VT52xl terminal emulator and the
corresponding TERMCAP entry in the supplied documentation. If you want I
will send you the TERMCAP entry but I don't know if it will work with the
old Chamelon.
--
              god bless Lily St. Cyr
               -Rocky Horror Picture Show

Name: James Turner
Mail: Saber Technology, 2381 Bering Drive, San Jose, California 95131
AT&T: (408) 945-9600 x75
UUCP: ...{decvax,ucbvax}!decwrl!saber!turner
     ...{amd,ihnp4,ittvax}!saber!turner

From -6013906118620842470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,31922312ae32060a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-17 13:16:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: R-VERTER questions
Message-ID: <1555@druxu.UUCP>
Date: Mon, 17-Jun-85 16:16:34 EDT
Article-I.D.: druxu.1555
Posted: Mon Jun 17 16:16:34 1985
Date-Received: Tue, 18-Jun-85 08:04:27 EDT
Organization: AT&T Information Systems Laboratories, Denver

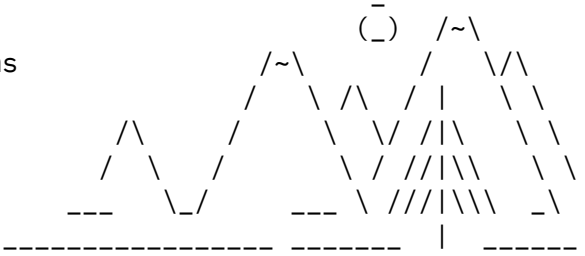
Lines: 22

I'm thinking about buying an R-VERTER modem interface for the Atari.
Before I do, I wanted to know:
1. Has the 80 column software they've advertised become available?
2. Will it work at 1200 baud?
3. What kind of limitations does it have over, say, the 850 box?
4. What kind of terminal emulation software does it come with?

If you've got some info about this, I'd appreciate hearing from you!

Also, has anyone written Flight Simulator II mode libraries (ctrl-Z)
to Percom AT88 disk drives? I've tried it with an 800 (old) and a 130XE
but only get disk write errors. Is this a Percom compatability problem?

druxu!tlz
Terry L. Zrust
A.T.&T. Information Systems
11900 North Pecos Street
Denver, Colorado 80234
Mail Stop 30J15
(303) 538-4547
Cornet 374-4547



From -1942102650010174721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,68a8c93ffdfc982e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-18 10:54:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site nsc-pdc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtunh!mtx5d!hou5e!
mtunf!ariel!vax135!cornell!uw-beaver!tektronix!reed!nsc-pdc!rgb
From: rgb@nsc-pdc.UUCP (Robert Bond)
Newsgroups: net.micro.atari
Subject: Re: Chameleon Terminal Emulator
Message-ID: <211@nsc-pdc.UUCP>
Date: Tue, 18-Jun-85 13:54:13 EDT
Article-I.D.: nsc-pdc.211
Posted: Tue Jun 18 13:54:13 1985
Date-Received: Thu, 20-Jun-85 09:01:35 EDT
References: <8783@ritcv.UUCP>
Reply-To: rgb@nsc-pdc.UUCP (Robert Bond)
Distribution: net
Organization: NSC Portland, Orygun
Lines: 14
Summary:

In article <8783@ritcv.UUCP> jjv3345@ritcv.UUCP writes:
>I can't get ANY of the terminal emulation modes to work with U*IX. Strangely,
>VT52 works fine on VMS. Even something as simple as the "clear" command

>refuses to work. Has anyone else suffered similar problems? Any solutions?

The cursor control sequences appear to be decoded before the incoming parity
is stripped. If your tty driver lets you send eight bit chars, you
can use Chameleon. I found that setting and then clearing litout on our 4.2 vax
seems to switch to into no parity mode. (I know. Its a bug, not a feature.)
Does anyone out there have 8 bit mode mods for 4.2?

--
    Robert Bond   nsc!nsc-pdc!rgb
    National Semiconductor   tektronix!reed!nsc-pdc!rgb

From -9047013548910151518
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ce2dc358f307a0d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-18 21:37:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site whuts.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuts!bsw
From: bsw@whuts.UUCP (WALDEN)
Newsgroups: net.micro.atari
Subject: 800XL, Action! & Indus
Message-ID: <132@whuts.UUCP>
Date: Wed, 19-Jun-85 00:37:46 EDT
Article-I.D.: whuts.132
Posted: Wed Jun 19 00:37:46 1985
Date-Received: Thu, 20-Jun-85 20:03:59 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 67

I have an 800 and a new 800XL. I also have Action! and an Indus drive on
the 800.

I tried putting them on the XL and came up with the following
observations:

     1) With *ONLY* the Action! cart. (No disk)
      The XL boots to Action! fine.
     2) With Action! + Indus with a SINGLE density disk
      with OSS DOS XL (Original version (2.2?)):
      - starts to read disk then it "locks up" (blank
      - screen, disk stops)
      - push RESET and disk starts and BASIC comes up
      - (even with Action! in machine!)

     3) With Action! + Indus with SINGLE density + holding
      down the OPTION key:
      - boots Action!

- can write to disk, but cannot read (CTRL-SHFT-R)
- any programs, but can get a directory (?1:*.*)
- Try to read a program off the disk "locks up"
- the system, the only way out is RESET which tries
- to boot the disk but fails as in 2)

4) With Action! + Indus with DOUBLE density DOS XL:
- tries to boot but fails, system is "locked up"
- push RESET, but locks up again after trying to boot

5) With Action! + Indus with DOUBLE density DOS XL +
pushing the OPTION key:
- System boots Action!, acts just like 3) but
- on RESET it locks up like 4)

6) With Action! + Indus with ATARI DOS 2.0 (format "C"):
- boots Action!, works perfectly.
- can Read/Write, can use RESET normally.
NOTE: the OPTION key does not have to be pushed
to disable the BASIC like the others above.

7) Using the 800 operating system (XLFIX)
(see Analog, July 85):
- then booting SINGLE or DOUBLE DOS XL with
- Action! boots off drive but goes into BASIC.

8) Using XLFIX + pushing OPTION key:
- booting SINGLE or DOUBLE density boots Action!
- works perfectly.

9) Without Action! ALL DOS's boot fine with or
without BASIC.

I don't know why the three don't work together, but do work seperately. Has anyone else experienced these same problems?? Can anyone give me some insight in to what may be wrong, the 800XL, the Action! cartridge, or the Indus drive.

Thanx in advance.

Brian Walden

....!ihnp4!whuts!bsw

Action!,Indus,OSS,ATARI, and Analog are probably TradeMarks and therefore all are ACK'ed

From -722968108867156947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,77567f3d09c8796f,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-06-19 06:51:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site rruxo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!pyuxww!pyuxv!rruxa!rruxo!wlb
From: wlb@rruxo.UUCP (B Boutin)
Newsgroups: net.micro.atari
Subject: Basic Tutorial Request
Message-ID: <195@rruxo.UUCP>
Date: Wed, 19-Jun-85 09:51:46 EDT
Article-I.D.: rruxo.195
Posted: Wed Jun 19 09:51:46 1985
Date-Received: Thu, 20-Jun-85 10:39:12 EDT
Organization: Bell Communications Research, Piscataway N.J.
Lines: 9

Is there a decent Basic Tutorial program on disk for the 800 XL series
out there? Does anyone know a mail order house where I can get one?

Thanks in advance.

--
Bill Boutin, Bell Communications Research, Inc.,
444 Hoes Lane, Room 4D-336, Piscataway, NJ, 08854
201-699-4700

From -4235868722383467871
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d144641784648a8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-19 06:56:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site rruxo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!pyuxww!pyuxv!rruxa!rruxo!wlb
From: wlb@rruxo.UUCP (B Boutin)
Newsgroups: net.micro.atari
Subject: Bulletin Board Request
Message-ID: <197@rruxo.UUCP>
Date: Wed, 19-Jun-85 09:56:16 EDT
Article-I.D.: rruxo.197
Posted: Wed Jun 19 09:56:16 1985
Date-Received: Thu, 20-Jun-85 10:39:42 EDT
Organization: Bell Communications Research, Piscataway N.J.
Lines: 11

I noticed today a listing for IBM PC bulletin boards around the country.
Does anyone out there have a similar list for Atari Bulletin Boards?
If not, I would gladly compile such a list if people would send me
any information they have and I will post it to this newsgroup.

Thanks again.

--

Bill Boutin, Bell Communications Research, Inc.,
444 Hoes Lane, Room 4D-336, Piscataway, NJ, 08854
201-699-4700

From 7908579525471751990
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5da2a79f8882494b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-20 05:57:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (c e malloy)
Newsgroups: net.micro.atari
Subject: Atari Bulletin Board List
Message-ID: <343@ihlpa.UUCP>
Date: Thu, 20-Jun-85 08:57:50 EDT
Article-I.D.: ihlpa.343
Posted: Thu Jun 20 08:57:50 1985
Date-Received: Fri, 21-Jun-85 00:43:34 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 862

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
     Here is a list of the bulletin boards that are known to
be decated for the Atari Home Computer. If you have any additions
or deletions, PLEASE send me mail and I will update the list. The
list is currently in 40-column mode, very soon I will arrange it to
look like the list that Bill Blue uses.

From inside the Tesseract of
       Clancy Malloy
    (ihnp4!ihpla!freak)

```
 ****************************
 *                          *
 *  ATARI BULLETIN BOARDS   *
 *    UPDATED  6/18/85      *
 *                          *
 * CODES:                   *
 *                          *
 * L=EVENINGS & WEEKENDS    *
 * *=24 HOUR OPERATION      *
 * @=300/1200 BAUD          *
 * R=RINGBACK SYSTEM        *
 * P=FREE PASSWORD FOR FULL *
 *      ACCESS              *
 *                          *
 ****************************
 NUMBER    TYPE NAME     CODE
```

```
 ---------------------------

ALABAMA

  (205)
 288-1100 JOE'S           @P*
 553-2757 AFTER 10PM WKNDS
 928-2515 PURPLE 12        P*
 979-8093 B.A.C.E.          *

ALASKA

  (907)
 243-0298 DIAL-A-GURU
 248-9684 AWESOME ARTIC
 338-0348 HOLE IN THE WALL
 338-1462 FROST BYTE       P*
 338-2863 PIRATES CACHE
 344-5120 ABBSOTN
 428-2162 BOUNCIN BBS
 456-1677 F.A.C.E.         PL

ARIZONA

  (602)
 294-4764 GIMMO'S DUNGEON
 326-1186 ZANDOR           PL
 578-0784 AMIS OUTPOST     PL
 745-2837 TEMPLE OF RA      *
 790-8805 TWILIGHT ZN      P*
 839-7925 AGENCY           P*
 840-7642 OUTPOST
 840-9109 COMPUWIZARD      P*
 956-7143 BLUE MAX         P*

ARKANSAS

  (501)
 327-1529 AVE 5         9P-7A
 443-5843 MR CONCERT       P*
 632-7143 BIG APPLE       @P*
 855-2061 SCRT RBL BSE 12P-7A

CALIFORNIA

  (209)
 225-3460 ROCK SHOR        P*
 225-9476 COMPULINK        P*
 227-2083 FIDO             PL
 294-1776 CRAPPY           P*
 298-1339 TRIPPERS         P*
 298-8731 IMPERIAL PENGUIN P*
 431-6466 HIDEOUT          P*
```

435-0633 COMLINE P*
527-1205 M.A.C.E.
(213)
212-6414 MADONA MARSH P*
305-7843 B.B.C.S. @P*
316-3929 ATARI HEAVEN PL
320-1541 TORRENCE FOREM @*
324-0218 S.W.A.M.P.S *
327-8545 DEATH STAR @P*
476-2686 ATARI WORLD P*
631-7328 LONG BEACH @P*
658-7378 MAGIC CASTLE 5P-5AM
831-6614 FORT MAC ATARI
973-4245 SOUTH BAY ATARI
(408)
249-6946 RAT'S NEST P
262-5010 UTILITY CO. *
298-6930 IBBS P*
462-6329 SOQUEL @P*
688-9629 MINES O MORIA
732-1079 VAN VISION 2 @*
745-5308 > ATARI CORP. BBS <
779-1254 MUSHROOM @P*
899-2081 MAPS 9P-6A L
945-1569 SATANS LAIR PR*
(415)
282-6138 GOLDEN GATE *
355-4492 BANKER BBS
352-5528 KEY SYSTEM
359-4492 BUNKER
527-8276 SYNAPSE L
531-9549 A LA BBS P*
552-8924 SKULL & XBONE *
587-8062 A.B.A.C.U.S. *
648-2629 AIR BASE
757-9013 RIVER CITY DACE
756-3288 MICRO
829-2878 SATANS HOLLOW P*
871-5646 THINK TANK
924-6196 CURSED EARTH
(619)
246-7950 BLACK STAR P*
270-0111 TC BBS *
320-2672 STARBASE 1 @PL
375-7080 ANTIGENERIC @P*
447-8143 S.D.A.C.E. L
729-2898 RORINAR VALLEY
(707)
428-3077 HERMIT @P*
539-8889 REDWOOD ATARI *
545-0746 SURVIVAL FOREM *
(714)
731-6523 A.C.A.O.C. @*

734-2036 DISCOUNT STORE *
740-1342 GGABBS
772-9671 SOFTWARE CELLAR *
847-5389 DR. K'S L
971-3077 Y.A.A.B.B.S. P*
(805)
481-9603 S.L.O. POKES 8P-4P
498-2508 THOUSAND OAKS *
965-5709 BEAST
(818)
244-4897 COMPUTER PALACE @P*
345-3070 HIDE O'WAY P*
346-4343 WIZARDRY P*
347-2271 MERLIN'S PL
348-8644 L.A.A.C.E. @P*
352-8436 CAMP CRYSTAL P*
355-4059 ENTERPRISE P*
360-0211 PHANTOM'S
360-2927 WINCHESTER PL
701-7670 SOFTWARE BANK @P*
780-4097 COMPUT-R-STORE P*
883-4581 ICE CAVERNS *
887-7738 CEMETARY P*
992-7730 WASTED @*
996-0212 ULTIMA BBS 6P-7A @
998-2544 TIME ZONE @P
998-3967 PENTHOUSE
(916)
344-9059 HUMANX COMNWLTH
338-2157 THE ALTERNATIVE
361-7031 JABBS
372-8914 N.A.S.A.
392-7279 SELECT BBS
423-3987 CITY OF GREY
455-0800 PRIME DIRECTIVE
488-5616 RIVER CITY
488-5872 OABB
685-2860 NEW SOUTH ACCESS
741-0377 DIGITAL EXPRESS
753-7814 AVES
788-2232 BAREBONES
484-1673 F.C.B.B. P*
921-2127 A.C.C.E.S.S. N. @*
985-4529 NINJA
985-7387 XIO-38
933-2858 CZAR'S CASTLE

COLORADO

(303)
278-4244 UFO NET
341-2029 ATARI ARCHIVES
431-1404 MILE HIGH @*

450-6238 INNER LIMITS
975-2934 THE ADMINSTRTION*@P
758-2927 SKYLINE P*
978-0298 STARFLEET @P*

CONNECTICUT

(203)
322-4639 WAVE LENGTH PL
329-9654 LIFT LINE *
574-3410 NITE SHIFT P*
634-3248 TOTAL BOARD P*
736-6605 OUTER LIMITS *
741-0873 PSYCHO W 10.3P-6.3A
776-1411 EXCALIBUR P*
776-9723 NEW HAVEN P*
787-2751 USS ENTERPRISE

DELAWARE

(302)
629-0447 NYLON CAPITAL @*
875-7246 DRAGONS KEEP P*

D.C.

(202)
276-8342 WASHINGTON *
364-8617 ALADDINS LAMP *

FLORIDA

(305)
257-1922 B.A.J.A. *
271-2816 MON-FR 6P-12A P
282-9108 DEATH GULCH @*
433-3333 A.C.C./P.B. BBS *
474-2617 WAREHOUSE P*
456-7089 THE JAIL P*
475-9062 ORICAL *
465-2813 DOOOOM P*
557-6984 LODE RUNNER P
574-8566 CASTLE OF DOOM
596-1675 DARK NINJA 6P-12 P
629-1281 JEFF'S PLACE
722-1697 CRYSTAL PALACE *
774-0159 HONEY POT
788-6226 L.B.B.S. @*
831-0032 ONE STEP BEYOND
845-6466 SOFTWARE LIB L
869-0226 BLOOM COUNTY P*
883-8856 C.B.C. P@*
894-2270 RAINBOW 9P-9A P

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 920-6203 #1 MPP           PL
 935-3746 DARK DUNGEON      P
  (813)
 369-3571 SXX BBS
 596-4437 S.P.A.C.E.       PL
 676-9207 SKULL'S EYE      PL
 734-7837 ACTION           P*
  (904)
 374-4523 G.A.B.B.S. 9A-9P
 383-1133 CENTRAL WKND 5P-5AP
 721-3271 DOGHOUSE
 733-4515 JACKSONVILLE ACE *P

GEORGIA

  (404)
 234-8240 HAL               *
 425-3084 MARIETA           *
 446-8044 I/O CONNECTION   P*
 758-8498 3RD WORLD        P*
 941-0159 BYTE CONNECTION
 923-9222 RAM-PAGE          *

HAWAII

  (808)
 624-5225 P.A.C.E.          *
 737-9186 ATARI TREE        *
 486-0016 GRONK III  WKEND  P
 845-7143 STRICTLY ATARI   *P

IDAHO

  (208)
 383-9547 B.U.G.           @*
 466-4769 B.E.B.B.S.      @P*
 522-3583 ATARI KINGDOM    @*
 523-7400 I.F.BBS          @*
 524-0386 NEONEMISIS
 667-9630 11P-8A SAT&SUN

ILLINOIS

  (217)
 235-2000 I.C.T.C.          *
 423-0049 STARFLEET HQ     @*
  (309)
 691-0045 P.A.C.E.          *
  (312)
 221-0171 SUPREME COURT    @*
 274-1146 1 AM-1 PM
 448-6472 PHAMIS           @*
 462-9844 S.C.A.T           *
```

529-8499 THE COMET @*
668-0984 CENTARI @*
747-4247 COMPUTER SQUAD
759-6297 SATELITE *
775-2970 WINDY CITY *
776-8173 ATARI WORLD *
789-0499 CHICAGO @*
892-0417 LOCHLEVEN L
889-1240 C.L.A.U.G. @*
925-2929 WIZ BANG P*
(618)
281-4797 LAND O LOTTO *
692-0584 E. SIDE TERMINAL @*

INDIANA

(219)
277-5565 M.O.M.S. PL
980-3285 GAS STATION PL
(317)
243-7240 THE ENTERPRISE
934-4042 L
(812)
379-1162 P.A.C.E. @P*

IOWA

(515)
265-1429 THY CASTLE PL
(712)
362-5903 NW IOWA USRGR 9A-7P
961-8881 MID-AMERICA P*

KANSAS

(816)
353-1596 RAMPART @P*
363-1663 SAM'S P*
796-9622 STAR BASE 3 P*
(913)
262-0058 MISSION @P*
642-1743 EXPRESSWAY P*

KENTUCKY

(502)
247-3286 WIZARD'S CAVE *
(606)
223-7909 CLOUD NINE
269-6418 PROUD MARY *
273-3187 WOJCIK
431-0642 MAGIC KEY P

LOUISIANA

(504)
273-3116 BATON ROUGE *
293-6774 THE ASSASSIN
887-3078 NEW ORLEANS *

MAINE

(207)
774-5570 MAGIC CRYSTAL *
839-2337 ATARI ELETE @P*
892-9810 TRIVIAL ADVENTRE P*
942-1140 PIRATE SHIP 6P-7A L

MARYLAND

(301)
474-7591 RICKY MOOSE @*
587-2132 COMPUTER AGE L
974-4987 ELITE FORCES *
984-5806 COSMIC 1P-11P

MASSACHUSETTS

(617)
266-7789 BOSTON BULLET *
332-5896 CASINO *
371-1855 RAM COMPUTER CTR L
532-4297 CASTLE ROOGNA @P*
576-1269 DAVIS-INFO 6-11P
595-0211 BOSTON @P*
595-5036 SWAMPLAND BSS *
663-4221 NITELITE @P*
662-4840 ATHEX *
825-3124 FREEPORT EXPRESS *
825-1594 NEPONSET
852-7391 CENTRAL MASS ATRI *

MICHIGAN

(313)
247-0094 TOOLBOX @*
264-1737 ENTERPRISE @*
277-8632 ROCK PALACE *
278-1727 CRAZYHOUSE @*
278-3901 ATARI CASTLE @*
288-0824 SUPERSHIP @*
291-7766 9P-5P M-F,9P-9A W @
368-4828 PLAYGROUND 10P-10A
366-1544 MR. G 10P-4P/10P-9A
391-0474 H.A.C.C. @*
427-1402 CAPT. KIRK *

449-8544 COUNTRY PEDDLER @*
525-5172 BAUDVILLE @*
531-1701 ETHERNET @*
532-8410 V.O.I.C.E. *
538-0197 DARTBOARD L
543-4094 SUPERBOARD *
545-8593 U.S.A. @*
546-3689 BUNKY'S BOARD @*
563-6177 ROBOT FACTORY P*
565-6309 DARK WORLD @
582-0657 MACE WEST *
585-2168 HOMEBOARD-835 *
641-8688 A.I.R. PORT *
662-8303 BARTON DATA @P*
676-0696 COUGERS LAIR *
771-4126 FREEDOM BOARD L
778-5279 MAINFRAME *
851-7092 BIG BANG P
882-5909 TRADING POST *
978-1685 >>M.A.C.E<< *
978-8087 A.R.C.A.D.E. *
(517)
321-8358 PANAMA *
349-2110 CHOMP NET
627-4243 C.H.A.O.S. *
(616)
791-2109 G.R.A.S.S. *
(906)
228-4399 GREAT WHITE NORTH
863-8288 MYCOM 3P-3A

MINNESOTA

(507)
359-9187 EVENINGS ONLY
(612)
544-9058 TWIN CITY *
561-4110 NO BS *
938-7535 DEEP THROAT *

MISSOURI

(314)
355-3403 M.I.C.E. *
391-8451 MANCHESTER *
428-1158 M.A.S.H. @*
647-3290 GATEWAY @P*
928-0598 A.U.R.A. @P*
946-4778 FAMILY CURCUS *
(816)
656-0584 EAST SIDE TERM N*
796-9622 STAR BASE L

NEBRASKA

(402)
592-0157 O.A.C.E.S. @*

NEVADA

(702)
322-8866 R.A.S.S. @P*
451-7901 HALL OF DOOM *
451-8677 CRYSTAL CASTLE P*
456-7268 GET LUCKY *
459-2015 KINGS COURT *
733-9488 S.N.A.C.C. *
735-3557 THE LAB *
798-4538 THE BASE *
852-6018 T.O.T.L. BBS @*
876-8062 S.N.A.C.C. #2 *
(716)
254-6247 P*

NEW HAMPSHIRE

(603)
749-6968 S.P.A.C.E. @P*

NEW JERSEY

(201)
370-8021 ASYLUM *
389-1406 ELECTRONIC BUCCANEER
449-3895 LOONY BIN L
449-5323 TITAN
541-7556 DRAGON SLAYER 2P-1A
549-7591 J.A.C.G.
595-9107 NORAD PL
652-0436 BLACK HOLE PL
664-2504 JAMES BOND *
689-0492 XANTH P*
689-5539 MASH BBS
778-9209 GREAT WHITE NORTH L
785-4766 USS DISCOVERY *
891-0276 DEVILS TOWER P*
899-3249 CIRKIT BOARD PL
944-1196 BACKSTAGE BBS P*
962-9471 MIDNIGHT EXPRESS P*
(609)
345-1224 J.A.C.S
423-4865 SWASHBUCKLER P*
451-7475 C.C.B.B.S P*
625-4633 MONTY'S *
652-2654 S.O.B.B.B.S. P*
693-8849 JST BBS @P*

751-0387 TEMPLE DOOM P*
751-0569 OUR GANG P*
848-2658
882-9195 THE CAVE @P*
890-6347 TOXIC DUMP *

NEW YORK

(212)
231-0875 NIGHTSTALKER P*
496-7597 STARDUST L
357-4112 ATARI INN 11P-7P
927-6919 DANTE'S INFERNO *
828-7658 FUN HOUSE *
(315)
253-7540 ENTERPRISE *
422-8145 AFTERHOURS L
437-5857 GENESIS (MUSIC) *
445-2578 SOFTWARE CITY 9P-?
457-2205 HOMEPLATE *
457-7216 PURGATORY CP/M @*
662-1952 BOSS ATARI *
(516)
328-1052 HALL OF JUSTICE PL
351-1748 PLANET EROS P*
374-0480 ATARI HEAVEN L
378-6747 MAGIC BBS *
432-9372 C.I.A. PL
467-1387 LAKE BBS PL
473-5438 ELCO
496-2554 UNITED NATION P*
536-1489 GALAXY L
536-2089 BREAKER BBS *
569-0187 ADVENTURE GAME PL
569-0589 STAR TREK III
586-9765 S.C.A.M.S. *
671-5763 DUNGEON *
742-5949 MOUNTAIN @*
754-3178 COLLOSSAL CAVE *
763-1226 PIRATES INN P*
781-2050 ARMY BASE *
783-6862 ATARI CIRCUIT *
791-3745 GOLDEN FLEESE L
878-8466 CAMELOT P*
944-6594 GENERAL STORE L
997-7002 CASTLE REVELSTON *
(607)
729-5506 CYGNOS *
(716)
235-3394 ACTION COMP SER @P*
248-3461 INDEPENDENT P*
258-7701 ATARI LIBRARY L
334-8232 SUN 9A-9P P

458-2638 CRYSTL PALACE JR P*
544-9678 CACTUS-800 P*
689-0634 TREASURE ISL. II *
694-0067 BATES MOTEL P*
825-5433 TERRY BASE *
872-2907 FLAGSHIP P*
895-0508 DAILY PLANET P*
968-2494 CUBA LAKE @*

(718)
336-5084 THE GUIDE 10P-8A
366-9720 MASTERS CASTLE @*
377-8313 ANCHENT MARINER L
436-6355 RED LIGHT 9P-6A
444-4350 RESRONS KEEP 6P-7A
476-9659 IMF HEADQUARTERS
648-1083 WIZARDS CHAMBER @*
680-6014 WHITE HOUSE *
727-1380 STAR TREK L
746-3778 TITAN'S TOWER PL
816-0244 TRON *
835-1195 MILLENNIUM FALCN @*
848-5673 DRAYHAWK'S P*
897-2220 BLACK HOLE *

(914)
225-2471 EL TRADING PLACE

NORTH CAROLINA

(704)
253-2035 ENCHANTED CASTLE @*
366-5015 PLEASURE DOME R*
541-3306 S.A.O.C.N.C. *
541-6164 THE GUILD P*
553-7420 THE SYNDICATE
872-4222 ANTIC II P*

(919)
323-3934 SOLDIER @P*
424-2911 WIZARD L
477-1233 HIGH SEAS P*
596-0381 BYTE SWAP *
822-4949 ACUSOFT P*
867-0644 INMOVATIVE L
949-2844 DARK STAR P*

OHIO

(216)
228-7335 T.A.P. *
428-5087 PEEK+POKE P@*
439-2039 ATARI MERRY-GO-RND
585-0027
748-3881 LORD'S KEEP P*
755-5229 PORT OF CALL P*

871-6775 J.P.
988-8806 EDIT PAGE PL
(419)
289-8392 BALLOON WRKS 10P-5P
423-0206 FLAGCITY *
424-3043 XANADU @P*
472-9129 THE FORCE 9P-9A L
(513)
231-7013 CIN COMM
253-5609 ZERO ZONE P*
256-4974 PENTAGON P*
335-0968 SINEBURG ARMS L
367-6842 CIN'TARI *
474-4699 MIDNIGHT MAGIC P
541-8507 OUTER LIMITS
572-5685 N. KEN UNIV.
644-0714 BEAR SWAMP P*
731-5646 NEW CIRCUIT BD.
738-4813 C.R.A.B. P*
752-8248 BARN BOARD P
772-SEXX DIAL-YOUR-MATCH
797-7040 LEFT CARTRIDGE P
845-1215 AXIS LORDS P
(614)
268-0405 A.C.E.C. *
587-3774 DR. DOWNLOAD *

OKLAHOMA

(405)
340-8588 STARGATE P*
360-7169 SCOREBOARD P*
670-6511 ENIGMA P*
681-6929 TEBBTOWI *
685-4688 OMEGA COM P*
743-0651 M.A.S.H.
765-2598 TRIAD BBS *
(918)
836-4742 SAT EVE ONLY

OREGON

(503)
245-9405 P.A.C.E. P*
256-3083 ASASIX P*
343-4352 A.C.E. *
926-1980 MICROBITS

PENNSYLVANIA

(215)
265-4127 TURBO ATARI *
398-3937 ALLENTOWN *

 432-5686 ACTION EAST   @P*
 487-3842 DRAGONS DEN   *
 797-9229 CONTROL TOWER   *
 825-9009 SAFARI ATARI
 947-0896 PIXEL POWER   @P*
  (412)
 258-8733 BOSS-XL(1030)   PL
 343-0740 NIGHTLIFE
 539-0972 CHUCK'S BBS
 963-1355 P.A.C.E.   *
  (717)
 876-4721 N.E.P.A.T.S.   P*

RHODE ISLAND

  (401)
 521-4234 A.A.R.I.   *
 943-7427 VECTOR ZONE   @P*

SOUTH CAROLINA

  (803)
 761-5577 NIGHTHAWK WKND ONLY

SOUTH DAKOTA

  (605)
 624-9409 VULGAR UNICORN   @L

TENNESSEE

  (615)
 229-4488 TERC (DISK D)   @*
 288-6502
 383-4290 GENERIC 7A-10P
 623-0706 ACE-BASE   L

TEXAS

  (214)
 595-5345 TBBS#2   *
  (409)
 384-4352 JASPER BBS SAT-MON
  (512)
 285-4054 FREEZEFRAME   @P*
 342-6299 BORDER PATROL
 442-1022 CHANNEL 1   P*
 443-3470 UTILITY BBS   P*
 578-8033 ATARI GREAT   @P*
 658-7223 S.A.A.E.   @P*
 835-9742 BLACK BOX   *
 837-2003 ARMADILLO   *
  (713)

229-0074 WASTED 2 *
350-0389 CRYSTAL CAVE
350-6379 CAMELOT *
370-9051 SURFBOARD *
458-9923 ATARI ANSWER *
530-0164 A.C.O.M. *
568-4129 MAGIC ISLAND *
586-0566 PRISM @P*
644-6400 H.A.C.E. @*
682-0191 MILLIWAYS *
776-3699 BIT BUCKET *
981-6246 MY BBS *
(817)
485-1892 N.T.A.T.C.
485-7804 DARK SIDE *
532-2981 CENTEX P@*
532-5007 T.W.A. P@*
546-2917 BARNYARD 10P-6P L
589-2588 COMPUTALK I *
595-3195 COMPUTALK II *
634-1029 R.F.A @P*
634-7480 JOLLY ROGER @P*
(915)
672-8030 NTELECT P*

UTAH

(801)
250-3426 W.E.B.B.S. @P*
268-3094 THE OTHER BBS *
825-9595 TWILIGHT ZONE
943-3831 SLC A.C.E. *
967-8777 ACME 10P-3P

VIRGINIA

(703)
620-5309 RED CABOOSE P
683-3944 HOTLINE L
893-9358 MOBIUS STRIP
941-4158 PIE STORE
(804)
262-9289 FRI-SUN 11P-7AM
468-1096 STATUS *
732-6498 FREEZE FRAME *
898-7493 PEN A.C.E. *

WASHINGTON

(206)
323-1330 'HOT' BBS P
328-2755 XANTH/XANADU P*
574-5438 ACTION BBS L

```
 632-9473 M.B.B.S.          *
 694-2010 VANCOUVER TRADR @P*
 747-XNET XANTH/XANADU     P*
 STA-LLEG STALLEG          P*
 892-8969 ACTION ANNX      @*
  (509)
 928-8315 F.A.C.C.S.        *
 932-4574 THE DESERT        L

WEST VIRGINIA

  (304)
 424-7089 SINEBURG ARMS    PL

WISCONSIN
  (414)
 251-5868 THE DR. OFFICE
 235-9164 FOX VLY CMPTR 5P-6A
 255-1222 CLK&DAG WKND10A-10P
 353-1185 ATARI MAGIC (FEE)
 461-5883 GAMES & GOODIES   *
 462-0740 ROGUE MOON      @P*
 467-2064 THE ATARI MANOR
 481-6486 TEMPLE AT DELPHI  *
 494-4114 AERO #2
 497-8823 AERO #1
 744-8847 BAD SECTOR        *
 784-0830 RADIO FREE MLWAKE *
  (608)
 249-5657 MOOSIE (FOREM 1030)
 873-9366 7AM-5PM 7A-10P WKND

WYOMING

  (307)
 635-0148 THE PRARIE CHIP

CANADA

ALBERTA
  (403)
 327-7636 THE PIT 6P-12A
 435-1405 WIZARD CASTLE   P@*
 437-5685 WIZARD KINGDOM    *
 461-1874 VALHALLA        @P*
 481-2596 CROSSROADS       P*
 481-6164 BRIAN'S BBS
 481-7526 NEUTRAL ZONE     @*
 487-0389 FARSIDE II       @L
 487-2245 RISKY BUSNESS     L
 743-5430 ATARI FOREVER     L
 791-0457 NORTH LIGHTS      L
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BRITISH COLUMBIA

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  (604)
 385-9833 1ST BC AMIS       *
 479-6028 STARSHIP BBS
```

ONTARIO

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  (416)
 249-9730 SPORTS            *
 423-0132 THE SEWER         *
 451-5163 CLUB CAVE         *
 485-9245 CASTAWAYS        @*
 488-6569 DARK WORLD       @*
 592-9705 ALIEN WORLD      @*
 622-7350 STARSHIP         @*
 651-3145 MOUNT OLYMPUS     *
 691-4005 MASTER            *
 731-4797 JAIL              *
 759-2755 DATA BASE    11P-8A
 844-2483 OTB               *
  (519)
 473-9576 L.AT.C.H.        @*
 853-1063 PIT STOP         P*
  (613)
 829-6641 N.C.A.U.G.        *
```

QUEBEC

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  (514)
 255-7226 AFM ONLINE
 340-1652 SHAMASH
 342-0545 WALDEN COMMUNE
 366-0795 TASK FORCE ATRI @P*
 457-5582 T.A.F.           P*
 481-6371 STONEHENGE
 684-5464 CACHE             *
 697-1279 KURTZS COMPOUND  P*
 697-9947 T.O.O.T.#1       P*
```

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From -408132027154358148
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,68a8c93ffdfc982e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-21 14:20:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site tymix.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!tektronix!hplabs!
oliveb!tymix!comstock
From: comstock@tymix.UUCP (Dave Comstock)
Newsgroups: net.micro.atari
Subject: Re: Chameleon Terminal Emulator
```

Message-ID: <452@tymix.UUCP>
Date: Fri, 21-Jun-85 17:20:56 EDT
Article-I.D.: tymix.452
Posted: Fri Jun 21 17:20:56 1985
Date-Received: Mon, 1-Jul-85 06:28:05 EDT
References: <8783@ritcv.UUCP>
Reply-To: comstock@tymix.UUCP (Dave Comstock)
Distribution: net
Organization: Tymnet Inc., Cupertino CA
Lines: 13
Summary: VT-52 mode works with one change!

I encountered the same problem with the VT-52 emulation mode of Chameleon.
As I recall, the solution (obtained by trial and error) is to set the second
parity field in the menu to ODD (the default for both parities is NONE).

I have used my Atari 800 to dial-in to our VAX 750 a dozen times, and the
Chameleon package works perfectly, even with tricky editors like Jove!

David Comstock Tymnet, Inc.

The opinions expressed above are mine, and do not necessarily reflect the
opinions of my current employer, Tymnet, or my former employer, ATARI.

From 4805396050963395908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,febe78449a96f9b6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-24 07:39:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site bocar.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!bocar!benw
From: benw@bocar.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: ANTIC Online CES Wrapup report
Message-ID: <219@bocar.UUCP>
Date: Mon, 24-Jun-85 10:39:47 EDT
Article-I.D.: bocar.219
Posted: Mon Jun 24 10:39:47 1985
Date-Received: Tue, 25-Jun-85 07:48:41 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 205

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CES WRAP-UP & COMMENTARY

MEANING OF NEW ST CHANGES

By MIKE CIRAOLO, JACK POWELL

6/10- At the June Consumer Electronics Show Atari announced that two new ST models and a pioneering 500 megabyte ROM compact disk system would appear on dealer shelves in time for the Christmas rush.

Complete lines of integrated software for the ST were announced by three major developers. First programs from the new productivity series were to ship this fall from Haba, Batteries Included and Rising Star. Haba also promised ST owners a 10 megabyte hard disk for $499 and a $299 Hayes-compatible modem.

NEW ST MODELS

Atari said that both new ST's will have 256K RAM of programmable memory. The 260ST will retail at $399. The 260STD is to be $499 and includes a built-in 3.5" disk drive. Otherwise they are identical with the 520ST except for the following:

* GEM and the rest of the TOS operating software will be on ROM chips instead of on disk.

* The television RF modulator is to be built-in.

* The new 256K models

won't ship till October or November.

520ST DEVELOPMENTS

How is all this significantly different from the 520ST?

According to Atari Marketing VP James Copland, the first 2,000 U.S. units of the 520ST were already shipping in June to Atari users groups.

In July the 520ST would appear in computer specialty stores, and mass merchandiser distribution of the ST line would begin in the fall, Copland stated.

By June, the 520ST was already on computer store shelves in Canada and parts of Western Europe.

Price of the 520ST was set at $799 and included a 3.5" disk drive, a high-resolution monochrome monitor, external RF modulator pack -- and GEM on disk, leaving 256K RAM in memory after loading GEM and TOS.

So all the 1985 ST's will now have no more than 256K of usable RAM...or will they?

ROM OR NOT?

For pre-Xmas delivery, manufacturing must begin no later than September. The CES announcement of the 260ST and 260STD gave Atari all of June and July to make sure GEM and TOS were thoroughly debugged.

These newly announced 260 models will allow Atari to

maintain credibility by meeting its pledge to ship the 520ST to US stores in early July. Disk updates could easily remedy any bugs found in the operating system of early 520ST's manufactured in May and June.

To Antic, the whole thing looks like a gutsy, clever move from Atari Chairman Jack Tramiel. Much of the U.S. business press unfortunately is computer-illiterate and reports even minor production delays as putting a company's entire future in doubt.Atari needed to bring an ST to market quickly as possible, even if in limited numbers.

Yet Tramiel had clearly learned a valuable lesson during his Commodore days, the glitchy Commodore 64 operating system that went into ROM sooner than it should. In the long run, rushing GEM and the ST operating sytem into chips before it was truly ready would create user problems and be bad business.

As this issue went to press, Atari had been issuing mixed signals about whether a 520ST GEM and operating system upgrade to ROM would be provided by the manufacturer.

Before and during CES, the company repeatedly said that the 520ST model would never have GEM and TOS in ROM. However, a June 7 message on CompuServe's SIG*Atari from a company spokesman quoted Atari president Sam Tramiel as saying the entire 520ST operating software would be

made available on simple plug-in chips at "nominal cost."

Of course, commercial 520ST software that doesn't use the GEM desktop can still draw on close to 400K of available RAM.

CD ROM

The mind-boggling 500 megabyte CD ROM was the hottest thing at CES. It was displayed at the Atari booth by Activenture,which is developing the technology under contract with Atari.

Imagine a read-only disk that's identical to a compact audio digital disk, but which could contain 100 volumes of reference books with room left over. And the 100 volumes of information would be instantly accessible. Only three seconds were required for the 520ST and CD ROM to search a keyword through an entire 26-volume encyclopedia.

And CD ROM could handle virtually any type of data that can be digitally encoded -- video images, software, photographs, etc.

From 6902939996407035234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,92a331d59aa59278,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-24 07:41:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site bocar.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!bocar!benw
From: benw@bocar.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: Jack Tramiel Interview (CLAUG)
Message-ID: <221@bocar.UUCP>

Date: Mon, 24-Jun-85 10:41:50 EDT
Article-I.D.: bocar.221
Posted: Mon Jun 24 10:41:50 1985
Date-Received: Tue, 25-Jun-85 07:49:43 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 350

The following interview with Jack Tramiel appeared this weekend on Compuserve. It was done by Jeffrey Williams of the Chicagoland Atari Users Group. Many thanks to them for making it publically available.

JACK TRAMIEL INTERVIEW
By Jeffrey J. Williams

Atari asked the Chicagoland Atari User Group (CL.A.U.G.) to help assist them with their exhibit at the Summer Consumer Electronics Show in Chicago. As one of the volunteers participating in the show, I asked Jack Tramiel for an interview that would appear in the newsletters of the various user groups I belong to (as well as any other groups that pick it up and choose to print it). He was most eager to talk to Atari users so he made time in a very busy day to talk with me. During the interview, I was somewhat nervous and sometimes had trouble following my notes, but Jack was very cordial and tried hard to put me at ease. We talked about CES, the ST series, the CD (compact disk) ROM device shown at CES, and Atari's relationship with user groups.

JJW: Atari announced that they would not be attending Summer CES. What prompted you to change your mind?

Tramiel: The CES show, the way we had to display it was too expensive to bring our booth, to refurbish the booth. It would have cost about $500,000 and I felt it wasn't worth it to spend that kind of money, that I could attract the people to come to a suite in Chicago during that time and to pay much less. When we were offered the present space, we took it because it cost much less. It was

strictly economics. We are here to produce computers for the best price, for the best value, not to show off.

JJW: At this show, you are displaying not only the 520ST package, but also a 260STD with 256K RAM, operating system on ROM, and a built-in 3.5" disk drive. What prompted you to include the 260STD in your planned product line?

Tramiel: We feel that there are different buyers in this marketplace...people who like to buy from K-Mart and people who like to buy from specialty stores, so we went ahead and designed two different kind of machines. There is the total system like the 520 which will be sold to specialty stores and a system like the 260 where the mass merchandiser, if he wants to, can buy it. It was strictly to be able to produce the volume and to satisfy our customers.

JJW: The 520ST will initially have its operating system laoded from disk into RAM. Do you hope to put it on ROM at some future point?

Tramiel: The 520 will be on disk only (NOTE: Atari has since announced that the Operating System WILL be available on ROM for the 520ST. Anyone purchasing the 520ST prior to the ROM availability will receive the Operating System on ROM. -JJW). We will definitely have new machines constantly. Our aim is to continuously improve the product line. We intend to show at Comdex this year an even higher graphic machine.

JJW: Would that be the 32-bit machine?

Tramiel: No. We intend to keep the ST as the basic machine. What we will do is we intend to have an expansion box. In that expansion box we intend to put quite a few boards. One of those boards will be a 32-bit board. Not a machine, but just a board. It will

turn the ST, which you own today, into a 32-bit machine if you want to.

JJW: That is exciting. Do you have any problems with me publishing this?

Tramiel: No, go ahead...if I did I wouldn't have told you. You are the first one to be hearing this because to me, people like yourself being part of a club, you are my boss. You are the end user. You are the people that I am working to produce a product for.

JJW: Speaking collectivly for other users, we appreciate it (NOTE: I subsequently asked Leonard Tramiel what processor will be mounted on the board. He said Atari is not ready to announce that information). You are showing an early prototype of CD ROM here that seems to be generating quite a bit of interest and excitement amongst the people who have seen it. Earlier today I was walking around the CES looking at other displays and it seemed I could always hear "Atari" wherever I went. I couldn't key in on exactly what they were all saying, but that word always catches my ear. You currently have a 20-volume encyclopedia stored on a 5" compact disk and the retrieval rate is astounding. What other applications do you see for the CD ROM?

Tramiel: There are many. They can be used for a law library of any state of the United States. You could have the whole Library of Congress with every book that's been published in the last 200 years. A lot of hospital information which is all public information for doctors. Instead of having to go into a data base in Minneapolis, he can have it right on his desk. There are hundreds and hundreds of public domain applications that could be put on that ROM.

JJW: So you see it for use initially perhaps as a professional reference device as well as an institutional

reference device like for schools and colleges.

Tramiel: Exactly. And I am hoping that this is one service that we can sell to remote areas in other countries where people could have a whole library, like 42nd Street and Fifth Avenue.

JJW: It really brings to the present the concept of sitting down at a computer and being able to call up a wealth of information, something I thought was still years away.

Tramiel: Exactly. That's the whole idea, we are trying to bring it forward. I am trying to take away the "black box" image, that it is "not available"...it IS available.

JJW: Tell me about peripherals for the eight-bit line.

Tramiel: We will be expanding our drive capacity. We will have a 3.5" disk drive with a half-megabyte and one megabyte in the future. We have a number of different printers, including a daisy wheel printer. The whole idea as far as the eight-bit line is concerned is to keep that product alive and expand it. As far as beginners, as far as education, as far as people who don't have much money, the eight-bit line is a fantastic product. We will continue producing it and expanding it. I'm hoping in 1986 or even the end of this year to have a 256K eight-bit machine with a built-in drive.

JJW: 5 1/4"?

Tramiel: No, 3.5". We want to keep all those products alive and build on the software.

JJW: Perhaps you've just done it for me, but could you describe your vision of the ideal Atari personal computer. If you could just point at the table

and it would be there, what would it be like?

Tramiel: It would not be on the table. My ideal Atari computer of the future is to have a television with a remote keyboard to be your computer.

JJW: I've respected your work both at Commodore and especially now with Atari. I've read the book "The Home Computer Wars" which I took to be the Jack Tramiel success story, rather than being the Commodore story or the Michael Tomczyk story. I got out of it a greater admiration and respect for you. Have you read it and what do you think about it?

Tramiel: I did read part of it because he is an associate and a friend of mine. He asked me to read it and give him comments beforehand. I did not want to give him any comments and I did not give him any comments. It's the way he interpretted the way I have operated and there are many paragraphs that are not correct, but that's the way people write.

JJW: Would you say he captured the flavor of Jack Tramiel?

Tramiel: I would say about 80% he did.

JJW: Could you run down the expected availablity dates and prices for the current planned line of Atari products?

Tramiel: The 520ST system (512K RAM, half-megabyte 3.5" disk drive, & high resolution monochrome monitor) will be sold in July retails for $799. The 260ST will be available in October or end of September and we'll have 2 machines...one will be $395 without the drive and $495 with the drive.

JJW: What about the other monitors that will be available for the ST's?

Tramiel: In case you would like to

have a color monitor, for $200 more you will be able to get the color monitor instead of the monochrome. So for the black & white, it is $799, with the medium-res color monitor it is $999.

JJW: And the color monitors will be available in July also?

Tramiel: Yes.

JJW: James Copeland (Vice President of Marketing) in a staff meeting I attended the day before the opening of CES, said that Atari has some plans and directions that Atari would like us, the user groups, to take with Atari distributors and mass merchants for which Atari is prepared to help support those user groups. Could you elaborate on those plans and what kind of support is planned for cooperative user groups?

Tramiel: I really am not familiar with what exactly he said. I believe very much in sex. When I mean sex I mean for people to be involved...that's what I call sex. When I have a question to ask, "Is this machine good?", "Do people like it?", I like to go directly to the users and ask them those questions. Like I am trying to offer you the 520ST first...to find out what is going on. If a retailer needs help, we don't want to go out and hire some models, but to find a way how to give this money to your club so that you can really help each other and at the same time to try to help that retailer to sell the product. And as you know who he is selling to, you will get that many more members and we will pay you for that effort so you can use that money for improving your club. That is what I was trying to tell Jamie (James Copeland) and now he is trying to go forward on it.

JJW: I was asking David (David Duberman, Atari's User Group

Coordinator) about the same thing. He said that the plans are not really defined just yet.

Tramiel: I am giving you what the aim is. The aim is that you people in the next 2 or 3 years, with the computers coming out, can help the people that do not know computing by bringing them to the users groups.

JJW: I agree. I was in a store about a month ago where a man just bought an 800XL, 1027, 1050, AtariWriter, etc. While the sale was being written up, I introduced myself and asked if he knew anyone that could help him with any questions or problems he might have in getting his system up and running. He said no, so I gave him my name and number and told him about a couple of the user groups I belong to and invited him to attend our meetings. I don't want to take up much more of your time, in concluding this interview...do you have a message that you would like to convey to the Atari users that will be reading this interview?

Tramiel: The message I have for them is a very simple one. I appreciate all the patience they have had over the years. Now we are here, we are producing the best products and I hope they will be as proud of us as we are of them.

JJW: Thank you.

From -908370571301223045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e8c8d50a71ba3f0d,start
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X-Google-ArrivalTime: 1985-06-24 11:09:39 PST
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Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!pesnta!pertec!kontron!steve
From: steve@kontron.UUCP (Steve McIntosh)
Newsgroups: net.micro.atari
Subject: Tramiel Interview (long)
Message-ID: <264@kontron.UUCP>

Date: Mon, 24-Jun-85 14:09:39 EDT
Article-I.D.: kontron.264
Posted: Mon Jun 24 14:09:39 1985
Date-Received: Wed, 26-Jun-85 05:45:15 EDT
Distribution: net
Organization: Kontron Electronics, Irvine, CA
Lines: 226

Transhipped from CompuServe

[72376,2026]
JTRAML.TXT 19-Jun-85 10910 269

Keywords: JACK_TRAMIEL INTERVIEW C.L.A.U.G. CES ST

This is an exclusive interview given by Jack Tramiel, chairman of ATARI CORP., to Jeff Williams of the Chicagoland ATARI Users Group. C.L.A.U.G. was the users group assisting ATARI at the recent CES. Jack was eager to talk with Jeff knowing that this information would be passed along to other users. (reformatted to 40 col. by the sysop for easy reading online. the actual text is unedited.) [re-formatted to 80 columns for retransmission]

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Tramiel: There are many. They can be used for a law library of any state of the United States. You could have the whole Library of Congress with every book that's been published in the last 200 years. A

lot of hospital information which is all public information for doctors. Instead of having to go into a data base in Minneapolis, he can have it right on his desk. There are hundreds and hundreds of public domain applications that could be put on that ROM.

JJW: So you see it for use initially perhaps as a professional reference device as well as an institutional reference device like for schools and colleges.

Tramiel: Exactly. And I am hoping that this is one service that we can sell to remote areas in other countries where people could have a whole library, like 42nd Street and Fifth Avenue.

JJW: It really brings to the present the concept of sitting down at a computer and being able to call up a wealth of information, something I thought was still years away.

Tramiel: Exactly. That's the whole idea, we are trying to bring it forward. I am trying to take away the "black box" image, that it is "not available"...it IS available.

JJW: Tell me about peripherals for the eight-bit line.

Tramiel: We will be expanding our drive capacity. We will have a 3.5" disk drive with a half-megabyte and one megabyte in the future. We have a number of different printers, including a daisy wheel printer. The whole idea as far as the eight-bit line is concerned is to keep that product alive and expand it. As far as beginners, as far as education, as far as people who don't have much money, the eight-bit line is a fantastic product. We will continue producing it and expanding it. I'm hoping in 1986 or even the end of this year to have a 256K eight-bit machine with a built-in drive.

JJW: 5 1/4"?

Tramiel: No, 3.5". We want to keep all those products alive and build on the software.

JJW: Perhaps you've just done it for me, but could you describe your vision of the ideal Atari personal computer. If you could just point at the table and it would be there, what would it be like?

Tramiel: It would not be on the table. My ideal Atari computer of the future is to have a television with a remote keyboard to be your computer.

JJW: I've respected your work both at Commodore and especially now with Atari. I've read the book "The Home Computer Wars" which I took to be the Jack Tramiel success story, rather than being the Commodore story or the Michael Tomczyk story. I got out of it a greater admiration and respect for you. Have you read it and what do you think about it?

Tramiel: I did read part of it because he is an associate and a friend

of mine. He asked me to read it and give him comments beforehand. I did not want to give him any comments and I did not give him any comments. It's the way he interpretted the way I have operated and there are many paragraphs that are not correct, but that's the way people write.

JJW: Would you say he captured the flavor of Jack Tramiel?

Tramiel: I would say about 80% he did.

JJW: Could you run down the expected availablity dates and prices for the current planned line of Atari products?

Tramiel: The 520ST system (512K RAM, half-megabyte 3.5" disk drive, & high resolution monochrome monitor) will be sold in July retails for $799. The 260ST will be available in October or end of September and we'll have 2 machines...one will be $395 without the drive and $495 with the drive.

JJW: What about the other monitors that will be available for the ST's?

Tramiel: In case you would like to have a color monitor, for $200 more you will be able to get the color monitor instead of the monochrome. So for the black & white, it is $799, with the medium-res color monitor it is $999.

JJW: And the color monitors will be available in July also?

Tramiel: Yes.

JJW: James Copeland (Vice President of Marketing) in a staff meeting I attended the day before the opening of CES, said that Atari has some plans and directions that Atari would like us, the user groups, to take with Atari distributors and mass merchants for which Atari is prepared to help support those user groups. Could you elaborate on those plans and what kind of support is planned for cooperative user groups?

Tramiel: I really am not familiar with what exactly he said. I believe very much in sex. When I mean sex I mean for people to be involved...that's what I call sex. When I have a question to ask, "Is this machine good?", "Do people like it?", I like to go directly to the users and ask them those questions. Like I am trying to offer you the 520ST first...to find out what is going on. If a retailer needs help, we don't want to go out and hire some models, but to find a way how to give this money to your club so that you can really help each other and at the same time to try to help that retailer to sell the product. And as you know who he is selling to, you will get that many more members and we will pay you for that effort so you can use that money for improving your club. That is what I was trying to tell Jamie (James Copeland) and now he is trying to go forward on it.

JJW: I was asking David (David Duberman, Atari's User Group Coordinator) about the same thing. He said that the plans are not

really defined just yet.

Tramiel: I am giving you what the aim is. The aim is that you people in the next 2 or 3 years, with the computers coming out, can help the people that do not know computing by bringing them to the users groups.

JJW: I agree. I was in a store about a month ago where a man just bought an 800XL, 1027, 1050, AtariWriter, etc. While the sale was being written up, I introduced myself and asked if he knew anyone that could help him with any questions or problems he might have in getting his system up and running. He said no, so I gave him my name and number and told him about a couple of the user groups I belong to and invited him to attend our meetings. I don't want to take up much more of your time, in concluding this interview...do you have a message that you would like to convey to the Atari users that will be reading this interview?

Tramiel: The message I have for them is a very simple one. I appreciate all the patience they have had over the years. Now we are here, we are producing the best products and I hope they will be as proud of us as we are of them.

JJW: Thank you.

From 1749101538471999157
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d5a8fc541a65dc98,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-24 21:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site looking.UUCP
Path: utzoo!watmath!looking!david
From: david@looking.UUCP (David Rowley)
Newsgroups: net.micro.atari
Subject: Inside GEM ?
Message-ID: <299@looking.UUCP>
Date: Tue, 25-Jun-85 00:00:00 EDT
Article-I.D.: looking.299
Posted: Tue Jun 25 00:00:00 1985
Date-Received: Wed, 26-Jun-85 05:31:49 EDT
Organization: Looking Glass Software, Waterloo, Ont
Lines: 14

Does anyone know how similar the internal structure of GEM is to the MAC ? Does it have an event manager, etc. Does it use the concept of a resource file ? Did Atari make use of the unimplemented instruction trap of the 68000 like apple did, to speed up system calls. The main point of these questions being, how easy is it to port Mac software to run under GEM, and will people who know the internal structure of the Mac toolbox be able to easily write code under GEM ? Is anyone on the net currently writing software for GEM ?

Has anyone heard whether or not Atari or DRI will come out with an 'Inside

GEM' ? And if so, how long will we have to wait ?

Thanks in Advance...
David Rowley.

From -1813143057985496913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d5a8fc541a65dc98
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-25 15:01:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watarts.UUCP
Path: utzoo!watmath!watarts!dmak
From: dmak@watarts.UUCP (Derwin Mak)
Newsgroups: net.micro.atari
Subject: Re: Inside GEM ?
Message-ID: <8478@watarts.UUCP>
Date: Tue, 25-Jun-85 18:01:28 EDT
Article-I.D.: watarts.8478
Posted: Tue Jun 25 18:01:28 1985
Date-Received: Wed, 26-Jun-85 05:33:19 EDT
References: <299@looking.UUCP>
Organization: U of Waterloo, Ontario
Lines: 2

It's a long time to wait, but Doctor Dobbs Journal has promised
"A Programmers Guide to GEM" for their December issue.

From -8250294670618356466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9ba510f241eadf17,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-25 16:24:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!decwrl!dec-rhea!dec-
wr1for!endterbi
From: endterbi@wr1for.DEC
Newsgroups: net.micro.atari
Subject: DOS 2.5 Problem
Message-ID: <2900@decwrl.UUCP>
Date: Tue, 25-Jun-85 19:24:29 EDT
Article-I.D.: decwrl.2900
Posted: Tue Jun 25 19:24:29 1985
Date-Received: Thu, 27-Jun-85 06:17:13 EDT
Sender: daemon@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 30

   Here is a message I ran across on a local bulletin board. Has anyone

else had this problem?

==========

I've have a problem with DOS 2.5 in enhanced density mode. When the disk is very full (exceeding the old single density boundry) and you do a BASIC SAVE command which replaces a file located in the extended disk area, the file is actually written starting at sector 1! This has the usual tendancy to make DOS and DUP and the directory real sad when you write over them. Of course you cannot reboot from this disk again. The boot sectors are always killed. Depending on how large the SAVEd BASIC program was determines whether DOS and DUP are smashed.

I got the DOS 2.5 kit from CompuSlave. It works just fine in single density mode. And I haven't noticed a problem in predeleting (or renaming) the original file and then SAVing the new copy to disk.

Has anyone else experienced this phenominon? I can reproduce at will and use one of the DISKDX programs to examine the directory pointers. I suspect the logic is still checking the old 707 sector size and assuming anything over that must be a mistake, so resets the sector to the beginning.

==========

If anyone else has seen this problem or knows of a solution, please let us know.

Bill Endter
...decvax!decwrl!dec-rhea!dec-wr1for!endterbi

From -6898897940523712413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,318a1f61a14d255b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-27 13:04:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: Re: 520ST
Message-ID: <575@mtuxn.UUCP>
Date: Thu, 27-Jun-85 16:04:26 EDT
Article-I.D.: mtuxn.575
Posted: Thu Jun 27 16:04:26 1985
Date-Received: Fri, 28-Jun-85 02:16:29 EDT
Organization: AT&T Information Systems, Holmdel NJ
Lines: 4

We have been told by distribution that ATARI intends to ship 520ST packages (CPU, 500K 3-1/2 drive, and Hi-res mono. monitor) by July 1, 1985. We anticipate delivery by 3rd week in July.

From 7438522111367616657
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fcd8b8c5032fc25,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-28 10:33:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mmintl.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!whuxl!houxm!mtuxo!mtunh!mtung!mtunf!
ariel!vax135!timeinc!phri!pesnta!amd!amdcad!amdimage!prls!philabs!pwa-b!mmintl!
petes
From: petes@mmintl.UUCP (Peter Santoro)
Newsgroups: net.micro.atari
Subject: ATARI 800 SYSTEM FOR SALE
Message-ID: <465@mmintl.UUCP>
Date: Fri, 28-Jun-85 13:33:34 EDT
Article-I.D.: mmintl.465
Posted: Fri Jun 28 13:33:34 1985
Date-Received: Wed, 3-Jul-85 06:18:37 EDT
Organization: Multimate International, E. Hartford, CT
Lines: 34

ATARI 800 SYSTEM FOR SALE:

HARDWARE

- 48k with GTIA
  - 810 Disk Drive with speed adjustment
  - 850 Interface
  - 300 Baud Volksmodem
  - 2 joysticks
  - light pen with software

SOFTWARE

- Dos 2.0
- Basic with ABC Basic Compiler and Makeboot
- Basic Building Blocks Tutorial
- BasicXL
- C65
- Atari Macro Assembler and DDT Debugger
- Diskey Disk Utility Package
- Software Protection Techniques Diskette
- Compuserve Starter Kit with 2 hrs free time left
- Atari Writer
- HomePack (word processor, database, and telecommunications)
- Chess Cartridge
- MPP Database on Cartridge
- and miscellaneous titles

ALL MANUALS INCLUDED

ASKING $500 OR BEST OFFER

CALL   Pete Santoro at (203) 563-9921 after 5 pm EST.

From -6488912871047109717
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,febe78449a96f9b6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-28 10:48:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site cositex.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxr!mhuxt!houxm!mtuxo!mtunh!mtung!
mtunf!ariel!vax135!timeinc!phri!pesnta!amd!vecpyr!lll-crg!gymble!umcp-cs!seismo!
ut-sally!utastro!cositex!san
From: san@cositex.UUCP (Steve Sanderson)
Newsgroups: net.micro.atari
Subject: Re: ANTIC Online CES Wrapup report
Message-ID: <195@cositex.UUCP>
Date: Fri, 28-Jun-85 13:48:15 EDT
Article-I.D.: cositex.195
Posted: Fri Jun 28 13:48:15 1985
Date-Received: Tue, 2-Jul-85 05:38:10 EDT
References: <219@bocar.UUCP>
Organization: COSI Texas, Austin, Texas
Lines: 30

>
>   NEW ST MODELS
>
>   Atari said that both new
> ST's will have 256K RAM of
> programmable memory. The
...
>   * GEM and the rest of the
> TOS operating software will
> be on ROM chips instead of
> on disk.

Ok all you Atari ST watchers... according to this article, the smaller models will have 256K RAM and GEM & TOS built into ROM, and the ST520 will have 512K but GEM & TOS will *not* be in rom, giving a 256K of usable RAM on the ST520 (after GEM & TOS are loaded). So... what is the difference between buying the smaller model or the larger model? It seems as if they both ultimately have the same amount of usable RAM! I am not referring to updates to the 520ST where GEM & TOS will be built in, but rather to the machines available now (or soon). Why buy the present 520 over the present 260?

Thanks,

Steve Sanderson

--
Steve Sanderson, COSI Texas

          4412 Spicewood Springs, Suite 801 Austin, Texas 78759
UUCP: {ihnp4, seismo, ctvax}!ut-sally!cositex!san, san@cositex.UUCP
AT&T: (512) 345-2780

From -5564397325410152194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e3c98b2dd7d8eb15,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,e3c98b2dd7d8eb15,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 12c65a,e3c98b2dd7d8eb15,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-06-28 14:28:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!pesnta!pertec!
kontron!steve
From: steve@kontron.UUCP (Steve McIntosh)
Newsgroups: net.micro.atari,net.micro.cbm,net.micro.68k
Subject: Commodore Amiga announcement
Message-ID: <301@kontron.UUCP>
Date: Fri, 28-Jun-85 17:28:03 EDT
Article-I.D.: kontron.301
Posted: Fri Jun 28 17:28:03 1985
Date-Received: Sun, 30-Jun-85 00:27:51 EDT
Distribution: net
Organization: Kontron Electronics, Irvine, CA
Lines: 4
Xref: watmath net.micro.atari:901 net.micro.cbm:1491 net.micro.68k:975

CW Communications has announced an Amiga specific magazine -- called
Amigaworld. First issue is to be out in August.

(Kinda implies that the machine will be available by then.)

From 5538920766117522438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a783937a7a3338d5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-02 08:15:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site utcsstat.UUCP
Path: utzoo!utcsstat!anthony
From: anthony@utcsstat.UUCP (Anthony Ayiomamitis)
Newsgroups: net.micro.atari
Subject: need help with random number generators
Message-ID: <2214@utcsstat.UUCP>
Date: Tue, 2-Jul-85 11:15:14 EDT
Article-I.D.: utcsstat.2214
Posted: Tue Jul 2 11:15:14 1985
Date-Received: Tue, 2-Jul-85 12:22:37 EDT

Organization: U. of Toronto, Canada
Lines: 13

Subject: Random number generation

I would appreciate receiving any information people may have about the Atari random number generator (algorithm used etc.). If people also know anything about the random number generator on the Apple, Commodore 64 and/or IBM PC, I would be very interested in that information.
If there is sufficient response/demand, I will summarize to the net. Many thanks in advance.

--

{allegra,ihnp4,linus,decvax}!utzoo!utcsstat!anthony
{ihnp4|decvax|utzoo|utcsrgv}!utcs!utzoo!utcsstat!anthony

From 6951555497790495027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,febe78449a96f9b6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-02 11:44:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: $Revision: 1.6.2.13 $; site iuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!inuxc!iuvax!jec
From: jec@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: ANTIC Online CES Wrapup report
Message-ID: <500010@iuvax.UUCP>
Date: Tue, 2-Jul-85 14:44:00 EDT
Article-I.D.: iuvax.500010
Posted: Tue Jul 2 14:44:00 1985
Date-Received: Wed, 3-Jul-85 09:20:31 EDT
References: <219@bocar.UUCP>
Lines: 12
Nf-ID: #R:bocar:-21900:iuvax:500010:000:503
Nf-From: iuvax!jec   Jul 2 13:44:00 1985

The ST520 has the advantage of more memory if you don't use GEM, the 260 doesn't give you that choice. The ST520's GEM should also be easier to fix in the event of errors (which are to be expected).

Besides, I don't think you should ignore the ST520 ROM upgrade possibility. I suspect that someone, if not Atari, will make use of it.

James E. Conley Usenet: {ihnp4,pur-ee,purdue}!iuvax!jec
I.U. Dept. of Linguistics Phone: (812) 335-6458
401 Lindley Hall (812) 332-3514
Bloomington, IN. 47405

From 8886795364457924183
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f2b8f1e46e286526,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-02 15:10:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (c e malloy)
Newsgroups: net.micro.atari
Subject: A.N.A.L.O.G. TCS News
Message-ID: <703@ihlpa.UUCP>
Date: Tue, 2-Jul-85 18:10:26 EDT
Article-I.D.: ihlpa.703
Posted: Tue Jul 2 18:10:26 1985
Date-Received: Wed, 3-Jul-85 20:32:55 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 16

I have recently subscribed to A.N.A.L.O.G. Computing magizine's b-board. This board has various articles of interest. For those that don't subscribe, the next seven posted articles are what is in the first 23 articles on the TCS system. I will continue to post and articles of interest that I come across on the board.

From inside the Tesseract of
Clancy Malloy
(ihnp4!ihlpa!freak)

| Everyone looked up and realized that we were only tenants of this world; |
| We have been given a new lease, and a warning, from the landlord. |

From -4755103139622940254
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,aadd69d4f08459e1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-02 15:11:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (c e malloy)
Newsgroups: net.micro.atari
Subject: A.N.A.L.O.G. TCS #1
Message-ID: <704@ihlpa.UUCP>
Date: Tue, 2-Jul-85 18:11:07 EDT
Article-I.D.: ihlpa.704
Posted: Tue Jul 2 18:11:07 1985

Date-Received: Wed, 3-Jul-85 20:33:11 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 44

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
001 03/20/85 DRI SHIPS GEM

Digital Research Inc.'s (DRI) new Graphics Environment Manager (GEM) system software was shipped as scheduled to original-equipment manufacturers (OEMs) February 28, the company announced March 11, 1985.

The concept of a graphics user interface was first developed for the Xerox Star, then used on the Apple Lisa and Macintosh, and now used on GEM software. GEM runs on any computer based on the Intel 8086 family of microprocessors and the MS-DOS or Concurrent DOS operating system.

"Now that GEM has shipped, an extremely large number of personal computer users will have access to the latest user-interface technology," said John Rowley, president of Digital Research. "And they can be assured of a wide range of application programs as more than 350 independent software vendors (ISVs) worldwide have been trained to write GEM application software.

The following OEMs have received GEM software for use with selected models of their personal computers -- Applied Computer Techniques / Apricot Inc., Northern Telecom, CONTEL/CADO, Texas Instruments, Epson America and Commodore. Digital Research has also transported GEM to run on Atari's new line of ST computers based on the Motorola 68000 microprocessor. Other OEM agreements are in progress with manufacturers of both high- and low-end microcomputers.

In addition, a number of ISVs are writing applications to GEM. These include Lifetree Software, Spinnaker Software, Thorn EMI, Hayden Software and Sierra On-Line. Their products span a range of applications from educational software to office-automation programs.

Active ISV Support

To provide ISVs with the level of support they need to produce GEM-based software, DRI offers a comprehensive ISV program. Included in the GEM Programmer Support service are the GEM programmer's toolkit, which contains GEM software and a complete IBM PC development environment, a toll-free number for technical support and a Compuserve account to keep ISVs up to date on GEM. The price of these tools and support is $500.

GEM-based applications will run on any system equipped with GEM. ISVs can license unlimited distribution rights from DRI to bundle GEM software for the IBM PC family and 100 percent compatibles with their applications for $1000 per year per title.

From -1005189320104789220
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,43ff85cd91a17212,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-02 15:11:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (c e malloy)
Newsgroups: net.micro.atari
Subject: A.N.A.L.O.G. TCS #2
Message-ID: <705@ihlpa.UUCP>
Date: Tue, 2-Jul-85 18:11:47 EDT
Article-I.D.: ihlpa.705
Posted: Tue Jul 2 18:11:47 1985
Date-Received: Wed, 3-Jul-85 20:33:47 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 331

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
04/15/85 WEST COAST FAIRE

The West Coast Computer Faire

By
Arthur Leyenberger
Parsippany, New Jersey

Copyright (c) 1985 by Arthur Leyenberger
March 31, 1985

Good news for Atari computer users! Atari is on track with the production of the new XE and ST computers. This was one of the themes of the recent Atari Worldwide User Network (WUN) held in conjunction with the 10th West Coast Computer Faire in San Francisco. The XE computers have already been shipped to distributors and the ST machines will have been shipped by the time you read this. Good news, indeed.

For Atari users, the weekend consisted of two main events: the Computer Faire itself and the WUN kickoff meeting, both held in San Francisco. Although Atari did not have an exhibit at the Faire, they were kind enough to provide two local Atari User Groups with XE and ST computers, freebies, brochures and demo programs.

User Groups Pitch In

The San Leandro Computer Club (SLCC) and the Atari Bay Area User's Computer Society (ABACUS) both displayed the new line of Atari microcomputers at the Moscone Convention Center. This was the first showing to the general public of the computers manufactured by the new Atari Corporation.

Both the 8-bit and the 16-bit products were represented at the booths. A complete 520ST system was up and running, consisting of two 3-1/2 inch, 360K storage, mini-floppy disk drives, the new Atari analog RGB monitor and

the two-button mouse. This was my first chance to get some actual hands on experience with the powerful 16-bit computer and I am excited. I was especially impressed with the mouse. Unlike the MacIntosh mouse that has an uncomfortable amount of rolling resistance, the ST mouse moved smoothly and felt natural in the hand. Since the mouse plugs into one of the joystick ports on the side of the machine, it won't be long before we see it as a peripheral to the older 800 and XL computers.

Two Atari 130XE computers, each with 128K of memory were displayed. Both XE computers were production units, sporting the new parallel bus (see photo), new keyboard and complete compatibility with the older 800 and XL series computers. DOS 2.5, being developed by OSS, was shown as was the RAMDISK software that uses a part of the 128K memory to simulate a very fast disk drive. The XE machines have a crisper feel than the current XL computers but I am sure I could easily get used to it.

Tom Bennett, "show coordinator" of SLCC had done all of the legwork to get Atari to come up with products and promotional material for the show. Bob Barton, vice president of SLCC, somehow-- he wouldn't tell me how-- managed to convince Atari Software president Sig Hartmann to provide a 520ST computer for a raffle. Tickets cost $1 apiece, with all proceeds going to a local charity.

The ABACUS group was invited to attend the Faire by SLCC and together they had what looked like the most popular, and busy, booths at the entire show. Atari has promised user group support for several months and it is now starting to take shape. Not only did Atari provide the machines, they have also hired a new User Group Coordinator to help User Groups everywhere.

His name is Dave Duberman, a name very familiar to many of you. He is now Atari's main User Group contact person. Dave has worked for Antic magazine and Synapse and is very knowledgeable about both the old and new computers. Dave was on hand at the Faire demonstrating the features and capabilities of several XE and ST computers. I'll mention more about how Dave will be helping User Groups later on.

Atari Comes Through

Atari also came through at the User Group meeting held at Antic. Sig Hartmann (software), Sam Tramiel (hardware), Leonard Tramiel, Neil Harris (Atari Explorer), Richard Fritch ("Mister ST"), John Skruch ("Mister 8-bit computer"), Dave Duberman (user group support), and Tom Brightman (Vice President of engineering) were all on hand to answer questions and show support. Joseph Lyons and Frank Schwartz from Enhanced Technology Associates, a music/software/hardware firm in New York City, were also present with multiple keyboards using the Atari computer to demonstrate the MIDI interface. They were friendly folks, willing to answer questions and explain the ins and outs of the digital music world. They also presented a 20 minute MIDI-Atari concert that was outstanding.

The Worldwide User Network

The seeds for WUN were probably planted in August 1984 at the first

'Taricon sponsored by MACE and CHAOS. There, AUGI (Atari User Groups International) was formed to help the user groups speak with one, solid voice with Atari and other manufactureres. An initial mailing to User Groups was done by AUGI last fall to obtain some financial support and interest. Unfortunately, the needed manpower and focus were not available by the few individuals trying to get AUGI off the ground so AUGI is currently in limbo.

Although still in its infancy, WUN is a semi-formal, non-commercial enterprise whose stated goals are the dissemination of Atari-related technical information, new product updates and general coordination of Atari users and User Groups.

The preliminary proposal is to have a board of directors made up of representatives from Atari, Digital Research, the CompuServe Atari SIG, Antic and three user group officers drawn from the East, Central and Western United States. Specifics are not yet available, but you will be hearing more about WUN from your User Group Officers.

As of March 20, 1985, over 125 User Groups have responded to the WUN questionnaire. Invitations to the WUN inaugural meeting on March 30 had been sent to all 125 of these respondees. Dozens of user groups were represented at the meeting. If your User Group has not yet joined WUN, get in touch with Antic for a questionnaire, complete it, and send it back, together with your club's newsletter. You will then be added to the WUN roster.

Other noted attendees at the WUN meeting included Bill Wilkinson of OSS, Ron Luks from SIG*Atari, Mike Mock from Indus Disk Drives, Kirt Stockwell from MPP, Rob LaTulipe from Digital Research and Bill Holt from Broderbund.

Atari Q&A

The best part of the WUN meeting, aside from the excellent salmon and champagne, was the chance to hob-nob with Atari executives and find out what is really going on. The question and answer session proved to be quite informative. Here are some of the highlights.

Sig Hartmann led off the session by saying that Atari has the best hardware on the market. After a hearty round of applause he finished the thought by saying that without software, they have nothing. Within the 2nd quarter of 1985, Atari will offer a wide range of software for both the XE and ST computers. These products will cover business, productivity, education and recreational categories. Sig also asked for software authors to keep Atari in mind as they are developing and writing their new products.

Sig drew a big laugh when he introduced Sam Tramiel by saying that Sam was more qualified to answer questions. It seems that if Sig gave an answer, he would still have to answer to Jack Tramiel but if Sam said it, it would be okay. Sam commented that the first of the 130XE computers were shipped during the last week of March, thereby making their previously announced schedule. The 520ST computer is still on schedule and will be shipped at the end of April or in early May.

Next, Dave Duberman and Neil Harris were introduced. Dave asked that User Group Presidents contact him if they feel Atari can do something for them. He mentioned that Atari does currently have a BBS (408-745-2504) and he looks forward to interacting with the User Groups. He also offered his own number (408-745-4204) and said that eventually he will be coordinating some type of Atari road show whereby Atari representatives will attend User Group meetings across the country giving demos and answering questions.

When asked if there will, in fact, be a 65XE, Sam Tramiel said that it is currently being shipped in Canada. The 130XE has been shipped in the United States and will be followed by the 65XE. John Skrutch was asked when the Learning Phone (previously called the Plato Cartridge) would be available and he said it would be out in May. The delay was apparently due to negotiations that had been taking place with Control Data. According to Skrutch, the Learning Phone will come with a free 1-year subscription and an hour of free connect time.

Asked about software pricing, Sig Hartmann said that most of the software will sell for under $50. However, some of the more powerful programs will be under $100. Sig was also asked who had bought the ST development packages. These packages consisted of a 520ST computer, two 3-1/2 inch micro floppy disk drives, a 15 megabyte hard disk, a RGB color monitor and a high-resolution green monitor. This system, costing over $5000 and including development software, apparently has been purchased by most of the leading software vendors. The list of some 38 companies includes: ANALOG Computing, Infocom, Synapse, Broderbund, Microbits Peripheral Product (MPP), Electronic Arts, Microprose, SubLogic, Matrix Software, Lifetree and Hayden Software. There are also five machines in Europe being used for software development.

Sam Tramiel was asked about the 32-bit computer that Atari had announced would be introduced in Hanover, West Germany in mid-April. He said the machine is being worked on right now and will contain the National 32000 microprocessor. However, it will not be ready for the Hanover Show. Instead, it should be ready by June. Just about all of Atari's effort is being put towards getting the ST out the door. He also said that it may not be announced at the June Consumer Electronics Show because it really isn't a CES type of product. This machine is currently aimed at the vertical and specialized workstation market in the high-end personal computer category. Other computers already competing in this market include the AT&T Unix PC and the IBM AT.

Another question was raised concerning languages for the ST computer. According to Sig, Logo will be contained in ROM, within the ST computer. BASIC is currently being developed by Digital Research and will probably become available this summer. Forth will also soon become available. In fact, Forth was being demoed at the User Group booth at the Faire. Other languages currently planned are C and Assembler. Sig said that if there is sufficient demand for a language, Atari will produce it.

One User Group representative asked Sam Tramiel about what Atari plans to do about the education market. Sam responded by saying that plans are still

being made. However, the school market looks very promising and that some effort will be made to enter that market at a later time. A separate department has already been set up to take care of the needs of the educational market.

Sam announced that Atari plans to spend 10 percent of their sales on advertising in response to a question concerning Atari's visibility. The first major ad campaign will probably begin sometime in June and Atari may use User Groups in some way as part of its advertising.

A question about Atari DOS 2.5 was raised. John Skrutch announced that DOS 2.5 is currently being boxed together with 1050 Disk Drives and is available to current owners of DOS 3.0. Every User Group will receive a copy of DOS 2.5 to be freely distributed (on non-commercial programs).

DOS 2.5 is very similar to DOS 2.0. The major difference is in the Format command. If the menu item "I" (format disk) is selected with a 1050 attached, the disk will be formatted in dual density (140K) format. Menu item "P" will allow you to format a single density disk even if one 1050 is attached. If no 1050 disk drives are connected to your system, the "I" option will format disks in single density format.

John also talked about Atariwriter+. He said it is basically Atariwriter, with just about everything they could think of or that has been suggested in the last two years. It includes 80-column editing (to work with the Atari 80-column monitor which will plug into the serial port), a 36000-word spelling checker, file compatibility with Atariwriter, a mail-merge function and built-in printer driver function.

The BIG News

Sam Tramiel made an amazing statement in response to one of the questions. He said the current plan is to have the User Groups buy the first 520ST computers. Atari would then use these first owners as the test market for the new machine by asking them to help to debug it. If a bug is found and a user suggests a workable fix, the user will be rewarded for his or her efforts. The plan may also include giving a rebate back to the User Group for each machine purchased. This plan may actually be in place by the time you read this.

Also, the 520ST is not currently scheduled to be sold through mass merchandisers like K-Mart and Toys 'R US.

The Faire

The West Coast Computer Faire is the largest computer user show in United States. Over 300 exhibitors were showing software, hardware, peripherals and services in the brand new Moscone Center. The Faire itself has changed somewhat in the last two years. Before, it was primarily a hackers show and is well known for launching the careers of the Apple superstars, Wozniak and Jobs.

Now, such companies as IBM, AT&T, Epson, Kaypro, Apple and many others are

attend, brining with them a certain business flavor. But there are still some interesting things to be seen, even for Atari users. As mentioned before, Atari did not attend but were well represented by the two local User Groups.

One of the most interesting booths was Microbits Peripheral Products (MPP). MPP has supported Atari owners for years and is one of the few "oldtimers" in this young computer business. They were showing everything from hard disks to inexpensive 1200 baud modems. MPP has two hard disks, a 5 megabyte and a 10 megabyte system. The 5 MB system will sell for under $1000 and includes the hard disk interface, hard disk and software. The 10MB system will probably sell for under $1200. If you already have a hard disk, then you can buy the hard disk interface for under $250. I saw the 10MB system working with and 800XL and loading files is fast.

MPP will also be introducing a 1200 baud modem for the Atari that will sell for under $200. That price will include terminal software. Kirt Stockwell, Technical Support Manager, also told me that they are currently working on a brand new telecommunications program that will run on everything from Atari STs to IBM PCs to Atari 800s. The hard disk systems and modem will be available by the time you read this.

Another product Kirt told me about was their Micronet networking system. This net will handle up to eight Atari computers running off of one set of peripherals. Standard Atari SIO peripherals may be used for a very cost-effective multi-station Atari setup. Kirt said that an eight-workstation arrangement with Atari XL computers, color monitors, one set of peripherals and Micronet would cost roughly $3500, about one-third the cots of s similar Apple setup.

Another piece of hardware, appealing mostly to hackers, is a product called Microport. This is a breadboard which interfaces from the Atari computer to the real world. It plugs into the parallel port on either an XL computer or a 130XE and gives you eight control channels. It will sell for $50 and be available by the time you read this.

Another intriguing product at the Faire was being exhibited by a small Oregon company named Covox. They have a voice recognition and voice synthesis unit for Apple, Commodore and Atari computers. Called the Voice Master, it lets you record words in any language using your own pitch and accent and have the program later recognize and speak the words. Included in the $90 price is another program called the Voice Harp. This program lets you perform, compose and write music simply by humming or whistling into the microphone. Seeing (and hearing) it in action is truly uncanny.

The Voice Harp lets you produce various tone qualities, different keys and multi-note harmonies. You can even see the notes scrolling on the screen on a musical staff as you hum or whistle. The results of your composition can be edited, saved and even printed. I can't wait to get my hands on the Voice Master to do a full-scale review.

Broderbund Software was at the Faire to recruit new programming talent to add to their already excellent stable of software authors. Their product

development staff was available to talk with software developers and to present existing Broderbund products. One person that many User Group members may already know is Bill Holt, the Product Development Ambassador. Bill's job is to travel around the country visiting User Groups to demonstrate Broderbund's software titles and to help recruit new talent. If Bill has not yet visited your User Group, feel free to give him a call at (415)479-1170. He will be happy to arrange a visit.

Spectrum HoloByte is a small company that makes an excellent submarine simulation for the IBM PC and compatibles called Gato. I have spent many hours searching for, and destroying, WWII Japanese Naval vessels. They have just announced a MacIntosh version and a high-level company source told be that they would have a version for the Atari ST computer by the end of the year. Gato is one game worth waiting for.

I enjoyed attending the West Coast Computer Faire and the Worldwide User Network Meeting. I think a lot of new, exciting information was obtained that clearly shows that Atari is here to stay and that they intend to support Atari users and User Groups. I also saw evidence that other software and hardware companies are finally beginning to take Jack Tramiel and the "JackIntish" seriously. It all adds up to good news for Atari users.

The End

In Analog's attempt to bring you this information as accurately and timely as possible, this entire article has been written at 36000 feet, on a red-eye special flight from San Francisco to New Jersey. A Radio Shack Model 100 lap computer was used to write the article, whereupon it was uploaded to an Atari and printed using Atariwriter. Computers sure are productive tools!

From 3024214550874101117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,982644fc6e00dac2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-02 15:12:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (c e malloy)
Newsgroups: net.micro.atari
Subject: A.N.A.L.O.G. TCS #3
Message-ID: <706@ihlpa.UUCP>
Date: Tue, 2-Jul-85 18:12:17 EDT
Article-I.D.: ihlpa.706
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Date-Received: Wed, 3-Jul-85 20:33:26 EDT
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Organization: AT&T Bell Laboratories
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05/01/85 ATARI TECHNICAL MANUALS

Atari has announced that the popular technical publications on Atari computers are still avilable from the Atari Customer Service Department. Their address is:

Atari Customer Relations
P.O. Box 61657
Sunnyvale, CA 94088
Attn: Documentation

The publications available and their prices are:

De Re Atari.....$19.95
Technical Reference Notes..$29.95

The Demopacs available are:

1. Strings & Formatting
2. Data File Processing
3. Programming Examples
4. Atari Color Graphics
5. Advanced Graphics
6. Advanced System Features
7. Some Special Features
8. Software and Hardware Timers
9. Logo Info Pac
10. Logo Demo Pac
11. Logo Printer Pac
12. Touch Tablet Pac

All Demopacs are $1.00 each.

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Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (c e malloy)
Newsgroups: net.micro.atari
Subject: A.N.A.L.O.G. TCS #4
Message-ID: <707@ihlpa.UUCP>
Date: Tue, 2-Jul-85 18:12:54 EDT
Article-I.D.: ihlpa.707
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Date-Received: Wed, 3-Jul-85 08:45:58 EDT
Distribution: net
Organization: AT&T Bell Laboratories

Lines: 135

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05/08/85 ATARI AT COMDEX

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Atari Pursues Dealers, Software Developers at Comdex

(May 7) Atari Corporation was in full force at Comdex this week, pursuing software developers and computer retailers with vigor.

In attendance at the Atlanta, Georgia-based computer show were Jack Tramiel, James Copland, Sig Hartmann and several other Atari employees, spreading the gospel of the new Atari, "Power Without The Price."

At a press conference, Atari officials answered numerous questions concerning both the XE and ST line of computers, future marketing plans, as well as current strategy.

James Copland, Vice President of Marketing, kicked off the press conference by explaining that "Atari decided only five days before the show to attend Comdex." Copland stressed that Comdex was a show in which Atari could court specific distributors, both hardware and software, software developers, and mass marketers. In that regard, it made more sense for Atari to attend Comdex than to compete with stereo manufacturers at CES.

After Copland's talk came Sig Hartmann, President of Software. Hartmann said that "around 230 companies" were developing software for both the 8-bit XE and the 16-bit ST computers. When quizzed about the number of packages available, Hartmann replied that he expects there to be "over 100 pieces of software" available for the STs by September. ST systems for software companies are now being shipped at list price, a substantial reduction from Atari's original (and unpopular) ST package price of around $5000.

As per earlier announcements, the first STs are to be shipped to Atari user groups for beta testing in a week or two. BASIC and Logo will be included, although we hear conflicting reports as to whether GEM will be on ROM or disk. The first STs for the general public are to be shipped in July.

Among the software being developed for both the XEs and STs are spreadsheets and other applications programs, from various manufacturers. VIP Technologies, of Goleta, CA has developed a package for the XE called VIP Professional. According to the company, VIP Professional combines all the features of Lotus 1-2-3 with some additional features, all for under $100. The program can be either mouse or keyboard-driven, and utilizes icons and "drop down" menus, similar to GEM on the ST. The program is

slated for delivery in July.

For the ST, Haba Systems of Van Nuys, CA has two programs: Haba Works, with a series of applications, such as WORD, FILE, CALC, GRAPH, COM, and HIPPO C COMPILER. Haba Solutions comes with such files as How to Start Your Own Business, How to Create Your Own Legal Will, Business Letters, Business Forms, and the Haba Check Minder. The programs retail for $59.95 and $49.95 respectively.

In a joint announcement, Atari and Rising Star Industries, of North Hollywood, CA, intend to market Rising Star Software products for the ST. The products will be distributed through Atari's dealer/distributor network.

According to Rising Star president Gale Carr, the company is converting its Valdocs line of integrated applications, to be made available on Atari hardware both as a complete package and in individual software modules. Sig Hartmann stated that "We knew from the start that the price/performance advantage of our hardware would only be half the battle. The bottom line is the utility per dollar we're bringing to the buyer; that's why others have lacked in this market, and it's also why Rising Star's software tools are a valuable asset."

Rising Star's integrated color graphics modules, Valdraw and Valpaint -- using Atari's high-resolution color display -- are marked for availability with early shipments of the computer. The company's electronic spreadsheet and other applications are scheduled to follow shortly therafter.

In hardware news, one of the most amazing announcements concerned Atari's marketing plans for the 520 ST. Apparently, there will be two different versions of the ST: one for mass marketers and one for computer stores. Internally, the machines are to be identical -- only the cosmetics of the machine are to be altered. The mass market ST would be the original configuration, whereas the computer dealer version should have a different keyboard and case. Computer retailers will sell a package consisting of the modified ST, a monitor, and half-megabyte drive for $799.

As far as future projects are concerned, Atari is working on a CD (compact disc) ROM, able to store 512K of memory, for under $500. This CD ROM, as well as a new 3 and 1/2 inch drive, are being developed in conjunction with North American Philips, the Netherlands-based electronics giant. Atari owners may recall that Philips' name was tossed around early last summer as a possible buyer of Atari, before Jack Tramiel and crew took Atari's reins.

The subject of Atari's 32-bit computer was not ignored by the press, either. Atari's rumored "CAD/CAM" system was referred to as a "graphics workstation" by Jack Tramiel, who added that the machine should be released "late this year or possibly early 1986." This would make it just in time for the January Consumer Electronics Show in Las Vegas. The 32-bit machine will be sold only through computer stores. At a private dinner for members of the press last March, Leonard Tramiel told ANALOG Computing publisher Lee Pappas and managing editor Jon Bell that "the 32-bit machine is a reality." While Tramiel would not confirm what CPU chip the machine would

have (either the Motorola 68020 or the National Semiconductor 32032) he did have an interesting anecdote about the machine. Apparently, Atari's engineers had hoped to get several prototypes of the 32-bit machine working specifically on developing chip designs for Atari computers, including the STs. Unfortunately, the engineers couldn't work on the 32-bit machine at the expense of working out any bugs on the ST. Instead, the engineers made use of a rather extensive amount of chip development and design equipment left over from the old Atari.

And finally, Atari's decision not to have a display at the Consumer Electronics Show in June was met with negative publicity and rumors concerning the company's financial state. Jack Tramiel emphasized that Atari did not bow out of CES "simply to save $500,000", but that Atari would be represented by a private press conference in Chicago. It should be pointed out that a number of hardware and software companies (Infocom, Electronic Arts) are also not attending the show, but are instead having private press showings and parties to promote their products.

Additionally, Atari officials "lack of comment" over the decision not to have a display at CES was due to said officials attending the Hanover, West Germany Computer Fair. According to sources at the Fair, the showing of Atari's ST computers was "a smash." Overseas dealers and computer owners are reportedly ecstatic over the ST, citing its power, the GEM operating system, and most importantly, its cost. Foreign buyers who have been looking at the Macintosh with envious eyes but can't afford its high price (especially considering the strength of the American dollar) are considering the Atari ST. Jack Tramiel said that he intends for fully half the ST market to be overseas.

In conclusion, the message from Atari at Comdex was, "Today, the U.S. Tomorrow, the world!"

From -4875842608418676971
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From: freak@ihlpa.UUCP (c e malloy)
Newsgroups: net.micro.atari
Subject: A.N.A.L.O.G. TCS #5
Message-ID: <708@ihlpa.UUCP>
Date: Tue, 2-Jul-85 18:13:27 EDT
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Date-Received: Wed, 3-Jul-85 08:46:27 EDT
Distribution: net
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Lines: 55

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05/28/85 ATARI SHORT SUBJECTS

News from Atari has been rather sparse lately, but here are a few noteworthy items on our favorite computer company:

130 ST discontinued

The 130ST, Atari's low-end 16-bit computer, has officially been discontinued. The 130ST was to contain 128K of RAM, as compared to the 512K of RAM contained in the larger 520ST computer. As this was the only difference in the machines, apparently Atari officials decided to cancel it in favor of the more flexible 520ST.

The 520ST, with its larger RAM memory, can be used to develop software for the ST computer, whereas the 130ST would have been limited to low-memory applications. It is assumed that market research indicated that the 130ST would not be a high-demand item.

ST loses TV output.

In an additional announcement, Atari has revealed that the 520ST computer will not be shipped with a television output connector. It will instead put out only video signals for monitors.

ANALOG Computing believes that the loss of the monitor output is not serious, since the high-resolution capabilities of the 520ST will require a monitor for optimum image quality.

GEM to be shipped on disk.

The Graphics Environment Manager (GEM), created by Digital Research for the Atari 520ST computer, will be shipped to initial users on a floppy disk, not in the computer's ROM (Read-Only Memory), as initially planned. This move is being made for early ST shipments only, and later computers will contain ROM chips for the GEM software. The software will boot into the computer's memory at power-up time, and work normally from that point on. The fact that GEM will be RAM-resident means that 192K of RAM will be unavailable for other uses.

ANALOG Computing received the GEM disk, and it is a vastly improved version of the GEM system received with the 520ST development system. Atari hopes that additional improvements will be made and bugs in the software removed before committing GEM to a ROM installation later this year.

Atari back at CES.

Contrary to earlier reports, Atari has re-evaluated its position regarding the Summer Consumer Electronics Show in Chicago, July 2-5. Atari will have a display at the semi-annual electronics trade show, after all, and ANALOG Computing will be there to cover all the action. Publisher Lee Pappas and East Coast Editor Arthur Leyenberger will be there to provide up-to-the minute coverage for the TCS, transmitting reports whenever possible during

the show. So stay tuned to the ANALOG Computing TCS for information on this important event!

From 6754946813934354984
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Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
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From: freak@ihlpa.UUCP (c e malloy)
Newsgroups: net.micro.atari
Subject: A.N.A.L.O.G. TCS #6
Message-ID: <709@ihlpa.UUCP>
Date: Tue, 2-Jul-85 18:14:05 EDT
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Posted: Tue Jul 2 18:14:05 1985
Date-Received: Wed, 3-Jul-85 08:47:01 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 282

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06/10/85 SUMMER CES REPORT

Atari at Summer CES
by Arthur Leyenberger

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Overall, the 1985 Summer Consumer Electronics Show was a low-key event. What?, you ask in amazement! How can a show with attendance of over 100,000 people, thousands of square feet of exhibit space and hundreds of high-tech companies be low key? Well, to be honest, there just is not much exciting news to report.

Several companies bowed out at the last moment. Electronic Arts, Infocom, CBS Software and other companies decided that it would be more cost-effective to not have an exhibit at the show. In several cases, these companies decided to rent hotel suites instead at downtown Chicago hotels to court distributors, retailers and the press.

Even Atari was not going to attend the show until at the last minute the CES promoters made Atari an offer they couldn't refuse: a free booth. With the help of some members from the Chicagoland Atari User's Group, Atari made the best of their small conference room exhibit area. However, for the second time in a row, Atari had the most exciting product at the show: the

CD-ROM.

Many of us are familiar with the new Digital Audio Discs, otherwise known as the Compact Disk (CD). These laser "records" can contain up to 73 minutes of pop, click and static-free music. These same discs can also contain an incredible amount of data (up to 550 Megabytes per side). That translates into the equivalent storage of over 1500 IBM floppy disks.

Tom Rolander, VP of Engineering of Activenture, a California optical media company, was demonstrating a prototype of the new Atari CD-ROM player. This innovative product consisted of the entire 20-volume set of Grolier's Encyclopedia on one CD, occupying 58 megabytes. Another 50 megabytes on the disc consisted of cross-indexing information. Every word in the text of the encyclopedia was cross indexed for retrieval purposes.

Amazingly, the text and indexing information (approximately 100K bytes) consumed only one-fourth of the disc's capacity. Rolander said that the remaining space was large enough to hold approximately 5000 high-resolution 720x350 pixel images. The CD-ROM was connected to the direct memory access (DMA) port of an Atari 520ST computer through an interface. This DMA port allows data transfer rates of up to 1.3 megabytes per second which allowed access to the CD to be incredibly fast.

The CD-ROM encyclopedia allows you to request all references to a particular subject or just browse through the text. Having all of the information on one CD rather than having to search through 5 cubic feet of books is an unbelievable convenience. The quick speed of the search is due to the program not searching the actual text but rather searching through the indexing portion of the information.

Regardless of what you search for, the computer screen will tell you how many entries were retrieved and allow you to look at each one. When presented, the information is displayed in black letters on a white background with the key word highlighted in green. Once information is found, the text can be paged forward or backward, copied to a floppy disk for future use or sent directly to a printer.

Rolander said that Activenture was developing the technology under an exclusive agreement with Atari and the decision of who would market the product had not yet been made. The targeted price for this innovative product is $500, but Atari is trying to shoot for about $350. In fact, Jack Tramiel told me that his target price was $150. Consider this: an inexpensive audio CD player can be purchased for as little as $200 today and the CD-ROM/ST interface may cost as much as $100. Therefore an under $500 price is very realistic. The software (encyclopedia, recipe, historical stock market price, and legal data bases, etc.) is expected to initially sell for $100 to $150 but could come down to the $50 range if significant quantities are made.

Other Atari News

In addition to the CD-ROM which is expected to be available in the fall, Atari also announced a new computer. Called the 260STD, this computer

contains 256K of RAM memory and has TOS (The Operating System), which includes GEM, in ROM. It also has a built-in, single-sided disk drive toward the back of the left side of the computer. The disk drive is a 500K (unformatted), 360K (formatted) 3-1/2 inch micro drive. Unlike the 520ST, the 260STD has a TV video output jack on the rear of the computer. The 260STD looks just like the 520 only a slightly deeper (similar to comparing the 1200XL to an 800XL).

The 260STD is the so-called low-end, "mass market" computer that Atari has mentioned in the past and will be sold at such places as "K-Mart" and "Toys 'R Us". The machine is expected to become available in the fall and will retail for $499. This price does not include a monitor.

The 520ST is slated to be bundled with a disk drive and monochrome monitor. The retail price of the package is said to be $800 and the system will only be sold at computer specialty stores.

Sig Hartmann, Atari's President of Software, disclosed to me that the 520ST computer will never have GEM in ROM. It will always be "soft loaded". Currently, the operating system called TOS (The Operating System) and GEM (Graphics Environment Manager) together require about 220K of RAM. Dave Duberman, Atari's User Group Coordinator, told me that Atari is trying to get the size down to under 200K. If this is accomplished, the 520ST computer will contain approximately 300K of RAM after the operating system is loaded versus the 256K of RAM on the 260STD computer. In terms of available memory then, the two machines are essentially identical, especially with regard to the commercial software market.

However, in talking with Neil Harris, the publisher of Atari's Explorer magazine, it seems that GEM may become available in ROM for the 520ST. The 520ST, according to Harris, will contain sockets for the ROM chips so if (or when) they become available, they can be added. This would give the 520ST twice the memory capacity of the 260STD. Only time and Atari can answer this puzzling question.

Atari's third major hardware product was a direct connect, autodial, auto-answer modem that is Hayes compatible. The XM 301 will sell for under $50 and plugs directly into the serial port on all Atari 800, XL and XE computers. It takes its power from the serial port so there is no AC cord to get in the way and routes the dial tone through the TV speaker. The modem comes with XE-Term, a modem program written by Russ Wetmore that uses XMODEM protocol for up and downloading. The XM301 also comes with over $200 of free time on such on-line services as the Source and CompuServe. There is reportedly a similar, 1200-baud modem, that will sell for under $100.

New Software from Atari

Atari was again showing the Silent Butler, a home financial program for the XE computer. Available in July and costing under $50, this program lets you keep track of three checking and 2 savings accounts. It also allows you to categorize your expense items, for later use when filing your income tax. Your own checks may be used on your dot-matrix or letter quality printer using the supplied plastic holder. The program also provides a tickler file

for appointments.

Atari was showing another product exclusively for the 130XE computer. The Professional is a Lotus 1-2-3 clone that will sell for under $100 and should be available by Christmas. It is essentially a spread sheet program that contains data-base type operations such as sorting and searching. The program uses windowing and pull-down menus and will be functionally equivalent to a planned ST version. The Professional is being developed by VIP Software.

Another product introduced at the show was the Home Astronomer. This under $50 product contains over 15000 plotted stars and will allow the user to view constellations, change point of view and move through time. You will even be able to track Halley's Comet.

The Atariwriter Plus word processing program is in the final stages of testing. It is a super-duper Atariwriter that will retail for under $50 and become available this fall. It is expected that existing Atariwriter files will be compatible with the new version of the program.

One of the most interesting new Atari software products is a GEM look-a-like program that will run on all 8-bit Atari computers. Also developed by VIP Software, the program is called, appropriately, GEM Desktop. The $50 price tag includes a mouse. It should be available by Christmas.

Where's the Beef

Conspicuous by their absence, several previously announced Atari software products were nowhere to be found. Infinity, by Matrix Software, was to be an integrated package containing a word processor, spreadsheet, relational database and telecommunications program. It was supposed to be available for both the ST and XE computers and sell for under $100. Whoops!

Another title, long past due regardless of which Atari announcement you believe, is the Learning Phone. Originally called the Plato cartridge, this under $50 program was going to open up the world of Control Data's Plato educational network to Atari computerists. At the West Coast Computer Faire in late March, Sam Tramiel announced that it would be out in April. Now, Atari says real soon. Darn!

The Song Painter, Atari's "music construction program" for the 8-bit computer line was also nowhere to be found. Another program that was not shown was the Shopkeeper. This was to have been a small business productivity tool that included a cash register simulator, expense report, etc. Oh-my-gosh!

Finally, Crystal Castles and Mario Brothers, two games that were both announced at the last Consumer Electronics Show in January, were not shown. Zap!

On the hardware side of the coin, the 130ST has been officially declared "cancelled" as has the 65XEP. The 130ST with only 128K of RAM was considered to have inadequate memory and the 65XEP 8-bit portable was

thought to have no market. There will be little mourning for these computers as the 130XE, 260STD and 520ST computers are all solid products with a healthy future.

ST Software

With the introduction of the new Atari ST computers just around the corner, a logical question to be asked by both experienced and novice users is what kind of programs can I get for an ST computer? ANALOG Computing was particularly interested in finding out which companies are committed to the new Atari computers and what kinds of software will become available for them.

The following companies have announced ST software. This is the first time this information has been made available. The companies and the descriptions of their products are presented in alphabetical order.

Batteries Included, publisher of such well-known products as B-Graph, HomePak and Paper Clip, has announced a major commitment to the new ST computes. Their first GEM-based product, called "IS" for Integrated Software, will consist of a word processor with built-in spelling checker, a combined spreadsheet and graphics package, a database manager and a stock portfolio package. All of the programs will work together in an integrated manner, says director of product development Michael Reichmann. The portfolio package will be the first release and be available in the fall.

Datasoft has revealed that they do have an ST development system and are planning to introduce ST software by the end of the year. Their most likely first ST titles will be Bruce Lee and Goonies.

Electronic Arts is taking a wait and see attitude on the new Atari ST computers. However, Trip Hawkins, president and founder of the company, has said that they are coding their MacIntosh and Amiga programs in languages such as PASCAL and C in order to more easily port them over to the ST should they decide to enter the market. If they did produce an ST product, it would most likely be a newer, more powerful version of Financial Cookbook.

Epyx, although recently supporting the Atari 8-bit market with such excellent titles as the Lucasfilm games, does not appear to be interested in the ST computer. A representative said that they will wait and see how the ST market develops and then decide what to do.

Haba Systems, a West Coast Software house that has previously developed an marketed software for the MacIntosh, has announced that they will be marketing a line of software for the ST computer. Included in this series of packages will be a word processor, database program, spreadsheet and communications program. They also said they would eventually port all of their MacIntosh software to the Atari ST.

ICD, makers of SpartaDOS and the US Doubler Chip told me that they are interested in the ST computer but have no current plans for specific programs. They plan to closely watch the ST market develop and see what is

needed; then step in with a particular product tailored to the needs of users. Tom Harker, president, made it very clear that they do not want to abandon the Atari 8-bit line, especially the 130XE computer.

Infocom has announced that their entire line of 16 text adventure title will become available for the Atari ST computer. No firm introduction dates have yet been given.

Noah Falstein, product manager for one of the new Lucasfilm games being published by Epyx, says that Lucasfilm has no plans for developing ST software. Rather, they will wait and see how the market develops.

A representative for Mindscape told me that they too have no intention of developing for the Atari ST computer at this time. They feel that the Amiga/MacIntosh is a more viable market. However, they would jump on the bandwagon if the ST becomes a success.

Scarborough is another company that is not currently doing any development for the ST computer. They feel, as do several other companies, that the Mac and Amiga markets are where the action is (or will be). And of course, if the ST is a hit, they will join the rush to produce ST software.

Sierra On-Line has announced that they will market the popular submarine simulation game, Gato, for the ST computer family. Gato, originally introduced for the IBM computer, puts you in the captain's seat of a World War II submarine. Your mission: find and destroy the enemy Japanese fleet. I have spent many hours playing the PC version of the game and have recently seen the MacIntosh version. The ST version should be excellent.

Spinnaker is planning on ST developing ST software. Says Seth Godin, "...the [ST] machine is custom made for our interactive fiction games. It has the sound, graphics and memory". He also sees the ST as a strong product and is pleased with the cooperation he has received from Atari.

However, Synapse is taking a wait and see attitude regarding the ST computers. According to president Brian Lee, they have not yet obtained an ST development system and he is unsure of the demand for the machine. If the machine takes, naturally he will jump in, adds Lee.

Next month Analog Magazine will complete our CES coverage by presenting other hardware and software announcements made at the show.

From -6369007495631558061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,41431bdb1d61a53,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-02 15:18:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihlpa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!ihlpa!freak
From: freak@ihlpa.UUCP (c e malloy)
Newsgroups: net.micro.atari

Subject: A.N.A.L.O.G. TCS #7
Message-ID: <710@ihlpa.UUCP>
Date: Tue, 2-Jul-85 18:18:36 EDT
Article-I.D.: ihlpa.710
Posted: Tue Jul 2 18:18:36 1985
Date-Received: Wed, 3-Jul-85 08:47:41 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 354

06/18/85 CES WRAP-UP

Summer CES Wrap-Up

by Arthur Leyenberger

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In this article, we wrap up our CES coverage by reporting on other new products from companies exhibiting at the semi-annual electronics show. In past years, each show typically had a theme. Usually informal, and definitely not announced, it was obvious what the latest fad, trend or new products were that year. Previously games or educational software were the themes.

This year no one theme emerged except that several major software companies decided to to attend the show. But looking at the products from the various manufacturers, two central ideas were present: more value for your computer purchase and more mature entertainment products. Also, everywhere you looked, software for Apple, Commodore and Atari computers all used some form of pull down menus, windows and icons. And these techniques were used on 8-bit computers. Here then is what's new from the rest of the 1985 Summer Consumer ELectronics Show.

Activision had several new programs for the Atari. Garry Kitchen's Gamemaker: The Computer Game Design Kit is a programming tool for the creation of your own computer games. Using only a joystick, you select from various menus to choose the different aspects of a game you wish to create. Pre-programmed characters such as an airplane, rocket ship, flying saucer, ducks and a running man are included. The program also lets you select the speed of movement and direction of the characters, background scenes, sound effects and even music.

The Game Design Kit also lets you save your game creations on a separate disk so that you can give them to your friends. Saved games do not require the Design kit in order to run.

Another new Activision game is called Fast Tracks: The Computer Slot Car Construction kit. This is also a do-it-yourself program in which you can

create, edit and save slot car tracks and then race on them. The program is joystick controlled whereby you select from a menu of track sections such as curves, loops and underpasses in order to assemble your track piece by piece. The track difficulty level and the slot car itself can be custom designed to whatever you want. The program also includes several pre-designed race courses to get you up and racing immediately.

Hacker is the third Activision game that was shown at CES. Much like a mystery movie, Hacker has no instructions, goal or guidelines: you simply boot the disk and the program asks you to log on. What you do after that is totally up to you. All you know when you start the game is that you have "accidently" broken into an unknown computer system and have stumbled onto a secret beyond anything you could imagine. With no rules, clues or background information you must find out whose system you have logged onto and what is going on. All Activision will say about the program is that there is a mystery to be solved and there may be several solutions to the problem.

Alter Ego is Activision's game designed for wimps. The program allows the player to vicariously experience living the life of someone else. As you are presented with situations and events, you can respond in any way you want and see how that behavior molds your personality. With Alter Ego, you can consider many different ways you might live in an entertaining and totally risk-free way. After each decision is made and entered the computer narrator explains the outcome and the possible consequences of that choice. Over time the effects of choices made early in life will affect the situations you later face.

The Game Design Kit, Fast Tracks, Hacker and Alter Ego will be available by the end of the year and each cost under $50.

Batteries Included, the Canadian firm responsible for two good programs, Paper Clip and HomePak, was showing a new 80-column cartridge for the 8-bit Atari computers. The BI-80 will work on the XL and XE computers and plugs into the cartridge slot. It is priced at about $80 and will work with a new version of Paper Clip and HomePak due out this fall.

Batteries Included announced that they would send a free BI-80 cartridge to any legitimate software developer, complete with its specifications. This open-minded attitude is refreshing in this industry and perhaps may yield a significant number of programs that will work with this product. A standard may be created in the Atari 8-bit line which is fine with me. It would also be fine with Batteries Included.

Broderbund Software had only a few Atari related announcements. Championship Lode Runner will become available for the Atari computer this fall. Also, their new game Karetaka, will be available for the Atari. Karetaka is unique in that it is the first and only game that I know of that uses film-style cutaway views for the game screens. When approaching an enemy, for example, the screen first shows your player, then it cuts to a view of the opponent approaching, then back to you again. This technique is used effectively in this karate-combat-adventure game.

Another new game shown by Broderbund was Lode Runner's Rescue. This game follows in the footsteps of Lode Runner in that your character must traverse a series of 46 mazes on the way to your goal. You are Alexandra, the daughter of the famous Lode Runner, trying to reach your father's prison cell. Naturally you must pick up keys and avoid the hostile guards on your journey. The game also features a game editor in which you can create your own screens containing elevators, trap doors, enemy guards and rushing rivers. Lode Runner's Rescue will be available for the ATari this fall and cost $30.

Broderbund also announced the Print Shop Graphics Library Disk Two. This $25 disk, available this fall, provides 120 additional designs, symbols and pictures for use with your Print Shop graphic creations. Images in six new categories consist of such items as a tractor, jukebox, microscope, whale and cross. The Print Shop lets you easily write, design and print your own greeting cards, letterheads, banners and signs.

Computer Magic was showing an interesting product that will appeal to robot lovers of all ages. Called Robot Link, this program runs on any Atari 8-bit computer and lets you control Tomy Omnibot and Verbot robots. This software is unusual in that you do not need to actually walk the robot through its series of steps in order to train it to do something. Various sequences can be saved to disk and later reloaded.

The software package also comes with several games that take advantage of the program's unique ability to make one of the Tomy robots move in a random fashion. In addition, Robot Link allows you to have more precise control over the maneuverability of your robot. Robot Link will sell for approximately $40.

A small Oregon company named Covox had an intriguing product at the show. They were exhibiting a voice recognition and voice synthesis unit for Apple, Commodore and Atari computers. Called the Voice Master, it lets you record words in any language using your own pitch and accent and have the program later recognize and speak the words. Included in the $90 price is another program called the Voice Harp. This program lets you perform, compose and write music simply by humming or whistling into the microphone. Seeing (and hearing) it in action is truly uncanny.

The Voice Harp lets you produce various tone qualities, different keys and multi-note harmonies. You can even see the notes scrolling on the screen on a musical staff as you hum or whistle. The results of your composition can be edited, saved and even printed. I look forward to obtaining a Voice Master in the near future in order to do a full-scale review.

Datasoft was showing something old, something new and something borrowed. The borrowed titles shown were licensed originals from other companies. From Atari, Datasoft is now marketing Pole Position, Pac-Man and Dig Dug. They are also marketing Zaxxon from Sega. In the something old category, Datasoft is continuing to sell the Conan, Mancopter and Bruce Lee games. For something new, Datasoft announced several games for the Atari computer. Mr. Do and Pole Position II have been around for a while but are now making their debut on the Atari computer. Mr. Do is similar to the popular arcade

game. Pole Position II is also an arcade translation, complete with four tracks and the ability to create your own track. Another acquired arcade license is Elevator Action by Taito. Elevator Action and Pole Position II will be available in the fall and retail for about $30.

Three entirely new game were previewed by Datasoft. Zorro, based on the famous character created by Johnston McCulley in 1919, has appeared in the movies, on TV and in comics. Now the computer game arrives with the same villain that we all hate: Sergeant Garcia. The game begins with the abduction of a fair maiden by Garcia's soldiers. Zorro's pursuit takes him through 15 increasingly more difficult screens, including four in the catacombs beneath the mission graveyard. As Zorro, you leap from rooftops, trampoline your way from one floor to another and engage Garcia and his soldiers in duels.

Another new title from Datasoft has a movie tie-in with the new Spielberg film: Goonies. Following the adventures of the Goonie kids in the film, each screen is an elaborate Rube Goldberg type maze. Your goal is to obtain the pirate's treasure while avoiding the evil Mama Fratelli.

Datasoft's third new game is called Alternate Reality. It is a fantasy role-playing game in which you have been abducted by an alien spacecraft and transported to another time and place. In the first episode, "the city", you must learn basic survival skills such as finding food, shelter and money. The goal: return to Earth or seek revenge on your abducters.

Zorro, Goonies and Alternate Reality will be available for the Atari computer this fall. Alternate Reality will sell for $40 while Goonies and Zorro will sell for $30. Datasoft has not been very strong in the Atari market lately but we wish them the best of success with their line-up of highly recognizable titles.

Electronic Arts was not at the show but had a hotel suite in downtown Chicago. They were showing nothing new for the Atari computer at this time but told me that Skyfox, Adventure Construction Set and Road Racing Destruction Set would probably become available for the Atari 8-bit computer line by the end of the year. They have purchased the rights to the arcade hit, Marble Madness and mentioned that a version may appear for the Atari ST computers. Also, an enhanced Financial Cookbook, may become their first ST product.

Epyx Software, the folks who brought you Rescue on Fractalus and Ballblazer, two great Lucasfilm games, were proudly showing two additional Lucasfilm games. The Eidolon, one of the two new games, allows you to become an adventurer on a magical journey. In a kind of inverted Fractalus, you roam throughout caverns populated by trolls, greps and dragons. Your goal is to find the inventor of a 19th century time machine and learn the secrets of its use.

The other new Lucasfilm game is called Koronis Rift. This is really a strategy game in action game clothing. You play the role of a futuristic techno-scavenger who discovers the Koronis Rift: the legendary weapons testing grounds for an ancient race of beings. Unfortunately for you, this

neat technology is guarded by a genetically engineered race of creatures who have outlived their creators. It's up to you to decide what weapons and technology to recover in order to survive.

Both Eidolon and Rift employ Lucasfilm's fractal generators to create ever-changing 3-D landscapes and caverns. These techniques appear to be even better than those used on the first two Lucasfilm games. Explosions look more realistic, objects seem lighter in the distance and more colorful objects appear on the screen. These games will be available in the fall and will sell for about $30.

The latest in the series of sports games from Epyx is The World's Greatest Football Game. As a computer coach, you can play against the computer or another opponent with up to 120 different plays, choosing either offense or defense. The game will sell for about $30 and be available by the time you read this.

Epyx also announced that a new enhanced version of Temple of Apshai will be available for the Atari computer soon. Called The Trilogy, this dungeons and dragons type of adventure role-playing game features 1400 separate chambers, multiple dungeon levels, improved graphics and faster action play. The game will cost $30 and includes the original Temple of Apshai, Curse of Ra and Upper Reaches of Apshai.

A company called Enhanced Technology Associates was demonstrating some interesting products in the back of the Atari booth. They have a product called Virtuoso that allows you to create and edit sounds on the Atari computer. What is unique about their program is that you do not need to read music in order to use it effectively. The program is primarily joystick controlled and you simply draw the melody on the screen. Once this is done, note names can be displayed, timing may be changed and sections cut and pasted for future use.

Virtuoso requires an Atari 130XE computer and will sell for under $50. It will be available by the time you read this. Another of ETA's products is Virtuoso MIDI. This is a two-part product: An enhancement to the original Virtuoso program and a hardware interface. The company says that existing owners of Virtuoso can upgrade to the new product for the difference in price. ETA's MIDI interface will sell for under $150 and the program will cost $50. The MIDI Virtuoso requires an Atari 130XE computer and will be available by January.

Joseph Lyons, one of the partners of ETA told me that they will also be coming out with MIDI Virtuoso for the Atari ST computer by summer 1986. Few details are available now but they are committed to supporting the ST computer.

ICD, makers of SpartaDOS, were showing some interesting products. Their new SpartaDOS Construction Set appears to be the most sophisticated and powerful DOS for the 8-bit Atari computer. The program sells for $40 and offers an amazing array of features including many utilities. When used on the 130XE computer, a RAMdisk is created which can be configured as drive 1-8. Directories can be used, batch files created, individual files or

entire disks locked (protected) and drive speed checked.

SpartaDOS also time and date stamps files and even lets you change these parameters. A disk can be given a volume name and changed at any time. Their are just to many features to mention here.

Another product shown by ICD is their R-Time 8 Cartridge. This is a real-time clock for the Atari computer. Using SpartaDOS without this cartridge allows you to time and date stamp your files but you must enter the time and date each time you power up your computer. With the R-Time cart, time and date information is automatically kept for you. Also, continuous time/date information can be displayed on the screen and is easily accessible from Basic and other languages. The cartridge uses a 5-year battery, sells for $70 and has its own expansion port. That way you can keep this cartridge in your computer at all times and plug other cartridges into it.

Microbits Peripheral Products (MPP) has supported Atari owners for years and is one of the few "oldtimers" in this young computer business. At CES they were showing everything from hard disks to inexpensive 1200 baud modems. MPP has two hard disks, a 5 megabyte and a 10 megabyte system. The 5 MB system will sell for under $1000 and includes the hard disk interface, hard disk and software. The 10MB system will probably sell for under $1200. If you already have a hard disk, then you can buy the hard disk interface for under $250. I saw the 10MB system working with and 800XL and loading files is fast.

MPP will also be introducing a 1200 baud modem for the Atari that will sell for under $200. That price will include terminal software. MPP is also currently working on a brand new telecommunications program that will run on everything from Atari STs to IBM PCs to Atari 800s. The hard disk systems and modem will be available by the time you read this.

Another new product from MPP is the Micronet networking system. This net will handle up to eight Atari computers running off of one set of peripherals. Standard Atari SIO peripherals may be used for a very cost-effective multi-station Atari setup. An eight-workstation arrangement with Atari XL computers, color monitors, one set of peripherals and Micronet would cost roughly $3500, about one-third the cots of similar Apple setup.

A piece of hardware, appealing mostly to hackers and hardware buffs, is a product called Microport. This is a breadboard which interfaces from the Atari computer to the real world. It plugs into the parallel port on either an XL computer or a 130XE and gives you eight control channels. It will sell for $50 and be available by the time you read this.

Mindscape announced that their only new product for the Atari, The Halley Project: A Mission in Our Solar System, is available now. This is a real-time space adventure simulation written by Tom Snyder. Every planet, star or moon depicted in this program moves at the same rate of speed and in the same orbit as they actually do in our solar system.

The Halley Project uses high resolution graphics and attention to detail in

what looks like a very good simulation of outer space. Players must qualify for the top secret "Halley Project" by completing a series of navigational tests. Through the tests and obstacles the program helps the players master facts about our solar system, including Halley's Comet and its orbit. An understanding of gravity, atmospheric conditions, orbital motion, relative size, position and orbits of planets and moons, location of constellation and how eclipses work are all provided. The Halley Project will sell for $45.

Synapse Software, now owned by Broderbund, is reported to be in healthy financial condition. This is evident by their introduction of several new products for the 8-bit Atari computer line. Mindwheel and Essex are two new text adventures announced by Synapse. Billed as ELectronic Novels, these two novels are said to pick up were the printed word leaves off. What is interesting is that you begin these adventures by reading a hard-bound book that sets the stage and describes the characters. Then, you begin the text adventure on your computer as a continuation of what you have just read.

The parser used in these text adventure games is as good as that used by other text adventure publishers. Mindwheel is a journey into the minds of four deceased people of extraordinary power. Off-the-wall humor is used throughout the adventure which adds to its unique quality. Essex is the story of an intergalactic search and rescue mission.

Synapse also announced new versions of SYNCalc and SYNFile+ that will take advantage of the extra memory in the Atari 130XE computer. If you already own either of these excellent products, Synapse is offering a $10 upgrade policy. For $10 and your current disk, Synapse will send you the new improved version of the program. This offer is being done through their customer service department.

Synapse has also announced the SYNCalc Template Disk. Available by the time you read this, this product features 22 different templates for use with the SYNCalc spreadsheet program. Spreadsheet formats and formulas in such areas as stock/bond evaluation, expense reporting, mortgage payment analysis, personal net worth and conversion tables are offered on this $19.95 disk. These templates make an already excellent and useful program even more worthwhile.

Another new product was announced by Synapse. Called Letterhead, this program integrates word processing, an address file and a graphics capability. Using windows and drop down menus, Letterhead allows you to create and save letter formats, create letterheads using multiple fonts and use a tickler-style address file for keeping track of your data. A keyboard, joystick, touch tablet or mouse can be used with this program. Letterhead will be available in late fall and sell for under $50.

From 6534589387852879269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,40104eeb256c4a7b,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,f5944dd73301226a

X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-07-02 18:29:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!decwrl!
greipa!pesnta!pertec!scgvaxd!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.cbm,net.micro.atari
Subject: Re: "Valid" AMIGA info (more rumors)
Message-ID: <688@cadovax.UUCP>
Date: Tue, 2-Jul-85 21:29:51 EDT
Article-I.D.: cadovax.688
Posted: Tue Jul 2 21:29:51 1985
Date-Received: Sun, 7-Jul-85 06:11:05 EDT
References: <1655@amdahl.UUCP>, <nf11100002@unido.UUCP> <673@cadovax.UUCP>,
<297@eneevax.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 18
Xref: watmath net.micro.cbm:1508 net.micro.atari:921

[..............]

I heard 2 rumors recently about the Amiga and the ST:

1. The Atari ST runs its Video at 70 hz. This rumor came from the fact that
   someone who talked to a computer store salesperson (in Canada) claiming
   to already have a monitor (wanting to get out of the package deal) was
   told "you don't have one of these, it runs at 70 hz".

2. The Amiga has the capability to gen-lock it's video to an external source.
   If this is true (seen in a recent EE Times) and it works full color (they
   mentioned overlaying on video signals) then I MIGHT be willing to sacrifice
   flicker-free (60-70 hz non-interlaced) for NTSC compatibility. Otherwise,
   anything less that 60hz non-interlaced is unacceptable (screw NTSC).

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd

From -5237733720303350046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,20e5d85282cafdb2,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,20e5d85282cafdb2,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-07-03 06:54:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ritcv.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!genrad!mit-eddie!think!
harvard!seismo!rochester!ritcv!jeb6589
From: jeb6589@ritcv.UUCP (James E. Berg)
Newsgroups: net.micro.atari,net.micro
Subject: Disk Drive Problems

Message-ID: <8822@ritcv.UUCP>
Date: Wed, 3-Jul-85 09:54:20 EDT
Article-I.D.: ritcv.8822
Posted: Wed Jul 3 09:54:20 1985
Date-Received: Fri, 5-Jul-85 06:19:28 EDT
Distribution: net
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 19
Xref: watmath net.micro.atari:917 net.micro:10925

Does anyone know if there is some place in the northeast that repairs Trak Disk Drives. If you do I would appericate knowing who, where, and how much if you know all of the preceeding information.

Alternately does anyone know where I can get a service/repair manual for a Trak AT-D2 and/or schematics.

The problem appears to be in the touch sensitive circuitry, th drive will not stay turned on.

Also anyone who has access to BITNET, you may want to check out the Atari Forum at CSNEWS@MAINE. It has just been started so feel free to add to it.

Thanks,
Jim Berg

UUCP: ritcv!jeb6589
BITNET: jeb6589@ritvaxc

From -7707775494374227659
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d5a8fc541a65dc98
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-03 07:55:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site hlwpb.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!mhuxh!hlexa!hlwpb!scj
From: scj@hlwpb.UUCP (S.C. Jones)
Newsgroups: net.micro.atari
Subject: Re: Inside GEM ?
Message-ID: <349@hlwpb.UUCP>
Date: Wed, 3-Jul-85 10:55:09 EDT
Article-I.D.: hlwpb.349
Posted: Wed Jul 3 10:55:09 1985
Date-Received: Thu, 4-Jul-85 04:21:40 EDT
References: <299@looking.UUCP> <8478@watarts.UUCP>
Organization: AT&T Bell Laboratories, Short Hills, NJ
Lines: 8

> It's a long time to wait, but Doctor Dobbs Journal has promised
> "A Programmers Guide to GEM" for their December issue.

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
:wq

q

From -5658021144243108101
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,febe78449a96f9b6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-07-03 09:19:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!whuxl!houxm!ihnp4!pesnta!pertec!
kontron!steve
From: steve@kontron.UUCP (Steve McIntosh)
Newsgroups: net.micro.atari
Subject: Re: Re: ANTIC Online CES Wrapup report
Message-ID: <319@kontron.UUCP>
Date: Wed, 3-Jul-85 12:19:23 EDT
Article-I.D.: kontron.319
Posted: Wed Jul 3 12:19:23 1985
Date-Received: Fri, 5-Jul-85 07:29:01 EDT
References: <219@bocar.UUCP> <195@cositex.UUCP>
Organization: Kontron Electronics, Irvine, CA
Lines: 18

>   ... what is the difference between
>   buying the smaller model or the larger model? It seems as if
>   they both ultimately have the same amount of usable RAM! I
>   am not referring to updates to the 520ST where GEM & TOS will
>   be built in, but rather to the machines available now (or soon).
>   Why buy the present 520 over the present 260?
>
> Steve Sanderson, COSI Texas

According to the West Coast Atari distributer, they don't expect to see
any of the smaller machines until late fall - in time for the xmas rush.

By then, the 520 is expected to have TOS and/or GEM in rom, and you will
recover the ram space.

[Believe it or not, quite a few people I know of could care less about
GEM - on disk or in ROM. And they are ALL going to buy ST's if they don't
buy Amiga's.]

From -4652597018462982001
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f661886ea7762dba,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-07-03 14:10:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: RE: De Re Atari
Message-ID: <18453@mgweed.UUCP>
Date: Wed, 3-Jul-85 17:10:17 EDT
Article-I.D.: mgweed.18453
Posted: Wed Jul 3 17:10:17 1985
Date-Received: Thu, 4-Jul-85 05:56:52 EDT
Organization: AT&T Information Systems - Montgomery Illinois
Lines: 27

For those interested in the book 'De Re Atari', the latest issue of
ANTIC magazine has a letter from a reader stating that it is available
from American TV Sales for $12.50 plus $4 shipping and handling.
Their address is:

American TV Sales and Service
15338 Inverness St.
San Leandro, CA 94597
(415)-352-3787

According to an ad for Computer Palace, they also carry it for
$17.90 plus $2.90 shipping and handling. Their address is:

Computer Palace
2160 W. 11th Ave.
Eugene, OR 97402
(503)-683-5361
(800)-452-8013 toll free for orders only.

These are some sources in addition to ATARI themselves. Hope this
helps...

Kit Kimes
AT&T Information Systems
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 7626220161100001814
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bb30223ab41ceff0,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,bb30223ab41ceff0,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-07-03 18:02:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP

Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!decwrl!
greipa!pesnta!hplabs!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.cbm,net.micro.atari
Subject: C64 Graphics Package in Dr. Dobbs
Message-ID: <692@cadovax.UUCP>
Date: Wed, 3-Jul-85 21:02:56 EDT
Article-I.D.: cadovax.692
Posted: Wed Jul 3 21:02:56 1985
Date-Received: Mon, 8-Jul-85 00:37:30 EDT
Organization: Contel Cado, Torrance, CA
Lines: 48
Xref: watmath net.micro.cbm:1509 net.micro.atari:922

[.............]

Hi gang!

I don't know if any of you out there noticed or not, but the May 1985 issue of Dr. Dobbs Journal had a very interesting solids-type graphics package for the C64. It was written primarily in 6502 machine code with hooks to Basic. It would appear that there are few machine dependencies of this package, and I am interested in converting it to run on the Atari. I contacted the author, who was only able to provide me a copy on a C64 diskette. Unfortunately, I only know 2 people who have C64's, one of them dosen't have any kind of standard interface such as RS232 etc., and although the other person has a modem, he knows very little about the associated programs and lives about 1 hr. away driving time. (plus the fact that I know relatively zip about the c64).

I was wondering if anyone out there might be able to assist me in somehow converting the source files of this package to some form that I can deal with. I can make use of the following:

- 5 1/4" Atari
- 8" CP/M-80
- 5 1/4" IBM P.C.
- MacIntosh disks
- 9 track tape (for VAX)
- Modem (if you don't live to awfully far away, or have a suggestion that might minimize the phone bill) I am Hayes compatible (1200/300)

Or, if you can download to UNIX, maybe you could post it to me, etc. If you need the C64 disk, I can mail it to you. Any of the above formats I can then convert to the Atari disk that I need to get the job done.

The source is in about 7 relatively short files (couple of magazine pages max, in the Dr. Dobbs article), and conversion of the few short Basic files might also be useful, as the differences are not that great and the programs are short.

If by some stroke of luck someone out there has already accomplished this feat (for the Atari that is), please let me know, it could save me a lot of headache if we could work something out.

Send me mail if you have any suggestions, solutions, etc., and Thanks!!!

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd

From 8455585238957991112
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d7036e5c70a221b6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-03 17:09:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site reed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!houxm!vax135!cornell!uw-beaver!
tektronix!reed!omsi
From: omsi@reed.UUCP (OMSI)
Newsgroups: net.micro.atari
Subject: Bounty Bob Strikes Back...
Message-ID: <1242@reed.UUCP>
Date: Wed, 3-Apr-85 20:09:25 EST
Article-I.D.: reed.1242
Posted: Wed Apr 3 20:09:25 1985
Date-Received: Sat, 6-Apr-85 01:37:24 EST
Organization: Reed College, Portland, Oregon
Lines: 28

[Oh yeah? Well the same to you!]

After playing Bounty Bob Strikes Back, a sequel to Miner 2049'er,
and only briefly seeing level 8 before my last man got killed off,
I've disovered a few things:

To warp to level 4, on the first screen, right after getting the
flower pot, hold down the START and press 1.

As for the Special Code in the option menu, try the following
and press OPTION after selecting the number:

40 - quick way to fill the high score table if the table is empty.

69 - such a dirty mind!

100 - take a look at Bob after you try this one.

213 - Ah, the old area code of Big Five.

818 - The right area code.

If anyone else has found a code that does something or knows how to

warp to other levels (I was told the next warp was to level 12) send
me some mail.

Russell Schwartz
...!tektronix!reed!omsi

From 3603723919760768901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25c3b1a1dc79ba3d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-03 19:21:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mcnc.mcnc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: Re: VT100 or VT52 Emulator for the 1030 and/or 835 modems
Message-ID: <446@mcnc.mcnc.UUCP>
Date: Wed, 3-Apr-85 22:21:59 EST
Article-I.D.: mcnc.446
Posted: Wed Apr 3 22:21:59 1985
Date-Received: Sun, 7-Apr-85 04:02:37 EST
References: <1617@ritcv.UUCP>
Reply-To: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Distribution: net
Organization: Microelectronics Center of NC; RTP, NC
Lines: 15
Summary:

To: decvax!genrad!panda!talcott!harvard!seismo!rochester!ritcv!lbt3599
Subject: Re: VT100 or VT52 Emulator for the 1030 and/or 835 modems
Newsgroups: net.micro.atari
In-Reply-To: <1617@ritcv.UUCP>
Organization: Microelectronics Center of NC; RTP, NC
Cc:
Bcc:

iThere is a public domain program called VT10SQ. You'll get the
binary version, though its probably written in something like ACtion!
It's fairly commonly available, and emulates an 80 col. screen by
using graphics 8 mode to draw out characters & so on. It runs with both
the 850 & 835/1030 modems thanks to Russ Wetmore etals. new R handler.
Send disk etc. if interested..its is public domain.
    Ravi   (I'm ravi@mcnc)

From -5332959900435579653
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4df04a70522c587d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-03 19:24:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: Notesfiles; site mcnc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!hplabs!hpisla!hplvla!mcnc!
ravi
From: ravi@mcnc.UUCP (ravi)
Newsgroups: net.micro.atari
Subject: language survey
Message-ID: <447@mcnc.UUCP>
Date: Wed, 3-Apr-85 22:24:00 EST
Article-I.D.: mcnc.447
Posted: Wed Apr 3 22:24:00 1985
Date-Received: Sun, 14-Apr-85 03:57:03 EST
References: <990013@acf4.UUCP>
Organization: Hewlett-Packard
Lines: 2

Action!

From 169831367422065365
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4df04a70522c587d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-03 19:24:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mcnc.mcnc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: Re: language survey
Message-ID: <447@mcnc.mcnc.UUCP>
Date: Wed, 3-Apr-85 22:24:07 EST
Article-I.D.: mcnc.447
Posted: Wed Apr 3 22:24:07 1985
Date-Received: Sun, 7-Apr-85 04:03:04 EST
References: <990013@acf4.UUCP>
Reply-To: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Organization: Microelectronics Center of NC; RTP, NC
Lines: 2
Summary:

Action!

From -3109097322006250744
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5b3553f24bcec51,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-04 11:24:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!godot!mit-eddie!genrad!decvax!

ittvax!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Taking orders for Atari ST series
Message-ID: <520@cadovax.UUCP>
Date: Thu, 4-Apr-85 14:24:19 EST
Article-I.D.: cadovax.520
Posted: Thu Apr 4 14:24:19 1985
Date-Received: Fri, 12-Apr-85 03:39:27 EST
Organization: Contel Cado, Torrance, CA
Lines: 20

[..............]

A friend of mine just gave me a copy of a catalog for 'Computer Palace',
2160 W. 11th ave, Eugene, OR 97402, that includes information and pricing
for the Atari ST line. While disk drives and monitors are not mentioned,
the 130ST is listed at $399, and the 520ST at $599. I gave them a call,
and they are presently taking orders, with delivery to them expected at
the end of this month. They indicated that some people now have them,
and that users groups get first crack. They also indicated that their
backorder level was getting high, and that it would be wise for anyone
who wants one to get their order in soon.

In addition, it was stated that Logo is built in, and Basic is extra in a
80k cartrige.

You can reach their order desk at 1-800-452-8013

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd

From 1294495562973111818
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,685758edb17dc509,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,685758edb17dc509,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-04-05 11:06:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site water.UUCP
Path: utzoo!watmath!watnot!water!jbtubman
From: jbtubman@water.UUCP (Jim Tubman [LPAIG])
Newsgroups: net.micro,net.micro.atari
Subject: Jackintosh mid-May Intro in Canada
Message-ID: <431@water.UUCP>
Date: Fri, 5-Apr-85 14:06:05 EST
Article-I.D.: water.431
Posted: Fri Apr 5 14:06:05 1985
Date-Received: Sat, 6-Apr-85 02:08:45 EST
Distribution: net
Organization: U of Waterloo, Ontario

Lines: 53
Xref: watmath net.micro:9939 net.micro.atari:737

This appeared in the Friday, April 5 edition of the Toronto Globe and Mail. It will be of interest to Canadians and Americans living near the Canadian border. All figures are in Canadian dollars ($1 CDN = $0.73 US, approx). Reprinted without permission.

JACKINTOSH TO POP UP IN MID-MAY IN CANADA

By Jonathan Chevreau

The new general manager of recently formed Atari (Canada) Corp. of Toronto says its 520 ST, or "Jackintosh," personal computer will be available in Canada in mid-May, one month before it is on sale in the United States.

The Jackintosh, a colour home computer similar to Apple's Macintosh, is the brainchild of Jack Tramiel, who recently acquired Atari Inc. of Sunnyvale, Calif., after being at the helm of Commodore Interational Ltd. of the Bahamas.

Atari Canada, a wholly owned subsidiary, began operations in January under Ian Kennedy, director of sales and marketing and soon to be general manager. He and three other senior executives followed Mr. Tramiel from Commodore to Atari.

In the days of the video game boom, Atari video games were distributed in Canada by Irwin Toy Ltd. of Toronto. Irwin still distributes the 2600 game machine, but the new line of personal computers is being handled by Atari Canada. It is currently operating out of downtown sales offices, but plans to move to a showcase and warehouse in the spring.

Mr. Kennedy projected sales of $35-million for 1985. Atari Canada plans to spend, initially, about 10 to 12 per cent on advertising, with the figure declining to 7 per cent in later months.

No Canadian R and D or manufacturing is expected in the short term. The machines use many North American-made components but are assembled in Taiwan.

While the home computer market has been depressed of late, Mr. Kennedy expects next Christmas to be a lively contest between Atari and Commodore. As well as the Atari model, the market will see Commodore's new Amiga.

The ST's name stands for Sixteen/Thirty-Two -- the number of bits that can be processed by its Macintosh-like processor. The ST resembles the Macintosh closely, employing icons or images, a mouse and pull-down menus.

However, the Jackintosh, and presumably the competitive Amiga, will cost much less than the Macintosh, and will have a colour monitor.

The Jackintosh will cost $1,300 in Canada for a configuration that includes the main processor unit with 500 [sic] kilobytes of memory, a monitor, 3.5 inch disc drive and mouse. Atari also plans to introduce a 15-megabyte hard disc drive that will cost less than $500, a printer for about $350, and an

integrated software package that costs less than $100. The package has word processing, telecommunications, data base management, a spreadsheet and graphics.

From 4969890020220610465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,748d82223c02ae99,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-05 15:59:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site sdcc6.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcc3!sdcc6!ix408
From: ix408@sdcc6.UUCP (Cris Rys)
Newsgroups: net.micro.atari
Subject: How about a new newsgroup "net.micro.atari.ST"?
Message-ID: <1994@sdcc6.UUCP>
Date: Fri, 5-Apr-85 18:59:53 EST
Article-I.D.: sdcc6.1994
Posted: Fri Apr 5 18:59:53 1985
Date-Received: Sun, 7-Apr-85 04:32:36 EST
Organization: U.C. San Diego, Academic Computer Center
Lines: 10

Soon the new Atari ST will be coming out. And I am sure those
of you with old atari's don't want to see all the gab about the
new atari ST. And those who do want to hear about the Atari ST
don't want to hear about the old Ataris.
So what do you guys say, a new newsgroup called
'net.micro.atari.ST' or 'net.micro.st' ?
or not?

Cris Rys
sdcsvax!sdcc6!ix408

From -1318318876896273569
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8c8712a32edf4c00,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-05 18:22:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site utcsri.UUCP
Path: utzoo!utcsri!hofbauer
From: hofbauer@utcsri.UUCP (John Hofbauer)
Newsgroups: net.micro.atari
Subject: Availability of new atari machines
Message-ID: <985@utcsri.UUCP>
Date: Fri, 5-Apr-85 21:22:41 EST
Article-I.D.: utcsri.985
Posted: Fri Apr 5 21:22:41 1985
Date-Received: Fri, 5-Apr-85 21:41:36 EST
Distribution: net

Organization: CSRI, University of Toronto
Lines: 15

According to the Globe and Mail (April 5), the new general manager of recently formed Atari (Canada) Corp. of Toronto says its 520ST computer will be available in Canada in mid-May, one month before it is on sale in the United States.

Sales of $35-million are being projected for 1985, with about 10 to 12 percent being spent on advertising initially, declining to 7% in later months.

The basic configuration of processor, 512K of memory, monitor, 3.5-inch disc drive and mouse will cost $1300 (Can.). Atari also plans to introduce a 15-megabyte hard disc for about $500 (Can.), a printer for about $350 (Can.) and an integrated software package for less than $100 (Can.) The package has word processing, telecommunications, data base management, a spreadsheet and graphics.

From 5554043036349939520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,748d82223c02ae99
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-07 03:15:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site utcs.UUCP
Path: utzoo!utcs!physics
From: physics@utcs.UUCP (David Harrison)
Newsgroups: net.micro.atari
Subject: Re: How about a new newsgroup "net.micro.atari.ST"?
Message-ID: <574@utcs.UUCP>
Date: Sun, 7-Apr-85 06:15:30 EST
Article-I.D.: utcs.574
Posted: Sun Apr 7 06:15:30 1985
Date-Received: Sun, 7-Apr-85 09:09:16 EST
References: <1994@sdcc6.UUCP>
Reply-To: physics@utcs.UUCP (David Harrison)
Organization: University of Toronto - General Purpose UNIX
Lines: 7
Keywords: No

I don't think this newsgroup has sufficient traffic to split it up. So I vote "no" to net.micro.atari.st
---
Dave Harrison, Dept. of Physics, Univ. of Toronto,
...utzoo!utcs!{physics,utfyzx!harrison}

From -3923170873245726097
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,748d82223c02ae99
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-04-08 05:36:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihu1n.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!ihu1n!freak
From: freak@ihu1n.UUCP (c e malloy)
Newsgroups: net.micro.atari
Subject: Re: How about a new newsgroup "net.micro.atari.ST"?
Message-ID: <242@ihu1n.UUCP>
Date: Mon, 8-Apr-85 08:36:10 EST
Article-I.D.: ihu1n.242
Posted: Mon Apr 8 08:36:10 1985
Date-Received: Tue, 9-Apr-85 02:12:18 EST
References: <1994@sdcc6.UUCP>
Organization: AT&T Bell Laboratories
Lines: 17

> Soon the new Atari ST will be coming out. And I am sure those
> of you with old atari's don't want to see all the gab about the
> new atari ST. And those who do want to hear about the Atari ST
> don't want to hear about the old Ataris.
> So what do you guys say, a new newsgroup called
> 'net.micro.atari.ST' or 'net.micro.st' ?
> or not?
>
> Cris Rys
> sdcsvax!sdcc6!ix408

Instead of a new group, why not have the ST owners use the net.micro.mac?
I say this because the new operating system is to be run in the same vain
as the Mac from Apple (please excuse the dirty word).

From inside the Tesseract of
     Clancy Malloy

From -8856067689026545891
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,748d82223c02ae99
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-09 02:08:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 8/7/84; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!ucbvax!rimey
From: rimey@ucbvax.ARPA (Ken Rimey)
Newsgroups: net.micro.atari
Subject: Re: How about a new newsgroup "net.micro.atari.ST"?
Message-ID: <6110@ucbvax.ARPA>
Date: Tue, 9-Apr-85 05:08:49 EST
Article-I.D.: ucbvax.6110
Posted: Tue Apr 9 05:08:49 1985
Date-Received: Wed, 10-Apr-85 05:02:31 EST
References: <1994@sdcc6.UUCP> <242@ihu1n.UUCP>
Reply-To: rimey@ucbvax.UUCP (Ken rimey)

Organization: University of California at Berkeley
Lines: 16
Summary:

>Instead of a new group, why not have the ST owners use the net.micro.mac?
>I say this because the new operating system is to be run in the same vain
>as the Mac from Apple (please excuse the dirty word).
>
>From inside the Tesseract of
>   Clancy Malloy

I think a new newsgroup is called for.

net.micro.mac has a lot of traffic, and postings regarding the ST will
initially be too elementary and general for old mac users.

net.micro.atari is inappropriate partly for the same reason, and partly
because the ST is so different from the existing Atari machines.

                        Ken Rimey

From 3381371619349131218
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe4746aaa26c6013
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-09 12:55:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: Re: Rogue and Empire for Atari
Message-ID: <990018@acf4.UUCP>
Date: Tue, 9-Apr-85 15:55:00 EST
Article-I.D.: acf4.990018
Posted: Tue Apr 9 15:55:00 1985
Date-Received: Fri, 12-Apr-85 06:22:19 EST
References: <711@voder.UUCP>
Organization: New York University
Lines: 5

  hello there.... i dont know if you saw the earlier note i left you,
but i would be interested in buying a copy.   Would love to have rogue
at home.   Thnx.
              Mike Bassman

From -1173619495120514763
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,748d82223c02ae99
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-04-09 17:32:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!hao!hplabs!sdcrdcf!trwrb!trwrba!cadovax!
keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: How about a new newsgroup "net.micro.atari.ST"?
Message-ID: <524@cadovax.UUCP>
Date: Tue, 9-Apr-85 20:32:42 EST
Article-I.D.: cadovax.524
Posted: Tue Apr 9 20:32:42 1985
Date-Received: Mon, 15-Apr-85 02:08:01 EST
References: <1994@sdcc6.UUCP>, <242@ihu1n.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 28

[.............]
>> Soon the new Atari ST will be coming out. And I am sure those
>> of you with old atari's don't want to see all the gab about the
>> new atari ST. And those who do want to hear about the Atari ST
>> don't want to hear about the old Ataris.
>> So what do you guys say, a new newsgroup called
>> 'net.micro.atari.ST' or 'net.micro.st' ?
>> or not?
>>
>> Cris Rys
>> sdcsvax!sdcc6!ix408

>Instead of a new group, why not have the ST owners use the net.micro.mac?
>I say this because the new operating system is to be run in the same vain
>as the Mac from Apple (please excuse the dirty word).

>>From inside the Tesseract of
     >Clancy Malloy

WRONG! I'd rather not weed through the reams of patches to the MacFinder
just to find the Atari ST notes. GAK! Judging by the high volume of
traffic in the net.micro.atari, I expect keeping the ST stuff in there
is probably ok. If ST stuff gets really gigantic, THEN lets worry about
net.micro.jac.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd

From -1953294699581430841
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5b3553f24bcec51
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-10 04:19:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site hsi.UUCP

Path: utzoo!linus!philabs!cmcl2!seismo!hao!noao!hsi!tankus
From: tankus@hsi.UUCP (Ed Tankus)
Newsgroups: net.micro.atari
Subject: Re: Taking orders for Atari ST series
Message-ID: <219@hsi.UUCP>
Date: Wed, 10-Apr-85 07:19:59 EST
Article-I.D.: hsi.219
Posted: Wed Apr 10 07:19:59 1985
Date-Received: Fri, 12-Apr-85 07:06:17 EST
References: <520@cadovax.UUCP>
Organization: Health Systems Int., New Haven, CT.
Lines: 39

> [..............]
>
> A friend of mine just gave me a copy of a catalog for 'Computer Palace',
> 2160 W. 11th ave, Eugene, OR 97402, that includes information and pricing
> for the Atari ST line. While disk drives and monitors are not mentioned,
> the 130ST is listed at $399, and the 520ST at $599. I gave them a call,
> and they are presently taking orders, with delivery to them expected at
> the end of this month. They indicated that some people now have them,
> and that users groups get first crack. They also indicated that their
> backorder level was getting high, and that it would be wise for anyone
> who wants one to get their order in soon.
>
> In addition, it was stated that Logo is built in, and Basic is extra in a
> 80k cartrige.
>
> You can reach their order desk at 1-800-452-8013
>
> Keith Doyle
> # {ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd

I suggest that you should not throw caution to the wind and get on the "backlog bandwagon".

Every new model line has its problems in meeting production schedules and specs.Don't get caught forking up good money for an as yet untried and undelivered product. Why give your hard earned money to a mail order firm that can't give you a firm shipping date? Bank your money so you earn the interest instead of someone else.

Wait a little while, think about your purchase then wait one more week before you write out that check.

--

    "   For every word there is a song upon which inspiration lies ..."

    Ed Tankus
    Net : {noao!ihnp4!yale!}!hsi!tankus
    Snail: Health Systems Int'l, 100 Broadway, New Haven, CT 06511

From 3608763333921079409
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c18268d4b42e5970,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-10 04:36:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site osu-eddie.UUCP
Path: utzoo!watmath!clyde!cbosgd!osu-eddie!towslee
From: towslee@osu-eddie.UUCP (Jay Towslee)
Newsgroups: net.micro.atari
Subject: Jack got a machine out the door
Message-ID: <246@osu-eddie.UUCP>
Date: Wed, 10-Apr-85 07:36:36 EST
Article-I.D.: osu-eddi.246
Posted: Wed Apr 10 07:36:36 1985
Date-Received: Thu, 11-Apr-85 01:38:08 EST
Distribution: net
Organization: Ohio State Univ., CIS Dept., Cols, Oh.
Lines: 21

*** EVEN IF HE IS FROM COMMODORE HE'S OK BY ME ***

I spent last night at my local computer store playing with a brand
new 130xe(the compatible one). It ran the Flight Simulator,
Bounty Bob strikes Back, and the walking robot CES Demo with no
problems.

The dealer cost is around $127 so it should sell for around $170 or
less. The documentation is relatively complete, and well written with
a +++ for the fact that it has all the pinouts for the various ports,
etc. (even the cartridge slot).

According to an atari hardware buff, the extra 64k (this being a 128k
machine) is addressed the same way as either the Mosaic or Axalon card
is addressed (I can't remember which) so the Syn series should take advantage
of the extra memory.

Well, at least he got something out the door.

                        ***Jay
                          {inhp4|cbosgd}!osu-eddie!towslee

From 3135595056211843454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,748d82223c02ae99
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-10 06:07:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site wateng.UUCP
Path: utzoo!watmath!wateng!broehl

From: broehl@wateng.UUCP (Bernie Roehl)
Newsgroups: net.micro.atari
Subject: Re: How about a new newsgroup "net.micro.atari.ST"?
Message-ID: <2260@wateng.UUCP>
Date: Wed, 10-Apr-85 09:07:26 EST
Article-I.D.: wateng.2260
Posted: Wed Apr 10 09:07:26 1985
Date-Received: Wed, 10-Apr-85 23:46:35 EST
References: <1994@sdcc6.UUCP> <574@utcs.UUCP>
Reply-To: broehl@wateng.UUCP (Bernie Roehl)
Organization: U of Waterloo, Ontario
Lines: 14

<bug line>

I think creatng a newsgroup for a machine that isn't even being sold yet
is premature; I would suggest waiting a month or two before creating the
group.

In the meantime, some discussion of the ST in this group is not likely to
be a problem for anyone.

It looks like quite a nice machine, though of course I'll reserve judgement
until I have a chance to play with one (probably next month).
--
        -Bernie Roehl   (University of Waterloo)
     ...decvax!watmath!wateng!broehl

From -7546293631033464161
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8a63c27a1ca390b4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-10 07:39:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site clyde.UUCP
Path: utzoo!watmath!clyde!gjw
From: gjw@clyde.UUCP (Gregory J. Wroclawski)
Newsgroups: net.micro.atari
Subject: Re:TRAK Printer port problem resolved
Message-ID: <835@clyde.UUCP>
Date: Wed, 10-Apr-85 10:39:25 EST
Article-I.D.: clyde.835
Posted: Wed Apr 10 10:39:25 1985
Date-Received: Thu, 11-Apr-85 00:04:02 EST
Distribution: na
Organization: AT&T Bell Laboratories, Whippany NJ
Lines: 36

 A week ago I submitted the folowing query. Although I got no response
 from the net through some leg work I was able to figure out the problem:

Problem:
I have an Atari 400 with 48K, a Trak AT-D2 disk drive with printer port and 4K buffer connected to an Epson MX-80 printer. The problem is when printing large files, large portions of the files are lost. It seems as if the 4K buffer in the Trak gets filled the Atari does not stop sending data to the Trak. Small files, < 4K, print with no problem. I believe I have all the DIP switches in the Epson and on the back of the Trak set properly. Has anyone had a problem like this? I am hoping it is a setup problem not a problem with the printer interface in the Trak.

Solution:
After asking a local dealer about the problem he informed me that Trak was shipping disk drives with one of the printer buffer memory chips missing. I opened the disk drive myself and after some poking around saw an empty 28 pin dip socket. There was another 28 pin DIP socket with a 24 pin DIP IC plugged in. Upon checking the numbers on the chip I found that it was a Misubishi 2Kx8 static NMOS RAM. I happened to have 2Kx8 CMOS static RAMs and I plugged one of those in the empty DIP socket in the same manner as the existing RAM. That is lining up pin one of the 24 pin RAM to pin 3 of the 28 pin DIP socket. The printer interface works beautifully now.

Further investigation of the data sheets of 2Kx8 static RAMs and and 8Kx8 static RAMs revealed that they are practically pin for pin compatible with the additional address lines placed at pins 1,2,27,28 of the 28 pin package. Therefore expanding the TRAK's printer buffer to 16K requires substitution of the 2Kx8 RAMs with 8Kx8 devices plus cutting a jumper wire to tell the controller how much RAM is in the buffer.
It's amazing that TRAK was selling known bad disk drives with only half of the printer buffer installed hoping that people wouldn't notice till the 90 day warranty was up. You wouldn't notice the problem unless you overflowed the 2K buffer in the disk drive printer interface. Now I know why TRAK went out of bussiness!

From -8301233001679630721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,adf1fe9d528a1b8b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-17 10:39:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mcnc.mcnc.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: VT100 emulator for 850/835/1030 modems
Message-ID: <488@mcnc.mcnc.UUCP>
Date: Wed, 17-Apr-85 13:39:44 EST
Article-I.D.: mcnc.488
Posted: Wed Apr 17 13:39:44 1985
Date-Received: Sun, 21-Apr-85 01:39:42 EST
Distribution: net
Organization: Microelectronics Center of NC; RTP, NC

Lines: 16

To all the guys who wrote to me re. the VT100 emulator, I've attempted
to reply via. regular (e-) mail, but I've been getting weird
messages from the daemons, so I'm putting this here;

Send along a disk in a mailer, & stamps to cover return postage, to
   S.Ravi
   Dept. of Electrical Engg.
   Duke University,
   Durham, NC, 27706.

          I'll copy the programs onto it & return the boodle soon. If you have
an XL machine, you'll need the translator, and if you dont have that send along
another disk & I'll send that too.. Bye,

-=ravi=-

From -7143501691806158627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f75a4d879062915d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-17 20:17:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: STs, XEs, and Rogue
Message-ID: <990019@acf4.UUCP>
Date: Wed, 17-Apr-85 23:17:00 EST
Article-I.D.: acf4.990019
Posted: Wed Apr 17 23:17:00 1985
Date-Received: Sat, 20-Apr-85 08:25:58 EST
Organization: New York University
Lines: 11

re: ST, XE, and rogue
     The 130 XE is out and available.
It looks nice, works fine, and has ramdisk software to use the
other 64k for convenience. The st is not out yet, but they do exist. I have
spoken to someone who has seen and touched it at a software developer's
place in the city. They paid $4800 for it. By the way, has anyone got
information about rogue for the atari? Did that fellow ever answer any queries
about his version.
     Thnx
     Mike Bassman mcb8391
     (NYU - i don't know the pathname)

From 57010455672385950008

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9777e85cf370510f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-18 06:19:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!decwrl!
dec-rhea!dec-cache!leigh
From: leigh@cache.DEC (Allen Leigh @SHR1-3/E29 DTN 237-3255)
Newsgroups: net.micro.atari
Subject: Question: using two simultaneous displays
Message-ID: <1710@decwrl.UUCP>
Date: Thu, 18-Apr-85 09:19:37 EST
Article-I.D.: decwrl.1710
Posted: Thu Apr 18 09:19:37 1985
Date-Received: Sun, 21-Apr-85 02:54:38 EST
Sender: daemon@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 9

I have the older Atari 800. I would like to use a green screen monitor
on the monitor port for text work and a small TV on the RF modulator
for games/graphics. At times both displays might be on together.

Will I have any loading or other problems in doing this?

Allen Leigh
...decvax!decwrl!rhea!cache!leigh

From 9207140479446689411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2e3de89c5656b680,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-19 11:45:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mmintl.UUCP
Path: utzoo!linus!philabs!pwa-b!mmintl!dikiw
From: dikiw@mmintl.UUCP (Diki Wozniak)
Newsgroups: net.micro.atari
Subject: ST's delayed?
Message-ID: <325@mmintl.UUCP>
Date: Fri, 19-Apr-85 14:45:25 EST
Article-I.D.: mmintl.325
Posted: Fri Apr 19 14:45:25 1985
Date-Received: Tue, 23-Apr-85 01:03:03 EST
Organization: Multimate International, E. Hartford, CT
Lines: 8

> Someone here at work placed a small news item on the board
> which said that Atari had withdrawn from a June tradeshow, and
> strongly implied that the ST was endagered by money problems.

Can anyone confirm or deny this published rummor? I believe
it came from the Wall Street Journal.

From 930302019423635123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7fd9b33100f6bf45,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-19 13:14:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rocksvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!rocksvax!johne
From: johne@rocksvax.UUCP (Dan Fleysher)
Newsgroups: net.micro.atari
Subject: ANTIC comments on ST
Message-ID: <1117@rocksvax.UUCP>
Date: Fri, 19-Apr-85 16:14:10 EST
Article-I.D.: rocksvax.1117
Posted: Fri Apr 19 16:14:10 1985
Date-Received: Sat, 20-Apr-85 03:09:14 EST
Distribution: net
Organization: Xerox: Henrietta, NY
Lines: 102

The attached comes from ARPAnet's INFO-ATARI - sorry if this is a
duplicate of something you've already seen.

Date: 18 Apr 85 21:02 PST
From: John McLean <JOHN@SRI-CSL.ARPA>
Subject: Comments on the ST
To: info-atari@SU-SCORE.ARPA
cc: john@SRI-CSL.ARPA

You may find the following article (which I downloaded from CompuServe)
interesting......

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following line appears at the
top of the article:

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HANDS-ON WITH ANTIC'S

DEVELOPMENT 520ST

by JACK POWELL ANTIC TECHNICAL EDITOR

Our Atari 520ST just arrived in the Antic offices. This is the $5,500 development package, and it includes the computer, two 3 1/2" disk drives, one medium-resolution (640 X 200) RGB analog monitor, and one mouse.

The software in the package is the "C" compiler, machine language assembler and debugger by Digital Research, the Mince screen editor by Mark of the Unicorn, Kermit -- a modem protocol program for file transfer, CP/M-68, and, of course, GEM -- which is in ROM in the machine.

On back order -- but expected soon -- is a high-resolution (640 X 400) monochrome monitor and a ten-megabyte hard disk.

Along with all this came 1000 pages of documentation and since it will take some time to digest all of this, we thought you might like a first impression of this new, high-level Atari computer.

The development 520ST is a preliminary model and there will be some changes between now and the time you see it in the stores, but all parts of this machine were factory made in the same manufacturing plants as the final product will be. The only real difference -- besides the price -- is that these machines were hand assembled.

The first thing you notice when taking the ST out of its box, is that it's very light. Although somewhat larger in size than the 800XL, it feels lighter. This may be because the shielding has not yet been added.

It looks exactly like the ST on our May cover, but there are some details you can't see from the photograph. On the right edge of the machine, to the rear, are two joystick ports identical in appearance to current Atari joystick ports, except they are also used for the mouse.

On the left edge, rear -- opposite the joystick ports, is the cartridge slot. This will accept a 40-pin board -- 20 upper and 20 lower.

In back of the computer are various switches and ports, each labelled beneath and with an indicating icon etched in the plastic above. From left to right they are:

Reset - a small, square button.
Power - identical to previous Atari power switches.
Power In - 7-pin, male DIN.
MIDI Out - 5-pin, female DIN.
MIDI In - same as above.
Television - RCA, female.
Channel - mini-switch, labelled "L" "H".
Monitor - 13-pin, female DIN.
Printer - female D-25, IBM-PC/Centronics compatible.
Modem - male D-25, IBM compatible.
Floppy Disk - 14-pin, female DIN.
Hard Disk - female D-19.

Besides the standard keyboard and ten-key pad, are ten function keys, labelled F1 to F10. The isolated cursor section is particularly well designed with the lower three keys representing Left, Down and Right, and the Up arrow centered above them. On either side of the Up key are Insert and Clr/Home. The top two keys in the cluster -- which are enlarged -- are Help and Undo. The Undo

key may become particularly useful.
   The drives accept Sony 3 1/2" disks. To boot the machine, first turn on the drives and insert both disks before turning on the computer. A disk must be in a drive for the computer to later access that drive.
   When booted, the GEM desktop appears as a light green background with pale blue border and black-outlined icons. In the upper right corner of the screen are two disk icons, one over the other, that look like file cabinet drawers. In the lower right corner of the screen is a trash can.
   In the border area, above the upper left section of the green background, are the words, "DESK FILE VIEW OPTIONS." In the middle of the screen is a thin, black arrow-cursor which is moved by the mouse.
   We'll save details on GEM for later articles. Suffice it to say, it is fast! It can redraw an entire screen of icons in the blink of an eye.
   This is just a surface description of an exciting new machine. Antic wants to get the information out to you as soon as possible and we plan to share our ST experiences as they happen. Stay tuned for further details.

---
end of message

From 4714862385499896955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bfa963ea154544ce,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-19 13:51:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: cancellations?
Message-ID: <990021@acf4.UUCP>
Date: Fri, 19-Apr-85 16:51:00 EST
Article-I.D.: acf4.990021
Posted: Fri Apr 19 16:51:00 1985
Date-Received: Mon, 22-Apr-85 02:07:57 EST
Organization: New York University
Lines: 4

     I hear a rumor that Atari has cancelled some of their new machines. Does anybody know any more details about it?
          Mike Bassman

From -209200720824924925
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9777e85cf370510f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-19 13:54:00 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: Re: Question: using two simultaneous displays
Message-ID: <990022@acf4.UUCP>
Date: Fri, 19-Apr-85 16:54:00 EST
Article-I.D.: acf4.990022
Posted: Fri Apr 19 16:54:00 1985
Date-Received: Mon, 22-Apr-85 02:07:41 EST
References: <1710@decwrl.UUCP>
Organization: New York University
Lines: 4

there should be no problem with anything hooking up both monitors
at once. The hardware does not know whether you have one or two
monitors attached.
         Mike Bassman

From 8191074209485962401
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f75a4d879062915d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-21 13:35:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site tymix.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!oliveb!tymix!granvold
From: granvold@tymix.UUCP (Tom Granvold)
Newsgroups: net.micro.atari
Subject: Re: STs, XEs, and Rogue
Message-ID: <401@tymix.UUCP>
Date: Sun, 21-Apr-85 16:35:17 EST
Article-I.D.: tymix.401
Posted: Sun Apr 21 16:35:17 1985
Date-Received: Wed, 24-Apr-85 03:08:34 EST
References: <990019@acf4.UUCP>
Reply-To: granvold@tymix.UUCP (Tom Granvold)
Distribution: net.atari
Organization: Tymnet Inc., Cupertino CA
Lines: 26
Keywords: XE, Rogue, Ball Blaxzer, Fractels

-
XE's - I have seen a 130 XE at a local store, unfortunally it did not work.
       I was told that the price will be around $150. Not bad! I have also
       seen a 130 at a user's group meeting a couple of months ago. My only
       complaint about it so far, I've only had a few minutes to play with
       it, is the keyboard. It is not nearly as nice as my old 800's. It
       feels like the keys have been placed over an IBM PC Jr. keyboard.
       There is a definate rubbery or spongy feel to it.

Rogue - At the last user group meeting someone from EPYX showed up. He said
     Rogue will be available soon, a couple of months, for the Ataris.
     It is listed in their latest catalog.

Empire - EPYX is also working on Empire of the Ataris, the single player
      version of the game. Apparently they are still playing around
      with what 'options' to include. It sounds like it will be out
      by late summer or later.

Ball Blazer and Recue on Fractales - EPYX has picked up these two games
      written by Lucasfilms. Both are now available for Ataris and C64s.
      I bought a copy of Ball Blazer and will get Fractels as soon as
      I can. Go out and look at these games. They are some of the best
      I have seen in quite a while.

Tom Granvold
ucbvax/oliveb/tymix/granvold

From -2808570215330022605
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bfa963ea154544ce
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-21 17:23:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmath.UUCP
Path: utzoo!watmath!jsgray
From: jsgray@watmath.UUCP (Jan Gray)
Newsgroups: net.micro.atari
Subject: Re: cancellations? 520ST only?
Message-ID: <14038@watmath.UUCP>
Date: Sun, 21-Apr-85 20:23:51 EST
Article-I.D.: watmath.14038
Posted: Sun Apr 21 20:23:51 1985
Date-Received: Mon, 22-Apr-85 01:32:41 EST
References: <990021@acf4.UUCP>
Reply-To: jsgray@watmath.UUCP (Jan Gray)
Organization: U of Waterloo, Ontario
Lines: 10
Summary:

Two different dealers in town (not exactly a large sample) have told
me that Atari will not be selling the 130ST, only the 520ST. (It makes
sense, why cripple your machine with 64K DRAMs when 256K DRAMs are
almost the same price?)

They expect to have demo models around May 20th. At first, they will
be selling a packaged system consisting of 520ST, medium res. colour
monitor, one 500K floppy and a mouse for $1300 CDN.

Jan Gray (jsgray@watmath.UUCP)   University of Waterloo   (519) 885-1211 x3870

From 6827152059312005807
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9777e85cf370510f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-21 23:51:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmum.UUCP
Path: utzoo!watmath!watnot!watmum!cdshaw
From: cdshaw@watmum.UUCP (Chris Shaw)
Newsgroups: net.micro.atari
Subject: Re: Question: using two simultaneous displays
Message-ID: <66@watmum.UUCP>
Date: Mon, 22-Apr-85 02:51:24 EST
Article-I.D.: watmum.66
Posted: Mon Apr 22 02:51:24 1985
Date-Received: Mon, 22-Apr-85 07:04:19 EST
References: <1710@decwrl.UUCP> <990022@acf4.UUCP>
Reply-To: cdshaw@watmum.UUCP (Chris Shaw)
Organization: U of Waterloo, Ontario
Lines: 11

Using two simultaneous displays may load your video driver too much, and cause
circuitry to burn. It is therefore not a good idea to run two monitors
simultaneously, unless you can convince yourself that the maximum current
consumed by the monitors is less than the maximum current rating for video
output. The sum of the current maxima for each monitor should do nicely.

Note that we're not talking about information loss here, just potential
electrical difficulties/damage.

Chris Shaw
University of Waterloo

From -4008195493479494581
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7a1601926d8e8038,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-22 08:17:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!vr0z05
From: vr0z05@unido.UUCP
Newsgroups: net.micro.atari
Subject: 520 ST at Hannover fair
Message-ID: <nf15700001@unido.UUCP>
Date: Mon, 22-Apr-85 11:17:00 EST
Article-I.D.: unido.nf15700001
Posted: Mon Apr 22 11:17:00 1985
Date-Received: Fri, 26-Apr-85 20:47:44 EST
Sender: notes@unido.UUCP
Lines: 7

Nf-ID: #N:unido:15700001:000:248
Nf-From: unido!vr0z05   Apr 22 14:17:00 1985

At the Hannover Fair here in Germany I have seen two 520 ST.
They were both running with 512kB, 1mB drives, monochrome
and color monitor. GEM was much faster than on PC-compatibles.
Release date: about end of July (not offical).

Uwe Hoch

From 622950380052574907
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,769eda37c131b4eb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-22 11:00:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro.atari
Subject: Re: Using 2 monitors (No Problem)
Message-ID: <221@ihnet.UUCP>
Date: Mon, 22-Apr-85 14:00:24 EST
Article-I.D.: ihnet.221
Posted: Mon Apr 22 14:00:24 1985
Date-Received: Tue, 23-Apr-85 06:30:46 EST
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 14

*** DON'T REPLACE THIS LINE WITH YOUR MESSAGE ***

There is no problem in loading down the Atari Computers Video
outputs by using 2 or even 3 monitors. Remeber the outputs
for Composite Video (Color), Composite Lum. (B/W) and TV are from
separate sources. Also I think each one of these outputs is robust enough
to handle a couple of monitors on each of them all at once for a
total of six displays at the same time.

ihuxf!bryan
AT&T Bell Laboratories
Naperville, IL

From 1805648344274677821
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,33264175ce673ca5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-23 05:43:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!think!mit-eddie!genrad!decvax!
bellcore!allegra!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: May 1985 ANTIC TOC
Message-ID: <16685@mgweed.UUCP>
Date: Tue, 23-Apr-85 08:43:47 EST
Article-I.D.: mgweed.16685
Posted: Tue Apr 23 08:43:47 1985
Date-Received: Fri, 26-Apr-85 07:56:59 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 91

May 1985 TOC ANTIC Magazine
Theme: The New Super Ataris

page article

13 COMMUNICATIONS: TSCOPE AUTODIALER
A short, automatic log-on program for TSCOPE, the popular public domain telecommunications program. It will run on any Atari computer with disk drive and TSCOPE compatible modem.

19 THE HITCHHIKER'S GUIDE TO THE GALAXY
A review of Infocom's latest game.

20 GEM OF ATARI
A discussion of the GEM operating environment.

24 PAPERCLIP
A review of Paperclip word processor from Batteries Included.

28 MEET THE 68000
A discussion of the microprocessor in the new Atari ST computers.

32 MANIPULATING STRINGS
Learn how to manipulate the Variable Name Table and Variable Value Table in your BASIC programs to add speed and variety.

35 LAZY LOADER
This utility presents you with a menu of your BASIC programs. One touch commands permit RUNing of SAVEd programs or ENTERing of LISTed programs.

38 MODE MIXER
This utility program can easily create custom display screens that use multiple graphics modes that can be saved for later use in your own program.

43 BEER PARTY ATARI
This useful applications program will keep track of the best brew in the beer tasting party. The programming makes good use of custom display lists and character sets. Can be used for any similar application.

45 SON OF INFOBITS
This enhancement of the remarkably simple and popular file program from the December, 1984 ANTIC provides an easy way to save, retrieve, edit and delete short notes and data.

49 GAME OF THE MONTH: ARENA RACER
This is a 15 scrolling level fiercely challenging maze action game.

52 THE TOOLBOX: HANDY USR ROUTINES
A collection of short but powerful USR machine language routines that can be usefully plugged into your BASIC program for any Atari Computer.

55 BONUS GAME: AMAZING
A challenging maze chase game that demonstrates the speed and versatility of the ACTION! language. Requires the ACTION! cartridge from OSS.

57 ASSEMBLY LANGUAGE: FADER II
This is an enhancement of the popular "FADER" program that appeared in the Sept. 1984 ANTIC. This program creates a dot-by-dot "lapse-dissolver" for Micro Painter or Micro Illustrator pictures.

59 SOFTWARE LIBRARY
The listing for all the programs in this issue.

81 PRODUCT REVIEWS
SOFTWARE:
Ghostbusters (Activision)
Spy Vs. Spy (First Star)
MAC/65 Toolkit (OSS, Inc)
U. S. Adventure (First Star)
50 Mission Crush (SSI)
Beyond Castle Wolfenstein (Muse Software)

Comments: The ANTIC software catalog has been expanded and I will soon post an updated version so anyone not getting the magazine can see what is new. Next month will be the Computer Arts Issue. I'll try to get it posted sooner.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 2646921099719776623
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a09855f4b1bbe22a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-23 09:23:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rocksvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!rocksvax!johne
From: johne@rocksvax.UUCP (Dan Fleysher)
Newsgroups: net.micro.atari
Subject: ANTIC & ANALOG
Message-ID: <1130@rocksvax.UUCP>
Date: Tue, 23-Apr-85 12:23:37 EST
Article-I.D.: rocksvax.1130
Posted: Tue Apr 23 12:23:37 1985
Date-Received: Wed, 24-Apr-85 04:20:53 EST
Distribution: net
Organization: Xerox: Henrietta, NY
Lines: 48

The attached message is from ARPAnet INFO-ATARI@Score. Please do
not respond to me with comments for the original author. I am
trying to limit myself to forwarding only news messages of general
interest.

    Dan Fleysher

To: info-atari@su-score.ARPA
Subject: ANTIC & ANALOG
Date: 23 Apr 85 09:12:59 EST (Tue)
From: Walt Lazear <lazear@mitre.ARPA>

I have subscribed to both magazines for around two years.
ANALOG seemed to present better software (games and utilities)
with more sophisticated use of Atari's capabilities.
The last half year, though, I am having trouble telling them
apart. They both present the same utilities (cross reference
of BASIC programs, name table printers, etc.) and the
quality of the games is *way* down. I have even tried to
detect if the utilities were submitted by the same person
(or the same code). It seems clear to me that they both
use the same techniques in the programs, but they are not
direct copies.

My problem is that I feel perhaps the Atari 800 architecture
has been exploited as far as it can, and that the magazines
have naturally gravitated to the same path of offering
retread programs to their readers. Where I used to have

two sources of different information, I now have two sources
of the same information. I guess I am disappointed that
the newness of the architecture has worn off, and I feel
ripped off by not being offered anything distinct between
the two magazines. Yes, I have thought about cancelling
one of the subscriptions, but I keep hoping they will
diverge again.

I wonder if the software quality issue stems from people
turning to commercial sales of good software, instead of
publishing through the magazine? Perhaps Softside should
have served as a better example for magazines of this type?
By the way, has anybody ever heard from Softside again?
They gave great promises of a new approach about a year
ago, but have remained silent since then.

[end of forwarded message]

From -800380435768501043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,455bee8bd5b95370,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-23 11:20:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: ST newz
Message-ID: <990023@acf4.UUCP>
Date: Tue, 23-Apr-85 14:20:00 EST
Article-I.D.: acf4.990023
Posted: Tue Apr 23 14:20:00 1985
Date-Received: Fri, 26-Apr-85 03:32:01 EST
Organization: New York University
Lines: 11

     I finally seen the ST's at the Trenton COmputer Festival last
Sunday. The 520 ST is really nice looking, has GEM and the mouse
completely operational, and seems to be more or less ready to go.
It can do very nice color, having seen some demos. Basic is intersting.
You can have a 'run' window, a 'list' window, and a debug window all at
the same time.   An atari dealer has told me that the 130ST is indeed
cancelled, and the 520 will at first be available only as a package with a
drive and monitor.
          Stay tuned,
          Mike

From 7562484033896482724
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,e20eaa2cb52acaf2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-24 05:18:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Atari news from Hannover
Message-ID: <16721@mgweed.UUCP>
Date: Wed, 24-Apr-85 08:18:19 EST
Article-I.D.: mgweed.16721
Posted: Wed Apr 24 08:18:19 1985
Date-Received: Thu, 25-Apr-85 03:45:30 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 17

According to the April 22, 1985 issue of Electronic Engineering Times,
Atari was at the Hannover Fair but they did not show their new 32 bit
machine. They did demonstrate production readiness (whatever that means)
for the ST series of computers and announced that the 32 bit machine
would be based on the National 32000 family of microprocessors. According
to the article "Atari's choice of a 32000 family came after it realized
that the 32-bit Motorola 68020 processor would not be compatible with a
growing catalog of software developed for its 68000 based ST series."
There was no mention of when it would be released although if it is true
that they won't be at the summer CES, they may still be quite a ways
off.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -3939913221345131214
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,769eda37c131b4eb
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-24 09:58:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!ittvax!
dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: Using 2 monitors (No Problem)
Message-ID: <561@cadovax.UUCP>
Date: Wed, 24-Apr-85 13:58:41 EDT
Article-I.D.: cadovax.561
Posted: Wed Apr 24 13:58:41 1985
Date-Received: Sun, 28-Apr-85 04:22:50 EDT

References: <221@ihnet.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 14

>
>There is no problem in loading down the Atari Computers Video
>outputs by using 2 or even 3 monitors. Remeber the outputs
>for Composite Video (Color), Composite Lum. (B/W) and TV are from
>separate sources. Also I think each one of these outputs is robust enough
>to handle a couple of monitors on each of them all at once for a
>total of six displays at the same time.

I agree with this evaluation. The poster who claimed you would
suffer circuit damage is full of sh**.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd

From -1606214904679858690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e39b0256ec450840,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-24 12:58:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site cmu-cs-h.ARPA
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!cmu-cs-pt!cmu-cs-h!stuart
From: stuart@cmu-cs-h.ARPA (Richard Stuart)
Newsgroups: net.micro.atari
Subject: ST specifics?
Message-ID: <211@cmu-cs-h.ARPA>
Date: Wed, 24-Apr-85 15:58:03 EST
Article-I.D.: cmu-cs-h.211
Posted: Wed Apr 24 15:58:03 1985
Date-Received: Fri, 26-Apr-85 22:52:06 EST
Organization: Carnegie-Mellon University, CS/RI
Lines: 12

References:

Does anyone know the hardware specifics of the ST? How many slots, if
any does it have? What about monitor resolution in black and white, and
color? What size are the disk drives and are they single or double sided?
How about the size of this machine; is it small enough to be a portable like
a Mac?

Thanks Much,
Stuart

From -3094985614469289804
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e39b0256ec450840

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-25 08:37:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: Re: ST specifics?
Message-ID: <990024@acf4.UUCP>
Date: Thu, 25-Apr-85 11:37:00 EST
Article-I.D.: acf4.990024
Posted: Thu Apr 25 11:37:00 1985
Date-Received: Sat, 27-Apr-85 02:49:53 EST
References: <211@cmu-cs-h.ARPA>
Organization: New York University
Lines: 12

Stuart:
     There are lots of specs available on the ST in the last 2 or 3
issues of Antic and Analog magazine as well as most of the major
microcomputer magazines recently. However, the answers to those things
you wanted to know are: 320 x 200 & 640 x 200 in color. It is 16 colors
out of a pallette of 512, and I think there are ways of doing more than
16, just like display lists on the 800s & xls. The hi res monochrome
mode is 640 & 400, and requires a special monitor because of the vertical
resolution. It is very, very small and light, much more so than it looks
in the pictures. Therre arre no slots, but there is an expansion port
on the back.
          Mike Bassman

From -8905522462533913948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3122fa1822097fef,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-25 12:47:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucdavis.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!ucbvax!
ucdavis!ccrbrian
From: ccrbrian@ucdavis.UUCP (Brian Reilly)
Newsgroups: net.micro.atari
Subject: ACTION! Language inquiry
Message-ID: <139@ucdavis.UUCP>
Date: Thu, 25-Apr-85 16:47:18 EDT
Article-I.D.: ucdavis.139
Posted: Thu Apr 25 16:47:18 1985
Date-Received: Sun, 28-Apr-85 06:06:41 EDT
Distribution: net
Organization: University of California, Davis
Lines: 20

I would like to hear from anyone who has used

the ACTION! language. I am interested in purchasing
the cartridge, but I have both good and bad things
about it. I prefer to program in C or Pascal, so
I am not concerned too much with learning ACTION!, but
more with "what can I do in ACTION! easier or better
and what won't I like about it?".

Thanks for any help you can offer.

              - Brian Reilly
--
~=~=~=

X-Google-Thread: 1517c1,46983735c5b98564,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-25 17:39:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rocksvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!rocksvax!johne
From: johne@rocksvax.UUCP (Dan Fleysher)
Newsgroups: net.micro.atari
Subject: New Atari Machines???????
Message-ID: <1138@rocksvax.UUCP>
Date: Thu, 25-Apr-85 20:39:52 EST
Article-I.D.: rocksvax.1138
Posted: Thu Apr 25 20:39:52 1985
Date-Received: Sat, 27-Apr-85 04:17:12 EST
Distribution: net
Organization: Xerox: Henrietta, NY
Lines: 203

The attached (long) message originated on ARPAnet's INFO-ATARI@Score.

Received: from Xerox.ARPA by SU-SCORE.ARPA with TCP; Wed 24 Apr 85
13:24:45-PST
Received: from Flora.ms by ArpaGateway.ms ; 24 APR 85 12:56:55 PST
Date: Wed, 24 Apr 85 12:56 PST
From: bfisher.es
Subject: New Atari Machines??????
To: info-atari@SU-SCORE.ARPA
cc:

In case you missed it -- here's some rain on the Atari parade from the
Wall Street Journal of 18 April--

"Atari Pulls Put of June Trade Show,
Casting Doubt on New Home Computers

SUNNYVALE, Calif. - Atari Corp.
pulled out of a big consumer electronics
trade show, throwing into question its am-
bitious plans to deliver two new home com-
puters this year.

   At the same time Atari stepped up its
legal battle against its chief rival, Commo-
dore International Ltd., with new lawsuits
aimed at blocking Commodore from bring-
ing out a highly touted personal com-
puter.

   Atari's actions come amid several other
signs of trouble for Jack Tramiel in his

struggle to turn around Atari, a former loss-ridden unit of Warner Communications Inc. that he bought last summer. For example, early indications are that Atari is meeting some roadblocks in its critical effort to convince software companies to write programs for its new product line.

Though it is still a small, closely held company, Atari's fortunes are the subject of industrywide scrutiny, chiefly because of Mr. Tramiel's track record in building Commodore into a home computer giant. The plans of Mr. Tramiel and Commodore to breathe new life into the home-computer market by offering machines as powerful as Apple Computer Inc.'s Macintosh at low prices through mass-market retail channels could have an improtant impact on the industry.

Withdrawal from Show

A spokesman for the Consumer Electronics Show, the leading exposition for home computer and other electonic products, said Atari won't have an exhibit at the Chicago show, June 2 through June 5. The spokesman said Atari canceled it plan to have a booth at the show last week.

At the most recent Consumer Electronics Show in January in Las Vegas, Atari unveiled the first of its proposed new machines, a machine similar to the Macintosh and promised at about half the $2,195 price for a full Macintosh system. Atari officials have said the company would bring out another computer twice as powerful as the Macintosh at a West German trade fair this week and show it again at the Chicago show.

But Leonard Schreiber, Atari's general counsel, said the company was exhibiting the same computer in Germany this week that it introduced in January-the Atari ST. Mr. Schreiber said he didn't know why Atari backed out of the June consumer electronics show. Other Atari officials, including Mr. Tramiel, chairman, and his son Sam, Atari's president, were at the German exposition yesterdaty, Mr. Schreiber said.

Atari had promised to start selling the ST computer this month but it isn't available in stores yet.

Move Against Commodore

Meanwhile, Atari took two steps intended to derail Commodore's plans to bring out the personal computer it acquired when it bought Amiga Corp. last summer.

In a federal court suit in San Jose, Calif., Atari charged that the Amiga computer infringes on patents that belong to Atari, Mr. Schreiber said. The suit, which names both Amiga and Commodore as defendants, seeks unspecified injunctive relief and damages, Mr. Schreiber said. Mr. Schreiber said the suit concerns patents developed by a former Atari engineer who went on to become an Amiga Executive. The patents concern microchips that control the Amiga Computer's graphics, he said.

Last summer, before Amiga bcame a Commodore unit, Atari charged in a lawsuit that Amiga had broken a contraact to supply Atari three microchips-apparently the same parts at issue in the new patent action. The Amiga, which is expected to be unveiled later this spring reportedly resembles the Atari ST in low price and graphics dazzle.

Atari also last week petitioned the court to name Commodore as an additional defendant in its original breach-of-contract suit against Amiga, Mr Schreiber said. He said Commodore refused a previous request to be named as a defendant.

Joseph C. Benedetti, Commodore vice president and general counsel, said Atari''s legal moves were "purely for publicity purposes and harassment" and called them "an attempt to intimidate software developers involved with our Amiga project." He contended that Atari's Mr. Schreiber, Commodore's former general counsel, filed the new suit to persuade Commodore to drop its own previous lawsuit against Atari. That suit, still pending, charges that four engineers stole Commodore secrets before taking new jobs at Atari.

The latest moves mark an escalating feud between Mr. Tramiel's new company, Atari, and the company he founded 26 years ago. Last week, Commodore filed a lawsuit in Chicago against its ex-=vice president of sales, David Harris, who now is at Atari, charging he was "involved in subverting the room arrangements" of Commodore during the January electronics show, when space was scarce.

A more immediate problem for Atari is that software companies don't appear to be flocking to write programs for the ST. Some concerns report that Atari has been charging them four times the suggested retail price of a $1,000 ST system for prototype models to use for designing new programs. Computerf companies often bend over backwards to accommodate software developers, and many give them prototypes at a discount, if not for free.

Atari officials haven't responded to repeated requests to explain their unusual practice.

Some software companies say they won't invest any time or money into developing software for the ST until it's an established success.

Ventures Fall Through

Separately, reports were confirmed yesterday of two recent planned Atari ventures falling through. A spokesman for Mindset Corp., a small Sunnyvale microcomputer maker, said Atari discussed the possibility of buying the concern last winter but broke off talks at the end of the year.

Buying closely held Mindset would have been a transaction similar to Commodore's Amiga purchase, matching a newcomer's lively technology with a well-known company's established marketing channels. Mr. Schreiber said he didn't know anything about talks with Mindset.

In addition, Mr. Schreiber said Atari scrapped recent plants to occupy an Irish factory Warner had used to make Atari video-game machines. He said Atari's purchase accord with Warner gave Atari the option of using the factory, but the Irish government wasn't "sufficiently accommo-

dating."
   But an Irish government official based
in Silicon Valley, who conducted the gov-
ernment's negotiations with Atari, said Ire-
land gave Atari "an incredible package of
incentives," including investing in the
company and granting tax concessions.
The official said the plant shut down in De-
cember, idling about 400 workers."

From 302131748151405496
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6b7ad68dc5117642,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-26 10:18:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site cwruecmp.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!think!mit-eddie!genrad!decvax!
cwruecmp!franceus
From: franceus@cwruecmp.UUCP (franceus)
Newsgroups: net.micro.atari
Subject: Atariwriter and printer drivers
Message-ID: <1258@cwruecmp.UUCP>
Date: Fri, 26-Apr-85 14:18:04 EDT
Article-I.D.: cwruecmp.1258
Posted: Fri Apr 26 14:18:04 1985
Date-Received: Mon, 29-Apr-85 07:11:52 EDT
Organization: CWRU Dept. Computer Eng., Cleveland, OH
Lines: 12

Hello out there,
     I know this has been dealt with previously, but I have missed it before.
The problem is that I hav a copy of Atariwriter on disk, and the printer
drivers from Antic. I can't figure out what to do to get them to work together

     What do I need to do? I can do whatever is necessary...

Thanks in advance,

Paul Franceus
franceus@case.csnet.....
decvax!cwruecmp!franceus??

From 7792974587495742567
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b99dcc6ae87482f7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-26 10:35:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site voder.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!houxm!vax135!cornell!uw-beaver!

tektronix!hplabs!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari
Subject: Re: 520ST at Hanover fair
Message-ID: <760@voder.UUCP>
Date: Fri, 26-Apr-85 14:35:15 EDT
Article-I.D.: voder.760
Posted: Fri Apr 26 14:35:15 1985
Date-Received: Thu, 2-May-85 01:06:54 EDT
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Organization: National Semiconductor, Santa Clara
Lines: 17

> At the Hannover Fair here in Germany I have seen two 520 ST.
> They were both running with 512kB, 1mB drives, monochrome
> and color monitor. GEM was much faster than on PC-compatibles.
> Release date: about end of July (not offical).
>
>   Uwe Hoch

   One Megabyte drives? Everything I've read has mentioned either a single sided 250k drive or a double sided 500k drive. Is this something new?

Kevin Thompson   {ucbvax,ihnp4!nsc}!voder!kevin

"It's sort of a threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From -6498094319257630061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2f716e12d23b469e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-26 12:56:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Atari at Summer CES?
Message-ID: <16744@mgweed.UUCP>
Date: Fri, 26-Apr-85 15:56:32 EST
Article-I.D.: mgweed.16744
Posted: Fri Apr 26 15:56:32 1985
Date-Received: Sat, 27-Apr-85 04:51:52 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 14

I just got my package of information on the Summer Consumer Electronics Show. Included was a list of exhibitors as of March 1, 1985. Atari

is NOT, repeat NOT, listed as an exhibitor. That doesn't mean that they won't be there but I would think that they could have decided by March 1 whether they are going to be there or not. I certainly hope so. They can only generate additional interest for the new line of computers if they are there to show them. Incidentally, Commodore will be an exhibitor. See you at the CES.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -7389859878202286618
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e052fb21ec0e9627,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-26 16:37:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site aluxp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!aluxp!dad
From: dad@aluxp.UUCP (DAPKUS)
Newsgroups: net.micro.atari
Subject: Sound Program
Message-ID: <239@aluxp.UUCP>
Date: Fri, 26-Apr-85 19:37:20 EST
Article-I.D.: aluxp.239
Posted: Fri Apr 26 19:37:20 1985
Date-Received: Sat, 27-Apr-85 06:30:33 EST
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 22

Since there is no net.src.atari, I am posting this little goodie right here. It's a small, but neat, sound program:

```
10 INPUT D
20 FOR X=0 to 3
30 SOUND X,PEEK(54283),14,6
40 FOR Y=1 TO D:NEXT Y
50 NEXT X
60 GOTO 20
```

You get some real neat stuff out of it! Enter inputs from 1 to 255; the lower numbers (1-10) are exspecially interesting.

Location 54283 is the vertical scan line counter, which changes extremely fast. This program reads it on regular intervals to create a 4-voice pattern.

If anyone else has some interesting little bitty tidbits, please post them!

Don Dapkus
{ihnp4, allegra}!aluxp!dad

From 5778981566632676098
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e39b0256ec450840
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-28 08:25:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!vr0z05
From: vr0z05@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: ST specifics?
Message-ID: <nf15700002@unido.UUCP>
Date: Sun, 28-Apr-85 11:25:00 EDT
Article-I.D.: unido.nf15700002
Posted: Sun Apr 28 11:25:00 1985
Date-Received: Tue, 30-Apr-85 04:15:52 EDT
References: <211@cmu-cs-h.UUCP>
Sender: notes@unido.UUCP
Lines: 49
Nf-ID: #R:cmu-cs-h:-21100:unido:15700002:000:1263
Nf-From: unido!vr0z05   Apr 28 13:25:00 1985

Processor: 68000 at 8 MHz

ROM: 192 kByte (GEM and BASIC or LOGO)

RAM: 512 kByte

Slots: None!! But what do you need more. Interfaces included:

- RS232
- Centronics
- Floppy-IF
- Harddisk-IF (1.3 mBit/s)
- MIDI-IF
- 3 sound-generators
- Mouse-IF
- Joystick-IF
- Cartridge Slot

I think that is much more than you can add in an Apple II with its 8 slots.
Also you have more interfaces than on the Mac.

Resolution:

- 640 x 400 in monochrome
- 640 x 200 in 4 colors
- 320 x 200 in 16 colors (out of 512)

Floppies:

- SF314   1 mByte on 3.5" Disks (I think it must be DS/DD)
- SF354 0.5 mByte on 3.5" Disks.

Size: Very small. I think it's much more portable than the Mac. The whole hardware is locatet in the keyboard console, all connectors are on the back (RS232, Centronics, Floppy-IF, Harddisk-IF, etc.), on the left side (cartridge slot), or on the right side (Mouse, Game-Controllers).

Keyboard: Pretty Good. Typewriter-stile keyboard + cursor-block + numerical block + 10 function keys.

In Germany ATARI has the first ad in a computer magazine (Data Becker News). The 520 ST ist priced with 512kByte, Basic or Logo in ROM, one SF354 Floppy and GEM at DM 2795.-- (that are about $700 - $800 US$).

Availibility: ???

Uwe Hoch

From 8713457448562395411
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f32d8691e7581b97,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-28 10:25:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: $Revision: 1.6.2.16 $; site unido.UUCP
Path: utzoo!linus!decvax!cca!unido!vr0z05
From: vr0z05@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response
Message-ID: <15700002@unido.UUCP>
Date: Sun, 28-Apr-85 13:25:00 EDT
Article-I.D.: unido.15700002
Posted: Sun Apr 28 13:25:00 1985
Date-Received: Sun, 19-May-85 06:46:12 EDT
References: <211@cmu-cs-h.UUCP>
Lines: 49
Nf-ID: #R:cmu-cs-h:-21100:unido:15700002:177600:1263
Nf-From: unido!vr0z05   Apr 28 13:25:00 1985

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RAM: 512 kByte

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Floppy and GEM at DM 2795.-- (that are about $700 - $800 US$).

Availibility: ???

Uwe Hoch

From -803125021736468045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,89fb3c6984d08dc2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-30 05:36:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!think!mit-eddie!genrad!decvax!
bellcore!sabre!zeta!epsilon!gamma!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari

Subject: June 1985 ANTIC TOC
Message-ID: <16808@mgweed.UUCP>
Date: Tue, 30-Apr-85 08:36:35 EDT
Article-I.D.: mgweed.16808
Posted: Tue Apr 30 08:36:35 1985
Date-Received: Fri, 3-May-85 08:26:06 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 112

June 1985 TOC ANTIC Magazine
Theme: Computer Arts

page article

8 COMMUNICATIONS: The #1 SYSOP
An article about the job Ron Luks is doing as the mail sysop on CompuServe's SIG*ATARI.

10 LOGO: TURTLE PIANO
A simple but adaptable logo program that plays a musical scale from the keyboard.

12 ANTIC AT THE FIRST GEM SEMINAR
ANTIC was the only magazine represented at the first GEM seminar sponsored by Digital Research.

14 PIXEL SCANNER
This BASIC program introduces you to pixel averaging--an advanced graphics technique similar to the method NASA uses for enhancing satellite photo details. Demo picture is included.

16 ATARI IN LIGHTS
A discussion of how Atari computers help James Brentano design and soon control the stage for the Drama Department At U.C. Berkeley.

21 COLOR PALETTE
Take the tedium out of program color selection with this joystick-driver BASIC utility.

22 COLOR THE COVER CONTEST
The winner and runners-up in the ANTIC sponsored contest. Several reader submitted pictures are shown. The winner is a scrolling picture and can be down loaded from SIG* ATARI on CompuServe. Great Demo!

25 PRINT SHOP
A Discussion of Broderbund's new program for the Atari.

29 COLOR INKLE LOOM
Design intricate 39-thread weaving patterns for the inkle

loom with this BASIC program. Of limited interest to most ATARI owners.

30 PLAY IT AGAIN, ATARI
A discussion of the musical ability of the ATARI and especially what it will be capable of soon with the MIDI interface.

35 GUITAR TUTOR
A program that diagrams and plays simulated guitar chords. BASIC.

37 THE MUSICIAN
A powerful and versatile "music construction" program. You can easily compose songs with three-part chord backgrounds- or simply copy the notes and chord symbols from sheet music. BASIC. 32K. Sounds like a good program with lots of options.

38 VIEW 3-D
Create 3-D wire-frame outline pictures in your Atari's highest resolution, Graphics 8 and Graphics 7+. Modify, shrink, rotate, and otherwise shift your view of the 3-D picture. Requires ACTION!, Disk Drive and 48K.

43 ASSEMBLY LANGUAGE: TURBO TYPO II
A modification to ANTIC's typing checker program to speed up the checking process.

45 G.U.P. THE GREAT
Speed up your BASIC graphics commands and add powerful new ones--including circles, squares and patterned fills. ATARI 400/800 owners can now access graphics commands available only on the XLs. Disk Drive and 48K.

48 GAME OF THE MONTH: HELICOPTER ROUND-UP
This BASIC action game challenges you to round 'em up from the air.

51 SOFTWARE LIBRARY
A listing of all the programs that go with the above articles.

77 PRODUCT REVIEWS
Hardware:
Colortone Keyboard (Waveform Corp.)

Comments: Koalapad has announced that they are discontinuing their Touch Tablet for the Atari. If you want one, now is the time to buy one before it is too late. Software Discounters of America is selling them for $29.95 (Software is on disk). After reading the Communications article on SIG*ATARI on CompuServe, I think you will be convinced that that is where you will want to subscribe if you have a modem. Does anyone know anything about Q-MODEM by

Quantum Microsystems, Inc.? They advertised as a 1200 baud modem in Analog Computing but ANTIC calls it a 300 baud modem in its New Products section. For $149.95 including software, it would be a good deal if it is 1200 baud. Now that Tim Eberling is no longer running his typing service, I am looking for a source of of the programs in the various magazines. I know I could subscribe on disk but that is megabucks if you want them all. Anyone know of another typing service? If anyone wants me to check out anything is particular at the Summer Consumer Electronic Show, let me know by June 1 so I can compile a list.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -2625603327898812856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c35a736d811a4d7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-30 06:04:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84; site mhuxh.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!mhuxm!mhuxi!mhuxh!gott
From: gott@mhuxh.UUCP (gottlieb)
Newsgroups: net.micro.atari
Subject: Antic Publishing
Message-ID: <290@mhuxh.UUCP>
Date: Tue, 30-Apr-85 09:04:22 EDT
Article-I.D.: mhuxh.290
Posted: Tue Apr 30 09:04:22 1985
Date-Received: Wed, 1-May-85 03:29:26 EDT
Distribution: na
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 14

I having been having
many problems with Antic Publishing.
I have ordered several APX programs
and the Syncalc Tax templete on diskettes
from them - all have been defective.
It has taken months, yes months,
to get them replaced.
The major problem is that I ordered
Antic Magizine in November of 1984 and I
still have not received one issue on time.
After two phone calls two issues were sent a
month late.
Personally I find them incompetent.
Am I the only one having problems with Antic?

From 8313636297615621876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6b7ad68dc5117642
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-30 08:39:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: Re: Atariwriter and printer drivers
Message-ID: <990026@acf4.UUCP>
Date: Tue, 30-Apr-85 11:39:00 EDT
Article-I.D.: acf4.990026
Posted: Tue Apr 30 11:39:00 1985
Date-Received: Thu, 2-May-85 04:38:47 EDT
References: <1258@cwruecmp.UUCP>
Organization: New York University
Lines: 7

I also had the same problem, but someone cleared it up for me. Now I don't know whether this works on all Atariwriters or only modified ones, but name the printer driver PUTORUN.SYS and the proofreader (if you have it) DUTORUN.SYS and all should be well. If that doesn't work, switch the filenames around, but I am reasonably sure that 'D' is for the proofreader and 'P' for the printer driver.

From -3050332921142955930
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3b7723cb8cc1ea46,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-30 08:44:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: ST rumorz
Message-ID: <990027@acf4.UUCP>
Date: Tue, 30-Apr-85 11:44:00 EDT
Article-I.D.: acf4.990027
Posted: Tue Apr 30 11:44:00 1985
Date-Received: Thu, 2-May-85 04:39:04 EDT
Organization: New York University
Lines: 10

The latest rumors are as follows. The 520 ST will be shipped within a week, but only to Canada...something about the FCC not finishing paperwork about RF interference and suchlike. Has anybody heard the

final word on whether it comes with basic or logo? The one I saw at the Trenton show was running both, but they were on disk, not in rom. Incidentally, the Basic seemed pretty neat, with a 'run' window with graphics, a list window and a debug window. But with all that going, it appeared rather slow.
Mike

From 8959673549188279697
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6b7ad68dc5117642
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-30 09:59:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: Atariwriter and printer drivers
Message-ID: <16812@mgweed.UUCP>
Date: Tue, 30-Apr-85 12:59:29 EDT
Article-I.D.: mgweed.16812
Posted: Tue Apr 30 12:59:29 1985
Date-Received: Wed, 1-May-85 03:54:06 EDT
References: <1258@cwruecmp.UUCP>
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 14

I assume you mean you have the printer program that appeared in ANTIC several months ago. You may need to do some heavy modifying to get it to run exactly right for your set-up. A better way to go might be to buy the program PRINTER DRIVER CONSTRUCTION SET from ANTIC. It is an APX program (AP131) and costs $19.95. It will allow you to configure Atariwriter (c) for almost any type printer. The only problem is, you need the Atariwriter (c) cartridge. How did you get Atariwriter (c) on disk? Maybe I shouldn't question the obvious...

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -7612703978139130585
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1fdf17fdc8a9535,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-30 10:39:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)

Newsgroups: net.micro.atari
Subject: ANTIC Software Catalog v2.0
Message-ID: <16813@mgweed.UUCP>
Date: Tue, 30-Apr-85 13:39:40 EDT
Article-I.D.: mgweed.16813
Posted: Tue Apr 30 13:39:40 1985
Date-Received: Wed, 1-May-85 03:54:39 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 227

ANTIC Magazine Software Catalog V2.0

This is an updated list of the programs available from ANTIC Magazine as of June 1985. Additions are noted by a (*) in front of the number.

The following are programs that were formerly available from APX:

Cat #	Title	Price	Description
AP101	SPACE WAR	$15.95	A two player galactic shoot-out. ML.
AP102	CRIBBAGE	$12.95	One player game against the computer. An APX winner. BASIC with ML sub-routines.
AP103	LORD OF THE ORB	$15.95	New. Explore three vertically scrolling levels. ML.
AP104	SARATOGA	$15.95	An American Revolutionary War Simulation. APX winner. ML.
AP105	SNARK HUNT	$15.95	An underwater game. Up to 8 players can attempt the mission. An APX winner. BASIC with ML sub-routines.
AP106	STOCK MANAGEMENT	$19.95	An APX winner written in BASIC with ML sub-routines.
AP107	DIGGERBONK	$15.95	A one player vertical scrolling maze. ML.
AP108	DRAWIT	$19.95	An outstanding drawing program features 16 colors with 8 hues, automatic fill, 2 zoom levels, page wipes and an animator. ML.
AP109	BURGERS!	$15.95	Designed for young children. Has light and spritely music. ML.
AP110	GALAHAD AND THE HOLY GRAIL	$15.95	Graphics adventure. One of APX's all time best sellers. This and BURGERS! was written by Doug Crockford, one of

Lucasfilm's top game programmers. ML.

AP111 DOG DAZE DELUXE $15.95 One or two player game with 3-D effects are said to be excellent. ML.

AP112 BUMPOMOV'S DOGS $15.95 A two player game featuring splitting/ recombining screen. ML.

AP113 CHAMELEON CRT TERMINAL EMULATOR $19.95 VERSION 4.2. Convert your Atari into a computer terminal. For five types, "Glass TTY", ADM-3A, DEC VT-52, IBM 3031 ASCII and a Test terminal, CHAMELEON supports most-used features (including Kermit protocol). The wide-screen 80-column emulation (displays 40 columns at a time with auto horizontal scrolling). Use with UNIX operating systems. All terminal characteristics are user-definable. Supports the Atari 835 & 1035 modems and now has autodial capability (for 16 phone numbers). CHAMELEON is now totally compatible with AMODEM. ML.

AP114 DEEP BLUE C COMPILER $19.95 This is a proper subset of version 7 C, which means that programs written for it will run almost without change on computers supporting the full language. Written in C, requires a non-line oriented text editor.

AP115 DEEP BLUE SECRETS $19.95 Source code for AP114. Requires AP114, Atari Macro Assembler and a non-line oriented text editor.

AP116 DANDY $15.95 A 26 level dungeon adventure game that features cooperation. Up to four people can play at once with separate joy sticks. Good family game. ML.

AP117 INSTEDIT $19.95 A character set editor that helps you make maximum use of the advanced graphics capabilities of your Atari. BASIC with ML subroutines.

AP118 CUSTOM BLEND $19.95 It gives you the power to create any combination of text and graphics modes--even Display List Interrupts--automatically. ML.

*AP119 PHOBOS $15.95 A scrolling shoot-em-up game. Fans of Caverns of Mars will like this one.

An APX award winner. ML.

*AP120 MARS MISSION II $15.95 Sequel to Caverns of Mars. ML.

*AP121 RAID ON GRAVITRON $12.95 A scrolling 3-D point of view space game. ML.

*AP122 WEAKON $15.95 A classic arcade shoot-em-up with unique graphics and effects. ML.

*AP123 SEVEN CARD STUD $12.95 This is a construction type game. You set the personality traits (easy to bluff, etc). 100% joystick control. Realistic graphics & sound. BASIC, ML.

*AP124 CARTOONIST $19.95 A menu-driven animation program that gives you full control over movie characteristics. Full editing features and allows you to play back frames at any speed up to 200 frames/second. BASIC with ML subroutines. APX winner.

*AP125 REAL ESTATE CASH FLOW ANALYSIS $19.95 Analyze the costs and benefits of income producing property. A sample application is included. You also get free STRATEGIC FINANCIAL RATIO ANALYSIS. BASIC. APX winner.

*AP126 THE ROSTER $19.95 An easy-to-use system for managing lists of names and addresses. Stores up to 500 entries on a disk. BASIC with ML sub-routines.

*AP127 THE HOME INVENTORY $19.95 Catalog every item in your home for insurance purposes or your business for tax purposes. Track manufacturer, series number, purchase date and price, etc. BASIC with ML sub-routines.

*AP128 THE EXPENSE TRACKER $19.95 Use for home or business. Can keep track of expenses by type, employee, day, etc. Reports can be printed in detail or summary--by month or year-to-date. BASIC with ML sub-routines.

*AP129 DATA MANAGER XL $19.95 A general purpose data management program with internal mini word processor and mail merge option that works with WORD MAGIC (AP130). BASIC with ML sub-routines.

*AP130 WORD MAGIC $19.95 A word Processor that includes every major feature plus special ones such

			as super-fast cursor movement and on-line help files, cut and paste and trackball cursor control. Comes with GRAPHIC MAGIC, a program that allows you to incorporate graphics in your document and dump it to a Epson or Gemini printer. ML.
*AP131	PRINTER DRIVER CONSTRUCTION SET	$19.95	Designed for use with Atariwriter(c) cartridge from Atari. Will make it completely compatible with whatever printer you own and allow you to take full advantage of it's features. ML.
*AP132	MATHLIB FOR DEEP BLUE C	$19.95	A whole new library of math functions designed to expand your DEEP BLUE C COMPILER into the area of floating point calculations. Has 32 new math functions. ML. Requires DEEP BLUE C COMPILER (AP114).
*AP133	THE FAMILY TREE	$19.95	A genealogy program. This allows you to store up to about 24 generations on a disk. Screen shows a tree with names and choosing a name displays information and allows update. BASIC
*AP134	MAPWARE	$19.95	Create and save high-resolution world maps. BASIC.
*AP135	SCREEN PLOT	$12.95	A useful graphics program that allows you to transfer color screens created by almost any Atari graphics program to paper via the Atari 1020, Radio Shack CGP-115, Mannesmann Tally Pixy 3 or Sweet Pea color plotter. ML.
*AP136	THE HELP SYSTEM	$15.95	Create help systems for your programs. Includes HELP TEXT COMPILER and HELP TEXT VIEWER. Create any arrangement of menus and sub-menus with up to 25 levels of menus. (Shades of Compuserve). ML. Requires Text Editor such as WORD MAGIC (AP130).
*AP137	TAXICAB HILL	$15.95	Action game set in San Francisco. Features super-high-res 4-voice music mode never heard before in any Atari game. ML.

Note: ML means written in machine language. BASIC means it is written in BASIC and requires the BASIC cartridge (on the 400 & 800).

ANTIC also is selling the PAPIE Disks. These 8 disks contain subroutines and utilities from the best of the Atari programmers including Russ Wetmore (Preppie I & II), Clinton Parker (creator of ACTION! and fellow netter), Jim Nangano (Flip & Flop), Sheldon Leemon, Jerry White and many others. These are of interest only to advanced programmers probably, but you get full disks for $12.95 or all 8 for $79.95.

There is also a listing of all the public domain disks that have been available from ANTIC for some time now.

There is a shipping and handling charge of $3.00 for each disk order, provided the order is for 10 disks or less and $3.00 for each book ordered. These can be ordered toll free at 800-227-1617 ext. 133 or by mail from : ANTIC Publishing
524 Second St.
San Francisco, CA. 94107

I'll update this catalog as it changes and post it every few months.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -1111454514160420349
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,30ce4b00e30b76e5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-30 10:46:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: RE: JUNE 1985 ANTIC TOC
Message-ID: <16814@mgweed.UUCP>
Date: Tue, 30-Apr-85 13:46:20 EDT
Article-I.D.: mgweed.16814
Posted: Tue Apr 30 13:46:20 1985
Date-Received: Wed, 1-May-85 03:55:16 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 16

There was an error in my summary of the COMMUNICATIONS article. It should read as follows:

page article

8   COMMUNICATIONS: The #1 SYSOP
An article about the job Ron Luks is doing as the main

sysop on CompuServe's SIG*ATARI.

Sorry...

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 6225359773230201530
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e20eaa2cb52acaf2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-30 22:37:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmath.UUCP
Path: utzoo!watmath!jsgray
From: jsgray@watmath.UUCP (Jan Gray)
Newsgroups: net.micro.atari
Subject: Re: Atari news from Hannover (32000 instead of 68020???)
Message-ID: <14175@watmath.UUCP>
Date: Wed, 1-May-85 01:37:06 EDT
Article-I.D.: watmath.14175
Posted: Wed May 1 01:37:06 1985
Date-Received: Wed, 1-May-85 04:42:45 EDT
References: <16721@mgweed.UUCP>
Reply-To: jsgray@watmath.UUCP (Jan Gray)
Organization: U of Waterloo, Ontario
Lines: 27
Summary:

> ...and announced that the 32 bit machine
> would be based on the National 32000 family of microprocessors. According
> to the article "Atari's choice of a 32000 family came after it realized
> that the 32-bit Motorola 68020 processor would not be compatible with a
> growing catalog of software developed for its 68000 based ST series."
>
>   Kit Kimes

Huh? The 68020 is *almost* object code compatible with the 68000! Unless
Atari did something silly like using the F-line instructions for system
calls they should have no problem going to the 68020.

I'll bet it has something to do with the high price (or current low
availability) of the 68020, although the 32000 family probably
isn't that much better.

I recently saw the ST, it really exists and works. There wasn't any
application software running at the demo however, just the desktop (apparently
the floppy was broken)...

Does anyone know anything (they are permitted to say) about the Commodore Amiga product? I read somewhere that Atari is suing Commodore for the Amiga VLSIs that Commodore acquired when it bought Amiga, but will this affect the release of the machine?

Jan Gray (jsgray@watmath.UUCP)   University of Waterloo   (519) 885-1211 x3870

From 8664332636904487172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c35a736d811a4d7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-01 06:43:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!decvax!bellcore!allegra!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: Antic Publishing
Message-ID: <16827@mgweed.UUCP>
Date: Wed, 1-May-85 09:43:03 EDT
Article-I.D.: mgweed.16827
Posted: Wed May 1 09:43:03 1985
Date-Received: Wed, 1-May-85 23:52:50 EDT
References: <290@mhuxh.UUCP>
Distribution: na
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 17

I have had no problems with getting my ANTIC magazine on time but I have not ordered any of the APX programs or any of their other programs for that matter. I personally find ANALOG COMPUTING magazine a little better in most respects but I subscribe to ANTIC because another Engineer here gets ANALOG COMPUTING and I get to read them both. I have found that several of the games in ANTIC are excellent and would like to get the programs on disk but I'm too cheap to subscribe to the disk service. Can you describe the problem you have had with the disks? Sometimes disks that come through the mail get flattened slightly and it is easy to run the edge of the disk along a hard surface. This frees up the floppy just enough to turn freely.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -245562701108358007
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1205b65301c6997a,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-05-01 21:37:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cvl.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!umcp-cs!cvl!hsu
From: hsu@cvl.UUCP (Dave Hsu)
Newsgroups: net.micro.atari
Subject: Not at summer CES?
Message-ID: <373@cvl.UUCP>
Date: Thu, 2-May-85 00:37:16 EDT
Article-I.D.: cvl.373
Posted: Thu May 2 00:37:16 1985
Date-Received: Sat, 4-May-85 04:20:57 EDT
Distribution: net
Organization: Computer Vision Lab, U. of Maryland, College Park
Lines: 16

Having just babbled with somebody who claimed to have friends at Atari, I
now hear a rumor that Atari's absence from the summer CES is caused by two
things...one: they feel that the XE and ST series machines have been
sufficiently announced and two: having no other new products to show (I
wonder about this. Have all the new periphs been shown?) it would be
pointless to rehash the obvious. Anybody else heard this?

Also, a computer dealer he talked with (Atlanta, GA) claims ST's will be
shipped to the store THIS WEEK. Clearly, Atlanta is some distance from
Canada. Anybody else talked with their (surviving) Atari dealers?

What's going on? When can I lay my hands on one? Hmm hmm hmm?

waiting patiently,
-dave

From 3085620912950633066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c35a736d811a4d7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-02 09:15:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site aecom.UUCP
Path: utzoo!decvax!genrad!panda!talcott!harvard!seismo!cmcl2!philabs!aecom!linder
From: linder@aecom.UUCP (Andrew Linder)
Newsgroups: net.micro.atari
Subject: Re: Antic Publishing
Message-ID: <1502@aecom.UUCP>
Date: Thu, 2-May-85 12:15:54 EDT
Article-I.D.: aecom.1502
Posted: Thu May 2 12:15:54 1985
Date-Received: Sat, 4-May-85 02:05:04 EDT
References: <290@mhuxh.UUCP>
Distribution: na
Organization: Albert Einstein Coll. of Med., NY
Lines: 23

> I having been having
> many problems with Antic Publishing.
> I have ordered several APX programs
> and the Syncalc Tax templete on diskettes
> from them - all have been defective.
> It has taken months, yes months,
> to get them replaced.
> The major problem is that I ordered
> Antic Magizine in November of 1984 and I
> still have not received one issue on time.
> After two phone calls two issues were sent a
> month late.
> Personally I find them incompetent.
> Am I the only one having problems with Antic?

*** REPLACE THIS LINE WITH YOUR MESSAGE ***
You think you have problems!
    a couple of months ago i ordered antic through some toll free number
i got on a card in the mail. well after a couple of non toll free,
expensive calls to california, i still haven't got my magazine!
how's that for incompetence!

                        Andrew Linder

From -5252245790333018635
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7430819a6e3eae52,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-02 11:33:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: Re: Info needed
Message-ID: <990028@acf4.UUCP>
Date: Thu, 2-May-85 14:33:00 EDT
Article-I.D.: acf4.990028
Posted: Thu May 2 14:33:00 1985
Date-Received: Sat, 4-May-85 07:30:53 EDT
References: <1929@decwrl.UUCP>
Organization: New York University
Lines: 6

re:chess 7.0

     All the features of Chess 7.0 are explained by the demo, which
will run if you don"t do anything when you boot the program. You cannot
back it up without the Happy modification because it is protected.
         Mike

From 257382899659477379
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c35a736d811a4d7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-02 11:35:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: Re: Antic Publishing
Message-ID: <990029@acf4.UUCP>
Date: Thu, 2-May-85 14:35:00 EDT
Article-I.D.: acf4.990029
Posted: Thu May 2 14:35:00 1985
Date-Received: Sat, 4-May-85 07:31:11 EDT
References: <290@mhuxh.UUCP>
Organization: New York University
Lines: 6

I have not ordered any merchandise from Antic, but I do have a subscription which has arrived every month. My only complaint is that my subscription does not always arrive before the newstands get theirs, which is somewhat annoying.
Mike

From 5070353033166297553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8d3ca3123b8f3d2c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-02 14:43:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: Explanation of ST shipping date
Message-ID: <990030@acf4.UUCP>
Date: Thu, 2-May-85 17:43:00 EDT
Article-I.D.: acf4.990030
Posted: Thu May 2 17:43:00 1985
Date-Received: Sat, 4-May-85 07:31:27 EDT
Organization: New York University
Lines: 5

The explanation from the local dealer was that Atari was shipping the ST this week, but only in Canada, and he is not expecting them for another 4 weeks.
Mike

From 1736663157692799336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9693fe46648e9e08,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-02 23:09:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 SMI; site parallel.uucp
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!pesnta!parallel!eric
From: eric@parallel.uucp (Eric Griswold)
Newsgroups: net.micro.atari
Subject: request for command summaries
Message-ID: <58@parallel.uucp>
Date: Fri, 3-May-85 02:09:05 EDT
Article-I.D.: parallel.58
Posted: Fri May 3 02:09:05 1985
Date-Received: Sat, 4-May-85 01:22:26 EDT
Organization: Parallel Computers, Inc.
Lines: 20

I recently purchase a used Atari that came with some software, but
no documentation. I am curious if anyone has a set of command summaries
for

    1) OS/A. I've figured out a few things: the largest of which is that
       even with my limited knowledge of this DOS, it is much more usable
       than ATARI DOS. The 'DIR' command alone improves things greatly.

    2) ASM/ED cartridge: I don't need pseudo-ops, just
       commands to give at the EDIT prompt: (I've figured out ASM and
       LIST) but that's about it. How do I execute assembled code?
       Trace? I think you'd get the idea.

Further, is anyone out there aware of any public-domain (hopefully macro)
assemblers?

I anxiously await having my mailbox stuffed with information. (Do use mail,
one posting on this subject is probably enough).

                        Eric Griswold
                        ...{ucbvax, ihnp4}!sun!parallel!eric

From 9023428566816691863
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b99dcc6ae87482f7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-03 04:53:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!decvax!mcnc!philabs!cmcl2!seismo!mcvax!unido!vr0z05
From: vr0z05@unido.UUCP
Newsgroups: net.micro.atari

Subject: Re: Re: 520ST at Hanover fair
Message-ID: <nf15700003@unido.UUCP>
Date: Fri, 3-May-85 07:53:00 EDT
Article-I.D.: unido.nf15700003
Posted: Fri May 3 07:53:00 1985
Date-Received: Tue, 7-May-85 06:06:20 EDT
References: <760@voder.UUCP>
Sender: notes@unido.UUCP
Lines: 19
Nf-ID: #R:voder:-76000:unido:15700003:000:633
Nf-From: unido!vr0z05   May 3 09:53:00 1985

I think that this is something new! I got a sheet of paper at the
Hannover Fair with the specifications of computer and floppies.
In this paper were only mentioned the 520 ST CPU and the SF 314 and
SF 354 floppies.

The SF 314 is 3.5" and 1 Mbyte,
the SF 354 is 3.5" and 0.5 Mbyte.
Both are "compatible"(?!) to the 520 ST and have a seriell ATARI-Interface.
I don't know what "compatible" means in this case. The 250 Kbyte Floppy
was neither mentioned, nor shown. SF 354 and SF 314 were both working.

Uwe Hoch
Computer Science Department
University of Dortmund
4600 Dortmund 50
P.O. Box 500500
West Germany

From 563912873098440743
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cf330e53a4fc0221,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-03 06:22:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rocksvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!rocksvax!johne
From: johne@rocksvax.UUCP (Dan Fleysher)
Newsgroups: net.micro.atari
Subject: OSS ACTION! run-time library disk
Message-ID: <1157@rocksvax.UUCP>
Date: Fri, 3-May-85 09:22:49 EDT
Article-I.D.: rocksvax.1157
Posted: Fri May 3 09:22:49 1985
Date-Received: Sat, 4-May-85 01:51:04 EDT
Distribution: net
Organization: Xerox: Henrietta, NY
Lines: 58

The attached articles come from ArpaNet's INFO-ATARI@Score.

GVInfo: "@SU-SCORE.ARPA:ajb@mitre"@Xerox.ARPA, from 3#313, at 30-Apr-85 1:58:04 EDT (return to Owners-XeroxAtariUsers^.ES)
Return-Path: <@SU-SCORE.ARPA:ajb@mitre>
Redistributed: XeroxAtariUsers^.ES
Received: from SU-SCORE.ARPA by Xerox.ARPA ; 29 APR 85 12:48:01 PDT
Received: from mitre.ARPA by SU-SCORE.ARPA with TCP; Mon 29 Apr 85 12:16:10-PDT
Received: by mitre.ARPA (4.12/4.7)
     id AA21559; Mon, 29 Apr 85 15:16:49 edt
Date: Mon, 29 Apr 85 15:16:49 edt
From: ajb@mitre.ARPA (Alan Broder)
Message-Id: <8504291916.AA21559@mitre.ARPA>
To: info-atari@su-score.ARPA
Subject: Action!
Cc: ajb@mitre.ARPA

I've got my new Action cartridge on order and expect it any day now. I've heard that it's possible to create programs which run stand-alone, without the cartridge. Apparently you need a special disk of run-time routines. My dealer doesn't know anything about such a disk.

Does anyone out there know anything about this ?

GVInfo: "@SU-SCORE.ARPA:bailey@mitre"@Xerox.ARPA, from 3#313, at 30-Apr-85 3:22:50 EDT (return to Owners-XeroxAtariUsers^.ES)
Return-Path: <@SU-SCORE.ARPA:bailey@mitre>
Redistributed: XeroxAtariUsers^.ES
Received: from SU-SCORE.ARPA by Xerox.ARPA ; 29 APR 85 17:06:31 PDT
Received: from mitre.ARPA by SU-SCORE.ARPA with TCP; Mon 29 Apr 85 16:21:18-PDT
Received: by mitre.ARPA (4.12/4.7)
     id AA24261; Mon, 29 Apr 85 19:22:09 edt
Date: Mon, 29 Apr 85 19:22:09 edt
From: bailey@mitre.ARPA (David Bailey)
Message-Id: <8504292322.AA24261@mitre.ARPA>
To: ajb@mitre.ARPA, info-atari@su-score.ARPA
Subject: Re: Action!

The run-time disk is available only directly from OSS ($30 for the non-commercial license, if my memory serves me correctly. This allows you to make and distribute binary files only as free - i.e., to user groups, friends, etc.) You should also get the latest bug sheet from OSS. They don't seem to send it unless you ask, even if you've registered the

software.
     ---Dave Bailey

From -2781923484856288094
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3d0e54da69946afd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-03 06:35:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rocksvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!rocksvax!johne
From: johne@rocksvax.UUCP (Dan Fleysher)
Newsgroups: net.micro.atari
Subject: RUNOFF for the Atari
Message-ID: <1158@rocksvax.UUCP>
Date: Fri, 3-May-85 09:35:51 EDT
Article-I.D.: rocksvax.1158
Posted: Fri May 3 09:35:51 1985
Date-Received: Sat, 4-May-85 01:51:46 EDT
Distribution: net
Organization: Xerox: Henrietta, NY
Lines: 25

The attached message was sent recently to ArpaNet's INFO-ATARI@Score.

I recently found out that there is an Atari version of RUNOFF. RUNOFF is a text formatter for large formal documents, producing table of contents, etc. It runs on DEC computers - those of you who have used it might want to check this out.

The Atari version is upward compatible. It includes selection of output format including numbered sections, bullets, alphabetic outline, and slides. Slides take advantage of Atari's color capabilities. The 100 page manual explains (among other things) how to make 35mm slides by photographing your screen.

For a while, OSS was promoting Atari RUNOFF as "The PRINT Tool", but dropped it in favor of some other product. The author is Marshall Abrams@mitre.arpa. If anyone wants more details, I can forward your request to him.

     Dan (...rochester!ritcv!rocksvax!johne or parcvax!rocksvax!johne)

From -90915328564420575
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e20eaa2cb52acaf2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-03 11:17:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site terak.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!bellcore!decvax!
mcnc!philabs!cmcl2!seismo!hao!noao!terak!doug
From: doug@terak.UUCP (Doug Pardee)
Newsgroups: net.micro.atari
Subject: Re: Amiga
Message-ID: <527@terak.UUCP>
Date: Fri, 3-May-85 14:17:07 EDT
Article-I.D.: terak.527
Posted: Fri May 3 14:17:07 1985
Date-Received: Mon, 6-May-85 01:40:28 EDT
References: <16721@mgweed.UUCP> <14175@watmath.UUCP>
Organization: Terak Corporation, Scottsdale, AZ, USA
Lines: 30

> Does anyone know anything (they are permitted to say) about the Commodore
> Amiga product? I read somewhere that Atari is suing Commodore for the
> Amiga VLSIs that Commodore acquired when it bought Amiga, but will this
> affect the release of the machine?

The question is, is there such a thing as an Amiga?

The Amiga Lorraine which Commodore announced some time back has never
been shown in public. Given that a show-able prototype is usually
produced many months before production units hit the dealers' shelves,
it is a safe bet that the Commodore Lorraine will not be available this
year. I'm tempted to add, "if ever".

The lawsuit you mentioned stemmed from a contract between the old Amiga
company and the old Atari, which called for Atari to pay Amiga to
design some fancy VLSI sound and video chips. Just before Amiga sold
out to Commodore and Atari sold out to Tramel Technologies, Amiga
returned Atari's money in full with the explanation that Amiga had
failed in their attempts to produce viable designs. Tramel Technologies
claims that Amiga sold Atari's chips to Commodore. Amiga claims that
there *were* no chips.

Now, if there indeed were no chips, that would explain why the Lorraine
has never been shown in public. And why Commodore doesn't even talk
much about the Lorraine any more.

P.S.   It gives me a really warm feeling inside whenever I pause to
think about Jack Tramiel's name being misspelled in the company's name.
--
Doug Pardee -- Terak Corp. -- !{ihnp4,seismo,decvax}!noao!terak!doug

From -3056827947093744313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1205b65301c6997a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-04 15:04:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!decvax!genrad!panda!talcott!harvard!seismo!mcvax!unido!vr0z05
From: vr0z05@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: Not at summer CES?
Message-ID: <nf15700004@unido.UUCP>
Date: Sat, 4-May-85 18:04:00 EDT
Article-I.D.: unido.nf15700004
Posted: Sat May 4 18:04:00 1985
Date-Received: Tue, 7-May-85 20:32:09 EDT
References: <373@cvl.UUCP>
Sender: notes@unido.UUCP
Lines: 13
Nf-ID: #R:cvl:-37300:unido:15700004:000:304
Nf-From: unido!vr0z05   May 4 20:04:00 1985

In Germany at the Hannover Fair J. Tramiel announced that ATARI
will do some seperate exihibition in parallel to the CES. Don't know
whether this is true or only a rumor.

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West Germany

From -9134435443759383891
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1205b65301c6997a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-07 05:40:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!harpo!
whuxlm!whuxl!houxm!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: Not at summer CES?
Message-ID: <16944@mgweed.UUCP>
Date: Tue, 7-May-85 08:40:37 EDT
Article-I.D.: mgweed.16944
Posted: Tue May 7 08:40:37 1985
Date-Received: Fri, 10-May-85 20:56:40 EDT

References: <373@cvl.UUCP> <nf15700004@unido.UUCP>
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 28

I just got the May issue of Computer Entertainer, a newsletter the reviews software (mainly games) and hardware. They keep pretty close tabs on the happenings in the industry. Their feeling clearly parallels my own. No company can afford to miss the Summer CES if they want to sell big orders to retailers for the comming Christmas season. Although they didn't mention that ATARI would have a private showing at some hotel room, they did mention that this is getting more popular. For instance, the list of software manufacturers NOT at the summer CES is as long as those that will be there. CBS Software has just cancelled their booth and others are contemplating doing the same. They estimate is costs anywhere from $250,000 to $750,000 to have a booth at summer CES if you have a decent size booth, including transportation, staffing, set-up, hotels, etc.

The bottom line is money and ATARI can ill afford to throw away a half a million bucks. They just had another lay-off according to Computer Entertainer and reportedly employees are grumbling because the latest paycheck has a pay cut of anywhere from 5 to 20 %, without any fore-warning! ATARI has had trouble getting distributors to commit to big orders for the ST line and software vendors are not exactly jumping on the slow moving bandwagon. In fact, SIERRA is one of the only ones to be actively developing some software at the present time.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -3935525637706089081
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cf330e53a4fc0221
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-07 06:13:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site utai.UUCP
Path: utzoo!utcsri!utai!jenkin
From: jenkin@utai.UUCP (Michael Jenkin)
Newsgroups: net.micro.atari
Subject: Re: OSS ACTION! run-time library disk
Message-ID: <486@utai.UUCP>
Date: Tue, 7-May-85 09:13:43 EDT
Article-I.D.: utai.486
Posted: Tue May 7 09:13:43 1985
Date-Received: Tue, 7-May-85 09:53:05 EDT
References: <1157@rocksvax.UUCP>
Reply-To: jenkin@utai.UUCP (Michael Jenkin)
Distribution: net
Organization: CSRI, University of Toronto

Lines: 16
Summary:

>You should also get the latest bug sheet from OSS. They
>don't seem to send it unless you ask, even if you've registered the
>software.

Ok, is it short enough for someone to post, or does anyone have the
address to send for a copy?

In addition, I have heard rumors of a public domain version of the
run-time package. Does anyone have a copy of it, and if so, can I
get a copy?

--
Michael Jenkin   University of Toronto
USENET: {decvax,ihnp4,allegra}!utcsri!utai!jenkin
CSNET: jenkin@Toronto
BELL: 416-978-7321

From 2861474319150944571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,36ce706962a6137c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-07 10:55:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2g.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!houxm!hou2g!stekas
From: stekas@hou2g.UUCP (J.STEKAS)
Newsgroups: net.micro.atari
Subject: Jack and his Jackintosh.
Message-ID: <466@hou2g.UUCP>
Date: Tue, 7-May-85 13:55:36 EDT
Article-I.D.: hou2g.466
Posted: Tue May 7 13:55:36 1985
Date-Received: Wed, 8-May-85 05:17:30 EDT
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 17

I think Jack Trameil (sp?) has been given a lot of undeserved
credit for the ST line. Considering the short time between his
purchase of Atari and the announcement of the ST line it's clear
that most of the developement occured before he got on the scene.

Whatever he has contributed has been on the business side. By
dumping the 800XLs at Xmas time he made a lot of us very happy
and raised some cash to make a go of the ST. But he has been
unsuccessful at generating much interest in any of the software
houses for developing stuff for the ST. If the ST has to wait
as long as the Macintosh did for software it won't be long
before the only Atari one can buy is a used one.

He may be making the most of a bad situation, but he hasn't won
the war yet.

Jim

From -6139178409283563438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c000bd6d771dbac9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-07 11:35:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: ACTION runtime pak?
Message-ID: <990031@acf4.UUCP>
Date: Tue, 7-May-85 14:35:00 EDT
Article-I.D.: acf4.990031
Posted: Tue May 7 14:35:00 1985
Date-Received: Fri, 10-May-85 07:52:43 EDT
Organization: New York University
Lines: 4

Does anybody actually have the run-time disk for Action!? How much is
is really? How does it work? How do you translate action files into
binary load? Any info appreciated.
     Mike B

From -6894919560779627919
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7ad537e06ef9b5bc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-07 21:04:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mcnc.mcnc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: VT100 emulator requests
Message-ID: <533@mcnc.mcnc.UUCP>
Date: Wed, 8-May-85 00:04:25 EDT
Article-I.D.: mcnc.533
Posted: Wed May 8 00:04:25 1985
Date-Received: Fri, 10-May-85 02:45:08 EDT
Distribution: net
Organization: Microelectronics Center of NC; RTP, NC
Lines: 8

To all the guys who sent me disks for the emulator;

you caught me (of course) on the one week I took a
vacation... anyway, they're all done now, will be on their
way tomorrow, so watch out for them next week. And
if you have any trouble, send mail to ravi@mcnc. Have fun,

-=ravi=-

From 3794257624345329106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,aaaf48bc6611c137,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-09 10:14:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!kcarroll
From: kcarroll@utzoo.UUCP (Kieran A. Carroll)
Newsgroups: net.micro.atari
Subject: Modems
Message-ID: <5576@utzoo.UUCP>
Date: Thu, 9-May-85 13:14:09 EDT
Article-I.D.: utzoo.5576
Posted: Thu May 9 13:14:09 1985
Date-Received: Thu, 9-May-85 13:14:09 EDT
Organization: U of Toronto Zoology
Lines: 31

*
There is an advertisement in the May '85 issue of Analog magazine
for something called a Q-Modem. According to their advertising,
this is something which stacks up pretty well, compared with other
modems currently available for the Atari. For US$150, you get a 300 Baud
modem, with "advanced" terminal software, modem handler, cables
and interface. It features tone dial, auto answer, audio monitor,
smart answer mode (?), and built-in help (presumably in the software).
For an extra US$79, there will be an upgrade available to 1200 baud
(I had to phone the company to find out about the extra cost).
The company is

Quantum Microsystems, Inc.
PO Box 179
Liverpool, NY
USA 13008
(315)-451-7747

Does anybody else know anything, good or bad, about this company,
their products, and/or this modem? I, for one, am amazed at the
possibility of getting a 1200 abud modem for only $230 (+canadian
exchange, +federal tax, +duty, +shipping cost; sigh).
Maybe I won't throw out my 800 right away, after all...

     Kieran A. Carroll @ U of Toronto Aerospace Institute

{allegra,ihnp4,linus,decvax}!utzoo!kcarroll
--

Kieran A. Carroll @ U of Toronto Aerospace Institute
{allegra,ihnp4,linus,decvax}!utzoo!kcarroll

From -5121510342857452598
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4fcb6e673ac7cbd3,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,4fcb6e673ac7cbd3,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-05-09 10:23:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site fortune.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!fortune!rburns
From: rburns@fortune.UUCP (Randyll Burns)
Newsgroups: net.micro,net.micro.atari
Subject: Sony CD ROM for atari ST series
Message-ID: <5257@fortune.UUCP>
Date: Thu, 9-May-85 13:23:10 EDT
Article-I.D.: fortune.5257
Posted: Thu May 9 13:23:10 1985
Date-Received: Sat, 11-May-85 00:23:42 EDT
Distribution: net
Organization: Fortune Systems, Redwood City, CA
Lines: 2
Xref: watmath net.micro:10302 net.micro.atari:792

I heard a rumor yesterday that Atari will be marketing a sony CD ROM for its
ST series. Does anyone else know about this?

From -7814139700506102661
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c000bd6d771dbac9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-09 17:39:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site zinfan.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!decwrl!zinfan!striepe
From: striepe@zinfan.UUCP (Harald Striepe)
Newsgroups: net.micro.atari
Subject: Re: ACTION runtime pak?
Message-ID: <82@zinfan.UUCP>
Date: Thu, 9-May-85 20:39:16 EDT
Article-I.D.: zinfan.82
Posted: Thu May 9 20:39:16 1985
Date-Received: Tue, 14-May-85 06:38:41 EDT
References: <990031@acf4.UUCP>
Organization: DEC Western Region Operations, Santa Clara, CA
Lines: 26

> Does anybody actually have the run-time disk for Action!? How much is
> is really? How does it work? How do you translate action files into
> binary load? Any info appreciated.
>   Mike B

    I think the package runs around $40.
    Since ACTION! searches compiled symbols before going
    through the library in ROM, the runtime files are simply
    included in the beginning of the program. Setting certain
    system variables allows you to designate the ORG of your
    program. Even offsets are possible. The package includes
    the full library as well as subsets.
    After compiling you simply write the file to disk from the
    monitor.

    With a clever relocation scheme one could compile the same program
    with a one page offset, create a bit map, and write a relocating
    loader... all in ACTION.

--

                        Harald Striepe
                        DEC Western Region TBU
                        decwrl!zinfan!harald
                        decwrl!dec-rhea!dec-wer521!striepe
                        WER521::STRIEPE

From -1009679815886983499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1a06750b3e1b4ef9,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15f443,1a06750b3e1b4ef9,start
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1985-05-10 14:07:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site cae780.UUCP
Path: utzoo!utcs!lsuc!pesnta!amdcad!cae780!gordon
From: gordon@cae780.UUCP (Brian Gordon)
Newsgroups: net.wanted,net.micro.atari
Subject: Wanted: Atari Kermit
Message-ID: <847@cae780.UUCP>
Date: Fri, 10-May-85 17:07:41 EDT
Article-I.D.: cae780.847
Posted: Fri May 10 17:07:41 1985
Date-Received: Sat, 11-May-85 15:18:47 EDT
Distribution: na
Organization: CAE Systems, Sunnyvale, CA
Lines: 8
Keywords: Kermit Atari
Xref: utcs net.wanted:6354 net.micro.atari:772

Is there a version of KERMIT for a Atari 800 (DOS 2.0)? This would presumably
be one somebody hacked up and has in self-contained, executable form.

Any pointers would be appreciated.

FROM: Brian G. Gordon, CAE Systems
UUCP: {ihnp4, decvax!decwrl}!amd!cae780!gordon
        {nsc, resonex, qubix, hplabs, leadsv, teklds}!cae780!gordon

From 2053575307351536100
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b270beed99551a8f,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,b270beed99551a8f,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-05-11 06:26:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmath.UUCP
Path: utzoo!watmath!csc
From: csc@watmath.UUCP (Jan Gray)
Newsgroups: net.micro,net.micro.atari
Subject: More on the Atari 520ST
Message-ID: <14398@watmath.UUCP>
Date: Sat, 11-May-85 09:26:50 EDT
Article-I.D.: watmath.14398
Posted: Sat May 11 09:26:50 1985
Date-Received: Sun, 12-May-85 05:48:46 EDT
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 48
Xref: watmath net.micro:10325 net.micro.atari:795

I saw the Atari 520 ST again, this time at the Toronto Computer Fair.
Atari was demonstrating two monochrome and two colour STs.

The ST will be available in Canada May 21. A system with 520ST,
monochrome monitor, 500K floppy and mouse will sell for $1400CDN;
with RGB colour monitor instead of monochrome, $1800CDN. ($1CDN ~~ $.7US)

Earlier specs indicated that the ST would come with GEM, etc, in 192K
of ROM. Now Atari says GEM, etc, will be loaded off disk. It looks like
they were afraid of doing ROM upgrades to hundreds of thousands of
machines. Unfortunately that means that a good chunk of RAM will be
consumed with GEM. It took 20 or 30 seconds to load the OS off disk when
powered on, but response seemed crisp after that (it should be if everying
is resident in RAM!). The salesman said that would be reduced to
almost no time when the hard disk becomes available (1.3 MByte/sec transfer
rate (DMA)). The hard disk is expected late in '85, 15 MBytes for $600.

The ST has floppy disk, DMA hard disk, parallel printer, serial, Midi in
and out, and video ports, as well as a ROM cartridge port (which only addresses
128K bytes). I don't believe there are any internal slots. I don't understand

why Atari put the Midi ports in...

Atari did a very nice job with the monochrome monitor. It is a high speed (35 MHz) white phosphor, to display 640 X 400 non-interlaced.

The GEM desktop really feels like a Mac clone. It has a menu bar (although Atari menus are "drop down", not "pull down" -- you don't have to press down on the mouse button to make the menu drop down, a feature I don't like!), desk accessories (a control panel and a Breakout game), dialog boxes, a trash can, windows with go-away-box, title, scroll bars, resize box, etc, etc.

I should say a "cheap" Mac clone. The environment didn't feel as polished as the Mac's. And there is some other operating system underneath, which I think is CPM-68K. I was able to break some program, and found myself with an "{A}" prompt. After some fiddling I got the world famous "Error on drive A. Abort, Retry, or Ignore" error, which you get from IBM PCs (probably all CPM or MS-DOS systems).

The software was sparse. There was some spreadsheet software which I think was their $90 1-2-3 Clone. I DIDN'T SEE Logo, Basic, GEM Draw, GEM Write, etc, which I was expecting. After all, this machine is going to be released in two weeks...

Looks like a good machine to hack on!

Jan Gray (jsgray@watmath.UUCP)   University of Waterloo   (519) 885-1211 x3870
(ignore that address at the top of the message)

From 8763999915850439877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4160b945164bb028,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-11 13:15:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site emory.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!harpo!
whuxlm!akgua!emory!kim
From: kim@emory.UUCP (Kim Wallen {Psychology})
Newsgroups: net.micro.atari
Subject: 520ST at Comdex
Message-ID: <1505@emory.UUCP>
Date: Sat, 11-May-85 16:15:36 EDT
Article-I.D.: emory.1505
Posted: Sat May 11 16:15:36 1985
Date-Received: Thu, 16-May-85 06:20:48 EDT
Distribution: net
Organization: Math & Computer Science, Emory University, Atlanta
Lines: 32

I just saw the 520ST and 130XE at Comdex in Atlanta. They had several ST's running GEM. Some with monochrome monitors and some

with color. They had one with an external 15meg disk (they say)
housed in a 1050 box. The hi-res monchrome monitor looked great
and the whole combination was operationally very much like a Mac.
The windows popped up quickly and moved around the screen with no
delay. It seemed very fast.

The announcement was that they were shipping. American dealers should
have ST's July 8th. The cost for a 512K ST, 360kb micro drive, and
high-res monitor was $799. They were quoting 25 discont point to
dealers. I figure this must make their cost about $350. Seems
hard to believe they really can produce the machine for that.
Still, if they do it the market should be thrown into a tizzy.
The machine looks much nicer in person than any pictures suggest
and it really looks like a serious machine.

They were saying that a $1200 developers packace was available
which included all of the above, a second drive, a c-compiler and
some other things I forget.

A steady stream of traffic went through their samll room. It is
hard to believe that many won't want ot market this machine if Atari
can convince them this is real.

Kim Wallen
Psychology Department
Emory University
Atlanta, GA 30322

{akgua, gatech}!emory!emoryu1!psykw

From -2871295032933546142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,66bc510b2814ced2,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,66bc510b2814ced2,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-05-12 22:25:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmum.UUCP
Path: utzoo!watmath!watnot!watmum!kjardine
From: kjardine@watmum.UUCP (Kevin Jardine)
Newsgroups: net.micro,net.micro.atari
Subject: Yet more on the Atari 520ST
Message-ID: <121@watmum.UUCP>
Date: Mon, 13-May-85 01:25:50 EDT
Article-I.D.: watmum.121
Posted: Mon May 13 01:25:50 1985
Date-Received: Mon, 13-May-85 03:43:25 EDT
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 137
Xref: watmath net.micro:10338 net.micro.atari:797

Warning: this article is long because there is a lot of news to tell.

I was also at the Toronto Computer Fair and would like to add to Jan Gray's article on the ST. There is indeed an operating system underneath GEM. GEM (Graphics Environment Manager) is NOT an operating system at all. It is a graphical interface that can be adapted to virtually any operating system. GEM is also available for MSDOS systems including the IBM PC, and is a good step towards a universal interface that would allow casual users to treat an IBM like a Mac like an ST, etc., and that will make it easier to port applications to several machines. The ST operating system is called TOS (originally The Operating System but now generally referred to as Tramiel's Operating System). Presumably users who are impatient with GEM's flashy graphics could opt to bypass GEM altogether to access TOS more directly, using a (horrors!) IBM-like line oriented command interpreter. In this way the ST can appeal both to the Mac-types and the more conservative IBM-types.

In the following, all amounts are in Canadian funds ($1 CAN ~~ $.7 US).

According to the salesmen I talked to, the ST will be available in Canada on June 1 (not May 21 as originally announced). The $1400 package (with 520ST, 500K floppy, and 640 X 400 monochrome monitor) will be the only one available. The colour monitor will be available in July for $600. The salesmen speculated that an $1800 package including the colour monitor might be available, but implied that it would be left up to the dealers to decide.

The colour monitor is beautiful! There is a selection of 512 colours to choose from (eight levels each of red, green, and blue). In 'low' resolution mode (320 X 200), 16 of these colours can be used simultaneously on the screen. In 'medium' resolution (640 X 200), 4 colours can be used. The large selection of colours makes subtle shading possible, and the three dimensional pictures demoed seemed to leap off the screen. Granted, this is not exactly state of the art computer graphics, but for $600, it's an amazing monitor. The monitor also has a black and white mode that may be easier on the eyes for ordinary operating system operations. I doubt the extra vertical resolution on the monochrome monitor will make a whole lot of difference, so I'd advise waiting until the colour monitor is available.

500K floppy drives will be $260. Up to four can be added.

The hard disk was said to be 15 M for $700-$800. (Jan Gray said $600 - the price seems to be rising ...) One salemen said that it could be ready as soon as July, but don't count on it. The ST comes with a built-in 1.3 M/s hard disk controller. It also has an RS232C serial port and a Centronics parallel port, as well as a MIDI interface. Jan Gray remarked that he didn't "understand why Atari put the Midi ports in". MIDI is the new standard interface for music synthesis, and should be a boon for anyone who wants to mix flashy music with their flashy graphics.

Three printers will be available (possibly by July). These are all described in the April/May Atari Explorer. The SDM124 Daisy Wheel printer will be $399. The SMM804 Dot Matrix printer will have the same resolution as the

Apple Imagewriter (1280 dots across) and will be less than half the price, according to the Explorer, making it roughly the same price as the daisy wheel. Any image on an ST monitor can be dumped to the printer. The STC504 Color Thermal Transfer printer will print in 16 colours and any colour monitor image can be dumped to it (presumably, it won't be able to capture the image accurately, since the monitor can display 512 possible colours).

One salesman told me that Atari wanted the ST to be a completely open system and that Atari itself would be publishing complete development documentation including pin-out diagrams. Since the total preliminary development documents are rumored to have been about 4000 pages, it may take Atari some time to edit all this into a more concise publishable form.

Despite stories to the contrary, the ST is expandable. It has been designed so that the current RAM chips will be replaceable by 1 megabyte chips when they become available, enabling the ST to have up to 4 megabytes of RAM, enough to run even a large Smalltalk application.

Even more exciting is the fact that Atari is going to make a CD ROM interface available. When compact disks are used to store data instead of music, they can store 550 M (that's right, 550 megabytes !). The first ROM available is expected to be the entire World Book Encyclopedia !

Despite all this exciting news, there is no doubt that software is (at least for a while) going to be a problem. The first salesman I talked to claimed that no software was being demonstrated because Atari didn't want people stealing its ideas before the product release. As the product release is less than three weeks away, that was obviously nonsense. Another salesman later drew a small crowd by clearly and fairly answering questions about the machine. He admitted that NO software except possibly Basic and Logo will be available by June 1. He said, however, that 300 developers including Microsoft, Lotus, and Ashton-Tate had paid about $4500 for hand-built ST's and development software and documentation, and some seemed to be planning to release software in July to coincide with the US ST release. The Digital Research C Compiler is expected "real soon" for under $100. At least one company has announced products: Haba Systems, who developed the Quartet integrated system for the Mac, have announced HabaWorks (Word, File, Calc, Graph, and Com) for $59.95 US (each?) and the Hippo C Compiler, also for $59.95 US. These are supposed to be available in July. The $90 Infinity integrated package expected with the machine's release has been delayed. The 'spreadsheet' that Jan Gray saw was likely the nonworking mockup that I saw demonstrated.

Finally, a small flame about the word 'clone'. Jan Gray called Infinity a "1-2-3 Clone". Infinity will include word processing and communication capabilities not available with 1-2-3. It is an integrated package, yes, but if we call it a "1-2-3 Clone", we will have to call Framework, Symphony, Jazz, and all the other integrated packages, 1-2-3 clones as well, and that is not really fair. Moreover, it is even unfair to accuse Atari of producing a "Mac clone". The hardware Atari has developed is far different. The monitors are larger (12 inches rather than 9 inches), provide greater resolution, one provides colour, and they are separated from the computer.

The ST circuitry is amazingly simple (one small board hidden in the keyboard). The mouse has two buttons rather than one. The keyboard itself has a different layout. A hard disk controller and MIDI interface are provided. There are many more hardware differences. About the only significant hardware similarity is that both machines use the 68000. Would anyone accuse Apple of producing a Sage clone? Atari is not guilty of the kind of coat-tail hanging common in the IBM-compatible market. Mac programs will not run on the ST. The machine must be judged on its own merits.

There is no doubt that Digital Research has designed GEM to imitate the Macintosh Finder, but even here there are differences. GEM was not designed to "replace an operating system", but to serve as an interface for several operating systems. Apple fans who accuse Digital Research of theft are being a mite self righteous. The user interface of the Lisa and the Mac is NOT innovative, but is borrowed from that Computer Science paradise, the Xerox Palo Alto Research Center. The Lisa was a Xerox Star imitation, with some improvements. Apple's innovations in the Mac were to drastically reduce the price one had to pay to use Star-like software (the Lisa was originally $15,000, and the Star was even more). Atari is simply continuing that process.

Alan Kay's dream of the Dynabook, a sophisticated information processor as easy to use as a book, and accessible to everyone, is close to being realized. Even Atari's drastic price reductions have not yet made the Xerox ideas affordable to "the rest of us", but any year now ...

So now, Commodore, what aces are YOU holding?

Kevin

"If the automobile industry was as obsessed with compatibility as
the computer industry, we'd all still be driving Model T Fords."

From -5953878054716371094
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b270beed99551a8f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,b270beed99551a8f
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-05-13 06:02:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site uwvax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!uwvax!planting
From: planting@uwvax.UUCP (W. Harry Plantinga)
Newsgroups: net.micro,net.micro.atari
Subject: Re: More on the Atari 520ST
Message-ID: <192@uwvax.UUCP>
Date: Mon, 13-May-85 09:02:55 EDT
Article-I.D.: uwvax.192
Posted: Mon May 13 09:02:55 1985
Date-Received: Thu, 16-May-85 03:24:14 EDT
Distribution: net

Organization: U of Wisconsin CS Dept
Lines: 18
Xref: linus net.micro:9059 net.micro.atari:732

In <14398@watmath.UUCP>, Jan Gray (jsgray@watmath.UUCP) writes:

> I saw the Atari 520 ST again, this time at the Toronto Computer Fair.
> . . . It took 20 or 30 seconds to load the OS off disk when
> powered on . . . The salesman said that would be reduced to
> almost no time when the hard disk becomes available (1.3 MByte/sec transfer
> rate (DMA)). The hard disk is expected late in '85, 15 MBytes for $600.

Don't count on much improved performance with the hard disk. Some
hard disks use voice coils for quick head positioning and some use
stepper-moters to keep the cost low, but the Atari hard disk (when it
becomes available) is supposed to use a third technology which is
cheaper and slower still. Seek times are said to be roughly the same
as for floppies.

Harry Plantinga
planting@wisc-rsch.arpa
{seismo,ihnp4,allegra,heurikon}!uwvax!planting

From 1971121030919553344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7174ea2d9f13e6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-13 10:00:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: 130XE vs. 800XL questions...
Message-ID: <1520@druxu.UUCP>
Date: Mon, 13-May-85 13:00:08 EDT
Article-I.D.: druxu.1520
Posted: Mon May 13 13:00:08 1985
Date-Received: Tue, 14-May-85 20:24:57 EDT
Organization: AT&T Information Systems Laboratories, Denver
Lines: 34

I'm thinking about turning in the 'ole 400 and its Inhome keyboard
for a shiny, new and compatible?? Atari 130XE computer. I have
some questions:

1. Does the 130XE OS have the same problems with some third party
    software that the 800XL has? Is the translation disk still necessary?
    Are there programs that won't even work with the translation
    disk?

2. Is the built in Basic the same as the 800XL's? How does 130XE's

Basic compare with the 400/800 cartridge Basic? Is it upward compatible?

3. Does anyone have any comments on the rear mounted cartridge slot (ease/pain of use, etc.)?

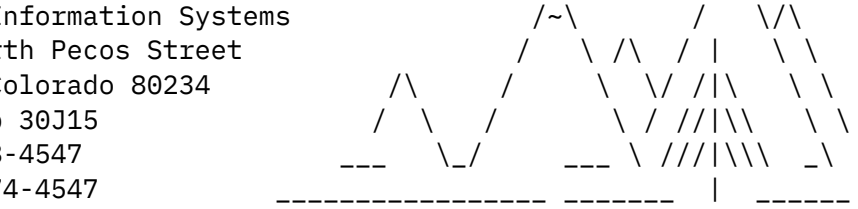
4. Are there any other significant hardware/software differences/ incompatiblities between the 130XE and the old 400/800 systems?

5. Is the keyboard on the 130XE better/worse that the 800XL?

6. Does Atariwriter know about the extra RAM in the 130XE? How about ACTION! or other popular non-game software?

Thanks in advance!

druxu!tlz
Terry L. Zrust
A.T.&T. Information Systems
11900 North Pecos Street
Denver, Colorado 80234
Mail Stop 30J15
(303) 538-4547
Cornet 374-4547



From -5972282643432294242
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ae5170f02968cd9e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-13 10:43:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ttidcb.UUCP
Path: utzoo!linus!philabs!ttidca!ttidcb!jackson
From: jackson@ttidcb.UUCP (Dick Jackson)
Newsgroups: net.micro.atari
Subject: Print Shop/ATR8000 Compatibility
Message-ID: <363@ttidcb.UUCP>
Date: Mon, 13-May-85 13:43:48 EDT
Article-I.D.: ttidcb.363
Posted: Mon May 13 13:43:48 1985
Date-Received: Tue, 14-May-85 08:08:54 EDT
Organization: TTI, Santa Monica, CA.
Lines: 21

Antic has a good review of Print Shop from Broderbund. A friend has the Commodore version and speaks highly. I just called Broderbund to check that it supports my Okidata Microline 92 printer. Answer = no problem.

Here I must say full marks to this company. The woman in tech support asked me what printer interface I had. Answer = ATR8000. PROBLEM!

She said they had not tested with the ATR, but had heard Print Shop
would not run through it.

Does anyone know about this? Can anyone recommend another similar
package?

This is the second time I have hit compatibility trouble with the ATR.
It would not load a heavily protected disk (Ultima) which needs a real
Atari drive. Otherwise, I have to add, the ATR 8000 does excellent work.

Dick Jackson
TTI, Santa Monica, CA

From 6576463972940050190
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,316f18dfb3f2f730,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-13 12:07:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!axk8358
From: axk8358@acf4.UUCP (>> Alex Kriger <<)
Newsgroups: net.micro.atari
Subject: chamelio : some answers
Message-ID: <990032@acf4.UUCP>
Date: Mon, 13-May-85 15:07:00 EDT
Article-I.D.: acf4.990032
Posted: Mon May 13 15:07:00 1985
Date-Received: Thu, 16-May-85 04:13:09 EDT
Organization: New York University
Lines: 18

From axk8358 Mon May 13 15:03:57 1985
Received: by NYU-ACF4.ARPA; Mon, 13 May 85 15:03:48 edt
Date: Mon, 13 May 85 15:03:48 edt
Subject: Re: chameleon

1) It is in the format of an autorun.sys file. You do not need any cartridges.
2) On the 800 you have to do <esc> <atari logo> sequence or something like
    that. On IBM machines, though you might want to consider doing <CTRL> D.
3) Yes, it does display on the screen what you type.
4) You can even put your mode in answer mode. The rest of standard
   characteristic modifications are available as well.
5) The upload/download might take a little playing around, though. For an IBM
  machine you might need to set the file characteristics in a specific way
  (like binary/text fil, etc....)

Alex.

From 3156069603993349255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1a06750b3e1b4ef9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-13 12:13:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!axk8358
From: axk8358@acf4.UUCP (>> Alex Kriger <<)
Newsgroups: net.micro.atari
Subject: Re: Wanted: Atari Kermit
Message-ID: <990033@acf4.UUCP>
Date: Mon, 13-May-85 15:13:00 EDT
Article-I.D.: acf4.990033
Posted: Mon May 13 15:13:00 1985
Date-Received: Thu, 16-May-85 04:12:39 EDT
References: <847@cae780.UUCP>
Organization: New York University
Lines: 4

Antic (through APX) offers a Chamelion software packege that among other
things (look at the description) offers KERMIT protocol transfer.

Alex.

From 7545864497468872666
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4fcb6e673ac7cbd3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-13 13:41:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: Re: Sony CD ROM for atari ST series
Message-ID: <990034@acf4.UUCP>
Date: Mon, 13-May-85 16:41:00 EDT
Article-I.D.: acf4.990034
Posted: Mon May 13 16:41:00 1985
Date-Received: Thu, 16-May-85 04:12:06 EDT
References: <5257@fortune.UUCP>
Organization: New York University
Lines: 3

see today's New York Times Business section, which has a down article
on Atari but mentions that item as possible Atari product.
Mike B

From 4388522955888832922

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e55ce0a279c8d0c8,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,e55ce0a279c8d0c8,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-05-14 08:55:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmum.UUCP
Path: utzoo!watmath!watnot!watmum!kjardine
From: kjardine@watmum.UUCP (Kevin Jardine)
Newsgroups: net.micro.mac,net.micro.atari
Subject: Atari ST vs. Apple Mac
Message-ID: <123@watmum.UUCP>
Date: Tue, 14-May-85 11:55:36 EDT
Article-I.D.: watmum.123
Posted: Tue May 14 11:55:36 1985
Date-Received: Wed, 15-May-85 00:33:46 EDT
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 26
Xref: watmath net.micro.mac:1380 net.micro.atari:800

Here are some price comparisons (in Canadian dollars, $1 CDN ~ $.7 US,
officially, but in the computer market, it seems more like $1 CDN ~ $.6 US)
The Apple prices are from the Apple Canada Suggested Retail Price List.

Item	Atari ST	Apple Macintosh
512K 68000 computer with 1 360K (500K unformatted) 3 1/2" floppy drive and a monochrome monitor	$1400	$4095
High density dot matrix printer (1280 dots per line)	~$300-$400	$950
Daisy wheel printer	$399	$3280
Floppy Disk Drive	$260	$775
Hard Disk	~$700-$800 (15M)	$3125 (10M)

The monochrome monitor has a higher resolution (640 X 400) than the Mac's,
and a colour monitor (that can show 512 colours) is also available for
$600. I'll grant you that dealers may substantially discount their Mac's,
but not by THAT much. Of course Mac owners pay for QUALITY, right? [:-)]

From -1291068154663910670
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a511542326e25a9b,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-14 13:57:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: ST nooz
Message-ID: <990035@acf4.UUCP>
Date: Tue, 14-May-85 16:57:00 EDT
Article-I.D.: acf4.990035
Posted: Tue May 14 16:57:00 1985
Date-Received: Thu, 16-May-85 20:27:33 EDT
Organization: New York University
Lines: 8

for official rumors about the ST, ANTIC mag has reports from Comdex on
Compuserve. If someone wants to D/L it , that would be nice, but its
already floating around various BBSs. It doesn't really say anything
we didn't know already except for a little bad news; that GEM may not
come in ROM after all. This would be real bad, becuase of the supposed
cap of 512K on memory, and GEM is a real memory hog, having been compiled.
Stay tuned.
              Mike

From -1878503247205825270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,66bc510b2814ced2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-14 14:04:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: Re: Yet more on the Atari 520ST
Message-ID: <990036@acf4.UUCP>
Date: Tue, 14-May-85 17:04:00 EDT
Article-I.D.: acf4.990036
Posted: Tue May 14 17:04:00 1985
Date-Received: Thu, 16-May-85 20:27:17 EDT
References: <121@watmum.UUCP>
Organization: New York University
Lines: 7

you say the ST will be expandable beyond 512k. We have heard no such
thing anywhere. But if it were true, the expanded total would not
be 4 megabutes, as you figure. If the ST is using 64k chips, they have
8 banks of chips. If it uses 256k chips, it has 2 banks. SO if and when
1 mb chips show, and they are compatible, they would expand the ST to
8 mb (in the 64k case) or 2 mb (in the 256k case).
         Mike

From 4455759960877952323
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,950f59348404b71c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-14 18:45:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pedsgd.UUCP
Path: utzoo!decvax!bellcore!allegra!ulysses!mhuxr!mhuxt!houxm!vax135!petsd!pedsgd!
bobh
From: bobh@pedsgd.UUCP (Bob Halloran)
Newsgroups: net.micro.atari
Subject: ST update
Message-ID: <134@pedsgd.UUCP>
Date: Tue, 14-May-85 21:45:10 EDT
Article-I.D.: pedsgd.134
Posted: Tue May 14 21:45:10 1985
Date-Received: Thu, 16-May-85 01:03:20 EDT
Distribution: na
Organization: Perkin-Elmer, Tinton Falls, NJ
Lines: 32

This week's (13 May) EE Times had a cover item on the ST's at Comdex.
Major items:

1) The 130ST is no more. The 'bundled' 520ST with hi-res (35MHz) B&W
   monitor and 0.5MB microfloppy will list for $799.

2) Mention is made in the article of OEM versions of the ST to come
   with 1 to 4Mb RAM.

3) Initial winchesters will be third-party, with an Atari-label 15Mb
   drive to be offered for $399. shortly thereafter.

4) Tramiel said the company would demo a $499. CD-ROM next month,
   using components from N V Philips, with shipment in August.
   This is also when volume shipments of the ST are expected to
   start.

5) Atari expects to show their NS32000-based system towards the end
   of this year.

I saw the 130XE available last night at my local Crazy Eddie (East
  Brunswick NJ). Maybe Jack will pull it off, after all.

Bob Halloran
Sr MTS, Perkin-Elmer DSG

UUCP: {decvax,ucbvax,ihnp4}!vax135!petsd!pedsgd!bobh
USNail: 106 Apple St M/S 305, Tinton Falls NJ 07724
Phone: (201)758-7000

Disclaimer: They don't know, and they probably don't care.
Quote: You MUST survive, Doctor!!!

From -4571095433631581772
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,36ce706962a6137c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-15 09:34:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site drivax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!houxm!vax135!cornell!uw-beaver!
tektronix!zehntel!hplabs!amdahl!drivax!braun
From: braun@drivax.UUCP (Karl Braun)
Newsgroups: net.micro.atari
Subject: Re: Jack and his Jackintosh.
Message-ID: <141@drivax.UUCP>
Date: Wed, 15-May-85 12:34:08 EDT
Article-I.D.: drivax.141
Posted: Wed May 15 12:34:08 1985
Date-Received: Thu, 23-May-85 03:51:08 EDT
References: <466@hou2g.UUCP>
Organization: Digital Research, Monterey, CA
Lines: 21

> I think Jack Trameil (sp?) has been given a lot of undeserved
> credit for the ST line. Considering the short time between his
> purchase of Atari and the announcement of the ST line it's clear
> that most of the developement occured before he got on the scene.
> ...
>   Jim

You are correct in assuming that Mr. Trameil has been given a lot of undeserved
credit for the ST; but you are incorrect in assuming that the product was
underway before he arrived. The people who deserve the credit are the Atari
engineers who slaved away at the product to produce samples in the short time
span given.

--
              kral
ihnp4!-------- \
mot! ---------- \
ucbvax!unisoft! > drivax!braun
ucscc!--------- /
amdahl!------- /

From -8170732527284442600
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ae5170f02968cd9e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-15 09:44:29 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!linus!philabs!prls!amdimage!amdcad!amd!pesnta!pertec!scgvaxd!trwrb!
trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: Print Shop/ATR8000 Compatibility
Message-ID: <618@cadovax.UUCP>
Date: Wed, 15-May-85 12:44:29 EDT
Article-I.D.: cadovax.618
Posted: Wed May 15 12:44:29 1985
Date-Received: Mon, 20-May-85 04:17:36 EDT
References: <363@ttidcb.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 10

[..........]

Please keep me informed of any new information on Print Shop compatibility
with the ATR8000. I've heard lots of good thing about Print Shop, and
have been thinking of getting it. If it dosen't work on the ATR8000
though, It's of no use, as I'm not going to buy another printer interface.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd

From 840261783339748281
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e20eaa2cb52acaf2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-16 02:18:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site amdahl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!pesnta!amdcad!amdahl!howard
From: howard@amdahl.UUCP (Howard C. Simonson)
Newsgroups: net.micro.atari
Subject: Re: Amiga
Message-ID: <1530@amdahl.UUCP>
Date: Thu, 16-May-85 05:18:12 EDT
Article-I.D.: amdahl.1530
Posted: Thu May 16 05:18:12 1985
Date-Received: Fri, 17-May-85 01:25:38 EDT
References: <16721@mgweed.UUCP> <14175@watmath.UUCP> <527@terak.UUCP>
Organization: Amdahl Corp, Sunnyvale CA
Lines: 30

> > Does anyone know anything (they are permitted to say) about the Commodore
> > Amiga product? I read somewhere that Atari is suing Commodore for the
> > Amiga VLSIs that Commodore acquired when it bought Amiga, but will this
> > affect the release of the machine?
>
> The question is, is there such a thing as an Amiga?

>
> The Amiga Lorraine which Commodore announced some time back has never
> been shown in public. Given that a show-able prototype is usually
> produced many months before production units hit the dealers' shelves,
> it is a safe bet that the Commodore Lorraine will not be available this
> year. I'm tempted to add, "if ever".
>
Sorry to be contradictory, but a good friend who recently came back from
Japan has told me that; 1. He has played around with the Amiga and it is
really swift and COLORful, 2. It is in production via Sanyo, 3. Look for
it this summer. The guy is straight and a good friend. No corporate
ax to grind (guess his employer). I am interested to see what these
"Johnny come lately's" can produce. It might even be better than the
Macintosh (guess what I'm typing on) but then given enough time...

All I know is, its been heaven so far (and it ain't over yet).

Now if I only had an 8510/a to read all those old 8" floppys on my shelf :-).
--
Time for a new catchy phrase in my   Howard C. Simonson
 .signature, now if I could only   ...{dragon,hplabs,ihnp4,nsc}!amdahl!howard
  think of one...

[Opinion? What opinion. I think you have the wrong guy...]

From 6473051416568737240
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,66bc510b2814ced2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-16 06:22:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!vr0z05
From: vr0z05@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: Yet more on the Atari 520ST
Message-ID: <nf15700006@unido.UUCP>
Date: Thu, 16-May-85 09:22:00 EDT
Article-I.D.: unido.nf15700006
Posted: Thu May 16 09:22:00 1985
Date-Received: Fri, 24-May-85 20:28:38 EDT
References: <121@watmum.UUCP>
Sender: notes@unido.UUCP
Lines: 14
Nf-ID: #R:watmum:-12100:unido:15700006:000:386
Nf-From: unido!vr0z05   May 16 11:22:00 1985

As there are 16 chips with 256 Kbyte each, you can in case 1Mbyte chips
will be availible, expand the 520 ST to 2 Mbyte. This is also what we heard
here in Germany during and after the Hannover Trade Show.

Uwe Hoch
Computer Science Department
University of Dortmund
4600 Dortmund 50
P.O. Box 500500
West Germany

E-mail address UUCP: ...!mcvax!unido!vr0z05

From -4619181016902854984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a511542326e25a9b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-16 06:29:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: notesnews 0.1 (unido 12/05/84); site unido.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!mcvax!unido!vr0z05
From: vr0z05@unido.UUCP
Newsgroups: net.micro.atari
Subject: Re: ST nooz
Message-ID: <nf15700007@unido.UUCP>
Date: Thu, 16-May-85 09:29:00 EDT
Article-I.D.: unido.nf15700007
Posted: Thu May 16 09:29:00 1985
Date-Received: Fri, 24-May-85 20:28:56 EDT
References: <990035@acf4.UUCP>
Sender: notes@unido.UUCP
Lines: 16
Nf-ID: #R:acf4:-99003500:unido:15700007:000:484
Nf-From: unido!vr0z05   May 16 11:29:00 1985

What the hell will Atari do with spare ROM-place?. They have 6
places for roms (256kbit?) as we can see here on photos of the 520 ST
in some computer magazines. Will Atari put BASIC or some other silly
thing in it? I don't hope so. And for GEM experts: Isn't it possible
to put the VDI of GEM into ROM?

Uwe Hoch
Computer Science Department
University of Dortmund
4600 Dortmund 50
P.O. Box 500500
West Germany

E-mail address UUCP: ...!mcvax!unido!vr0z05

From -4347529468795760301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8aa24eddc31826a2,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-05-16 06:34:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site bocar.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!bocar!benw
From: benw@bocar.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: STs pass FCC!
Message-ID: <182@bocar.UUCP>
Date: Thu, 16-May-85 09:34:10 EDT
Article-I.D.: bocar.182
Posted: Thu May 16 09:34:10 1985
Date-Received: Fri, 17-May-85 01:12:11 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 6

Compuserve posted a bulletin at 11:30 PM last night, from the
people at ANTIC stating that the Atari ST computers have
passed the FCC regulations and therefore are ready to
be distributed in the U.S.

Ben Weber

From 5354063965961211052
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 157808,490a413eab14772c,start
X-Google-Attributes: gid157808,public
X-Google-Thread: 1517c1,490a413eab14772c,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,490a413eab14772c,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 12c65a,490a413eab14772c,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1985-05-16 08:47:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site uwai.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!uwvax!uwai!tom
From: tom@uwai.UUCP
Newsgroups: net.micro,net.micro.cbm,net.music.synth,net.micro.atari
Subject: Why the MIDI bus?
Message-ID: <206@uwai.UUCP>
Date: Thu, 16-May-85 11:47:09 EDT
Article-I.D.: uwai.206
Posted: Thu May 16 11:47:09 1985
Date-Received: Fri, 17-May-85 03:30:57 EDT
Distribution: net
Organization: UWisc Systems Lab
Lines: 55
Xref: linus net.micro:9117 net.micro.cbm:1274 net.music.synth:257
net.micro.atari:742

Several people have asked why Atari included the MIDI serial

ports on the soon-to-be introduced Atari ST. They asked "What for?"
I say: "Why not?"

The ST has two MIDI ports on the back, as defined in the MIDI standards, to allow daisy-chaining of devices on the MIDI bus, a ~31K baud serial link.

Although MIDI originated as a standard for communicating between the latest breed of synthesizers and electronic instruments, it has potential to become a low-speed local area network. All it takes is a pair of DIN cords to connect two Ataris. Does that give anyone any ideas?

The inclusion of MIDI opens up a whole new market for Atari. Coupled with the music capabilities built-in the ST, it will soon gain a reputation as a music machine.

(Readers of net.music.synth, close your eyes for this paragraph.) MIDI provides a digital link between most new synthesizers, rhythm boxes, sequencers, and even guitars. MIDI can transmit nearly all the information a device can supply - for instance, the bus can relay the details of playing a piece on a synthesizer - note values, length, even the rate at which you hit the key, giving amplitude data - and send them to any other device on the MIDI bus.

Also, MIDI devices can often map themselves onto another instrument. For example, you can map your drum machine onto the lower section of the keyboard of your synthesizer. Pressing those keys give drum sounds now. (Net.music.synth, open your eyes now.)

MIDI will open up new areas in computer music for many people, especially with cheaper interfaces like the Atari ST. No more will computer music programs ask you to play the QWERTYUIOP scale to get musical notes... Rather, imagine the strengths of music editors that edit musical data in this form, and can play the results instantly. It's not to hard to create a N-track recording studio, since MIDI can handle 16 devices at once, in most configurations.

There are a few drawbacks in the Atari MIDI setup. The driver for the port is not "smart," that is, the 68000 inside will have to do more work to drive the port than comparable MIDI interfaces for other computers. MIDI interfaces for other machines, for example, the IBM PC, are separate cards in the ~$100-200 range, and carry their own smarts, like the Roland MPU 401.

I work for Sight and Sound, Inc. We design software for MIDI using the Roland MPU 401 interface. There are several other companies in the USA that do this kind of software, but so far, the market has been limited to professional musicians.

John Foust
(not sure what machine I'll be on this summer...)

posting from the account of
--

Tom Christiansen
University of Wisconsin
Computer Science Systems Lab
...!{allegra,heurikon,ihnp4,seismo,uwm-evax}!uwvax!tom
tom@wisc-ai.arpa

From -6801715752981985003
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,894075963fa803eb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-17 05:26:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: West Coast Computer Fair
Message-ID: <17203@mgweed.UUCP>
Date: Fri, 17-May-85 08:26:35 EDT
Article-I.D.: mgweed.17203
Posted: Fri May 17 08:26:35 1985
Date-Received: Sat, 18-May-85 02:13:34 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 26

The latest edition of the CompuClub News just arrived and it had a lot of interesting news in it. One thing that it included was a short article on the West Coast Computer Fair. I don't know exactly when it was held but I thought that you might be interested in the general comments they had on the Atari booth. It follows:

> "The ATARI booth (actually manned by people from a local user group) was far and away the hit of the show. While the giants like IBM showed products to one or two people at a time, the people at the ATARI booth were piled at least six deep throughout the show. In fact, the steadiest visitors were the three lonely reps from the Commodore booth."

They also said that the Atari portable (XEP) and the ST130 have been canceled for the short term future.

The newsletter was put together using Letter Perfect and the Print Shop. They have been using Letter Perfect for some time but this is the first issue using Print Shop and what a difference! They even have some graphics that look very nice.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 9197753927645551331
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fb38a19dcecdbfc2,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-05-17 05:35:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Bounty Bob Strikes Back
Message-ID: <17204@mgweed.UUCP>
Date: Fri, 17-May-85 08:35:38 EDT
Article-I.D.: mgweed.17204
Posted: Fri May 17 08:35:38 1985
Date-Received: Sat, 18-May-85 02:16:15 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 13

Has anyone bought Bounty Bob Strikes Back yet? The latest edition of
the CompuClub News has some hints and some secrets you might want to
try. They are longer that I care to type in unless their is a lot of
interest. Incidentally, CompuClub is featuring a Bounty Bob special.
You get both "Miner 2049er" and "Bounty Bob Strikes Back" for the
special price of $33.70.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 3740421543808164439
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,24c77593baa53c2f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-17 05:48:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: MMP 1200 modem news
Message-ID: <17205@mgweed.UUCP>
Date: Fri, 17-May-85 08:48:49 EDT
Article-I.D.: mgweed.17205
Posted: Fri May 17 08:48:49 1985
Date-Received: Sat, 18-May-85 02:13:50 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 17

According to the CompuClub newsletter, MMP should start shipping their
1200-baud [actually 1200 bps] modem by mid-summer. It will list for
$199. The Plato (now called The Learning Phone) cartridge should be
available by now. It was supposed to ship by May 15. What a great

combination this would be. CompuClub now have their own bulletin board that costs nothing but the phone call and supports both 300 and 1200 modems. You don't have to be a member to use it. They have about one meg of download files and will put news flashes on-line on a regular basis.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

P.S. CompuClub have the 130XE's in stock for $159.95.

From -370003533981956466
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f66f64784ad140c1,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,f66f64784ad140c1,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-05-17 06:11:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihnet.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!ihnet!bryan
From: bryan@ihnet.UUCP (b. k. delaney)
Newsgroups: net.micro.atari,net.micro
Subject: Atari and Education
Message-ID: <230@ihnet.UUCP>
Date: Fri, 17-May-85 09:11:44 EDT
Article-I.D.: ihnet.230
Posted: Fri May 17 09:11:44 1985
Date-Received: Sat, 18-May-85 02:11:41 EDT
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 25
Xref: watmath net.micro.atari:813 net.micro:10411

From the May 13, 1985 issue of Electronic Engineering Times:

To critics who maintain that there is no "true" home-computer market, Tramiel responded that "maybe there is none, but still, it's undeniable that personal computers are going into the home."

Tramiel's strategy to penetrate the home appears to be based on positioning his machines as high-quality or futuristic educational tools. He Claims that the same sort of educational investments that parents make in getting violin lessons, or specialized education for their children, apply to personal computers as well.
...

Tramiel said the company would demonstrate a $499 CD-ROM optical

disk drive for the system next month, using some components supplied
by N.V. Philips of the Netherlands. Atari will manufacture the drive
with shipments in August. "We will help the industry deliver a complete
CD-ROM encyclopedia that takes up a fraction of the size of the equivalent
number of books," said Tramiel. "We will off the dictionaries of the
world, in all major languages."

ihuxf!bryan

From -6635355080697083145
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ae5170f02968cd9e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-17 09:01:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mtuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!mtuxo!mtuxn!rb
From: rb@mtuxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: Re: Print Shop/ATR8000 Compatibility
Message-ID: <546@mtuxn.UUCP>
Date: Fri, 17-May-85 12:01:26 EDT
Article-I.D.: mtuxn.546
Posted: Fri May 17 12:01:26 1985
Date-Received: Sat, 18-May-85 02:08:29 EDT
References: <363@ttidcb.UUCP>
Organization: AT&T Information Systems, Holmdel NJ
Lines: 13

I don't know about your Oki....but don't worry about the ATR8000!
Print shop works just fine with it and my Epson.

The only difference between it and the 850 is you configure the
print shop differently the first time you use it (you know...the
old extra line feed problem!) Luckily, the author thought to
include that feature in the software. After that (since it writes
the configuration back on the disk) you just use it.

     Rob Botwin, N2FC
    .....{utah-cs|seismo|decvax}!harpo!eagle!hogpc!mtuxn!rb
     ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
     FJ 1B-130

From 1366090409822103802
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e55ce0a279c8d0c8
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,e55ce0a279c8d0c8
X-Google-Attributes: gid152df8,public

X-Google-ArrivalTime: 1985-05-17 19:02:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site sdcc6.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!bellcore!decvax!
ittvax!dcdwest!sdcsvax!sdcc3!sdcc6!ix408
From: ix408@sdcc6.UUCP (Cris Rys)
Newsgroups: net.micro.mac,net.micro.atari
Subject: Re: Atari ST vs. Apple Mac
Message-ID: <2081@sdcc6.UUCP>
Date: Fri, 17-May-85 22:02:49 EDT
Article-I.D.: sdcc6.2081
Posted: Fri May 17 22:02:49 1985
Date-Received: Thu, 23-May-85 01:12:23 EDT
References: <123@watmum.UUCP>
Distribution: net
Organization: U.C. San Diego, Academic Computer Center
Lines: 9
Xref: watmath net.micro.mac:1446 net.micro.atari:820
Summary: A cheaper harddisk

The nicest quality I have noticed about the Atari ST is that
it has a cheap mass storage. A 15MB hard disk on the Atari
will reportedly sell for $400.

Any reports on a cheap hard disk for the Mac?

Cris

ps. Even though the Atari looks good, there is *NO* software!

From 6421092103972079182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5c12ea668eb061ba,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,5c12ea668eb061ba,start
X-Google-Attributes: gid159df4,public
X-Google-ArrivalTime: 1985-05-18 04:50:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site oberon.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!ittvax!dcdwest!
sdcsvax!sdcrdcf!uscvax!oberon!blarson
From: blarson@oberon.UUCP (Bob Larson)
Newsgroups: net.micro.68k,net.micro.atari
Subject: Os9 on new atari - is it going to be available?
Message-ID: <32@oberon.UUCP>
Date: Sat, 18-May-85 07:50:20 EDT
Article-I.D.: oberon.32
Posted: Sat May 18 07:50:20 1985
Date-Received: Thu, 23-May-85 03:31:03 EDT
Distribution: net
Organization: U. of So. Calif., Los Angeles
Lines: 17

Xref: watmath net.micro.68k:790 net.micro.atari:822

Is anyone planning on porting os9/68k to the new atari ST series?

This combination has potential -- especially if a system with hard
disk, at least 1/2 mb ram, os9 and C can be obtained for under $2000.

Os9 is a multi-tasking, multi-user operating system. It is simular to
unix in many ways (pipes, the shell is just a program, etc.) but is
tailored to small systems. (And the commands have reasonable names.)

Bob Larson

Arpa: Blarson@Usc-Ecl.Arpa
UUCP: (???)!uscvax!oberon!blarson
      (or use a gateway to the arpa address)

Any opinions expressed in the above article are a figment of your computer's
imagination.

From 6965098534556954353
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ae5170f02968cd9e
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-18 06:09:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site akguc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!akguc!rbk
From: rbk@akguc.UUCP (R.B. Kummer [Brad])
Newsgroups: net.micro.atari
Subject: Re: Print Shop/ATR8000 Compatibility
Message-ID: <7599@akguc.UUCP>
Date: Sat, 18-May-85 09:09:27 EDT
Article-I.D.: akguc.7599
Posted: Sat May 18 09:09:27 1985
Date-Received: Sun, 19-May-85 00:49:26 EDT
References: <363@ttidcb.UUCP>
Organization: AT&T Technologies/Bell Labs, Atlanta
Lines: 5

The Print Shop works fine with an ATR8000. By the way, it is a GREAT
program; my kids have used it more than any game we have.

                        R. Brad Kummer   akguc!rbk
                        AT&T Bell Labs - Atlanta

From 6804432104910121278
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,abfe9481f7b0d7ff,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-20 11:58:10 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Spreadsheet for the new Atari's
Message-ID: <17263@mgweed.UUCP>
Date: Mon, 20-May-85 14:58:10 EDT
Article-I.D.: mgweed.17263
Posted: Mon May 20 14:58:10 1985
Date-Received: Tue, 21-May-85 07:03:53 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 35

According to the Electronic Engineering Times of May 20, 1985, Atari is going to use VIP Professional as its main spreadsheet for the new Atari's. I quote parts of the article:

> "VIP Technologies...will be one of the spearheads in Jack Tramiel's attempt to fulfill his promise to provide inexpensive computing power. VIP is to provide a less-than-$100 1-2-3 'clone' for Atari Corp. systems.
>
> Atari has licensed the company's product, VIP Professional, as the main standalone spreadsheet for the new Atari ST and XE computers.
>
> ...VIP Technologies is so excited by the Atari machines that it is delaying shipment of the newly released 1-2-3 clone for the Apple IIc and IIe. A 'substantial' long-term contract made it worthwhile, Nelson (of VIP) said.
>
> VIP Professional can import 1-2-3 files and uses many templates and books written supporting 1-2-3. The company will be providing other vertical market applications for Atari to run on the VIP Professional 'base' product."

It looks like this product can be called a true 1-2-3 clone. My only question is 'What happened to Infinity?'. I would like to get it since it sounds like an excellent integrated package. I would ask Matrix Software at the Summer CES, but they arn't listed among the exhibitors. Anyone know anything about Infinity? Will it be available from the company or through software dealers?

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 1342583031059468686
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,c000bd6d771dbac9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-21 12:39:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!linus!philabs!cmcl2!acf4!aol2901
From: aol2901@acf4.UUCP (adam l)
Newsgroups: net.micro.atari
Subject: Re: ACTION runtime pak?
Message-ID: <990037@acf4.UUCP>
Date: Tue, 21-May-85 15:39:00 EDT
Article-I.D.: acf4.990037
Posted: Tue May 21 15:39:00 1985
Date-Received: Fri, 24-May-85 20:51:06 EDT
References: <990031@acf4.UUCP>
Organization: New York University
Lines: 1

this is a test

From -2961601583369730960
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f61e32e579dc41c4,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,f61e32e579dc41c4,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 15517a,f61e32e579dc41c4,start
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1985-05-21 12:47:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site plx.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!talcott!panda!genrad!decvax!decwrl!
sun!plx!jk
From: jk@plx.UUCP (John Kullmann)
Newsgroups: net.micro,net.micro.pc,net.micro.atari
Subject: Need suggestions on graphics system
Message-ID: <134@plx.UUCP>
Date: Tue, 21-May-85 15:47:14 EDT
Article-I.D.: plx.134
Posted: Tue May 21 15:47:14 1985
Date-Received: Fri, 24-May-85 21:37:12 EDT
Organization: Plexus Computers, Santa Clara, CA
Lines: 20
Xref: linus net.micro:9207 net.micro.pc:3729 net.micro.atari:759

I am interested in getting lots of opinions on
the best way to go about getting/building a
system that I can develop some real-time graphics
games on that two or more people can play.
My neighbor is telling me that the AT800 is
great but...(I use 68xxx and 32xxx and etc and
the AT800 seems like such a "toy"). Just what

is available out there now and how much will it cost
me. I am an experienced s/w type and a novice h/w type
(but willing to blow up some boards trying!).

These games are just for my own personal use
"veg-ing out" after a hard days work, not for
sale..

Please mail hints and other tidbits to me.

...!decvax!sun!plx!jk
John Kullmann
Plexus

From -7204900850981106435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b4754c62b1104454,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-21 15:06:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!linus!decvax!tektronix!hplabs!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: ST's in Canada
Message-ID: <627@cadovax.UUCP>
Date: Tue, 21-May-85 18:06:27 EDT
Article-I.D.: cadovax.627
Posted: Tue May 21 18:06:27 1985
Date-Received: Sun, 26-May-85 21:18:28 EDT
Organization: Contel Cado, Torrance, CA
Lines: 10

[.,.....[

I heard another rumor the other day that indicated that the reason that
ST's are availiable in Canada before the US is because of FCC approval
delays. In addition, I heard that Germany is experiencing a similar
delay for similar reasons.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd

From 8331742048122776467
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e3fb08dc07c0a5d1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-22 12:50:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site uwmacc.UUCP
Path: utzoo!decvax!genrad!panda!talcott!harvard!seismo!uwvax!uwmacc!plutchak

From: plutchak@uwmacc.UUCP (Joel Plutchak)
Newsgroups: net.micro.atari
Subject: software by mail
Message-ID: <1122@uwmacc.UUCP>
Date: Wed, 22-May-85 15:50:45 EDT
Article-I.D.: uwmacc.1122
Posted: Wed May 22 15:50:45 1985
Date-Received: Thu, 23-May-85 14:34:55 EDT
Distribution: na
Organization: UWisconsin-Madison Academic Comp Center
Lines: 19

*** REPLACE THIS LINE WITH A THING YOUR AUNT GAVE YOU... ***

I'd like to solicit any recommendations, good or bad, that anybody has regarding software-by-mail companies. Include information about timeliness, relative pricing, complaints, methods of payment, etc. Please mail to me directly; if there seems to be sufficient interest, I'll post a summary. I'm personally only interested in companies that carry Atari software, but for future reference, I'll accept companies that carry hardware, or software for other machines, also. (My motivation for this posting is that I can't seem to find any local stores that carry Atari software, and the ones that do are severely lacking (e.g. Toys R Us is the best one, and it has *NO* Infocom software!!!). Thanks,
--
-joel
{allegra,ihnp4,seismo}!uwvax!uwmacc!plutchak
****
Honk if you love silence
****

From 947631318449557010
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,79e4963ea8d9a764,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-22 18:35:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmath.UUCP
Path: utzoo!watmath!daroloson
From: daroloson@watmath.UUCP (Dani A. Roloson)
Newsgroups: net.micro.atari
Subject: Help needed with "Fractalus" load error
Message-ID: <14603@watmath.UUCP>
Date: Wed, 22-May-85 21:35:48 EDT
Article-I.D.: watmath.14603
Posted: Wed May 22 21:35:48 1985
Date-Received: Thu, 23-May-85 03:19:51 EDT
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 55

[... but I don't want to buy a 1050.]

The Atari store here in Kitchener-Waterloo recently received
Epyx's "Rescue from Fractalus" by Lucasfilm Games.
Unfortunately, it appears to load correctly only on Atari-brand
disk drives. When I attempted to load it on my Indus or
the Trak's in the store, after going past sector 07 for the
second time, a multicolored screen appeared with LOAD ERROR
in large letters.

Does any one have any suggestions?

I did not have any such problems with "Ballblazer" and
"Fractalus" worked on the 130XE with the 1050 drive so
I'm pretty sure it is not a computer compatibility problem.
It did not work with with my Indus and 800XL with
basic in/out and/or translator loaded/not loaded
or the store's Trak's and old 800's (we tried 4 disks that
came in two different shipments to the store).

It was suggested to me that they placed extra protection
because of the large number of pirated copies but I find
it a bit unreasonable to make "Fractalus" work only on
Atari-brand drives (checks disk speed???).

If anyone could make a LOCAL call to Epyx (Lucasfilm??) to
check whether this LOAD ERROR was intended (maybe the
distributer up here just got a bad batch)
or if anyone knows of a disk-drive translator that makes
an Indus behave like a 1050 (make it munch disks :-),
I would greatly appreciate it.

Someone mentioned that they had a copy that did work on their drive
but that they also got it before Epyx released it. I do NOT want
to get my copy like this since I feel "Ballblazer" (and possibly
"Fractalus", I didn't get accustomed to playing it in the store)
is one of the best games for the Atari and I want to
make sure that Epyx/Lucasfilm are encouraged to produce similar
high quality games.

BTW, Is Lucasfilm going to produce more Atari games for the XL/XE/ST
or was the agreement with Atari terminated instead of transferred to Epyx??

   Thanks,
      Dani A. Roloson
      Math Faculty Computing Facility, University of Waterloo, Canada

--
     UUCP: ...!{ utzoo,decvax,ihnp4,allegra}!watmath!daroloson
     ARPA: daroloson%watmath%waterloo.csnet@csnet-relay.arpa
     CSNET: daroloson%watmath@waterloo.CSNET

"I don't need a disclaimer. Nobody will admit to even knowing me."

From 5248026546367362850
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,349a6f38f9492459,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-22 19:02:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!houxm!houxu!jhv
From: jhv@houxu.UUCP (James Van Ornum)
Newsgroups: net.micro.atari
Subject: ATR8000
Message-ID: <619@houxu.UUCP>
Date: Wed, 22-May-85 22:02:03 EDT
Article-I.D.: houxu.619
Posted: Wed May 22 22:02:03 1985
Date-Received: Fri, 24-May-85 02:05:47 EDT
Organization: AT&T Information Systems, Holmdel, NJ
Lines: 13

I recently bought a second hand ATR8000. It is living up to expectations; but
I want more!! How can I write my own RS-232 I/O routines, my own disk
utilities, my own printer spoolers, my own ATARI terminal emulators when I
don't know the necessary I/O addresses or the ATARI to ATR8000 protocol??
How does the ATARI tell the ATR8000 to boot the CPM disk?

Does anyone have any insight into these problems they could share with me?
Is there a technical information manual that I should buy? Is there a
schematic, or other related technical information, available from SWP?

Thanks.

     James Van Ornum, AT&T Information Systems, houxu!jhv

From -7938243200186188906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,79e4963ea8d9a764
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-23 10:05:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: Help needed with "Fractalus" load error
Message-ID: <17314@mgweed.UUCP>
Date: Thu, 23-May-85 13:05:26 EDT
Article-I.D.: mgweed.17314
Posted: Thu May 23 13:05:26 1985
Date-Received: Sat, 25-May-85 00:17:52 EDT
References: <14603@watmath.UUCP>

Distribution: net
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 14

Your problem may very well be the disk drive speed. A review of the
Astra 1620 disk drive in the June 1985 issue of ANALOG COMPUTING
mentioned that they couldn't load BLUE MAX at first and the problem
turned out to be the speed. Use a good disk drive speed check program
to see what you are set at. It should be 290 RPM. The Astra was set
at 300 and was causing problems, so it is fairly critical.

Hope this helps...

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 1371181998420389650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e55ce0a279c8d0c8
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,e55ce0a279c8d0c8
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-05-23 10:41:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site nicmad.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!uwvax!astroatc!nicmad!luscher
From: luscher@nicmad.UUCP
Newsgroups: net.micro.mac,net.micro.atari
Subject: Re: Atari ST vs. Apple Mac
Message-ID: <184@nicmad.UUCP>
Date: Thu, 23-May-85 13:41:34 EDT
Article-I.D.: nicmad.184
Posted: Thu May 23 13:41:34 1985
Date-Received: Fri, 24-May-85 22:28:13 EDT
References: <123@watmum.UUCP> <2081@sdcc6.UUCP>
Distribution: net
Organization: Nicolet Instrument Corp. Madison WI
Lines: 14
Xref: linus net.micro.mac:1448 net.micro.atari:764

> The nicest quality I have noticed about the Atari ST is that
> it has a cheap mass storage. A 15MB hard disk on the Atari
> will reportedly sell for $400.
>
> Any reports on a cheap hard disk for the Mac?
>
> ps. Even though the Atari looks good, there is *NO* software!

     For early Mac owners that is nothing they haven't lived

through before. ;-)

--
Jim Luscher / Nicolet Instruments / Oscilloscope Div.
5225 Verona Rd Bldg-2 / Madison Wi 53711 USA / 608/271-3333x2274

From 6760917491883246179
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e55ce0a279c8d0c8
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,e55ce0a279c8d0c8
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-05-24 08:06:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmum.UUCP
Path: utzoo!watmath!watnot!watmum!kjardine
From: kjardine@watmum.UUCP (Kevin Jardine)
Newsgroups: net.micro.mac,net.micro.atari
Subject: Re: Atari ST vs. Apple Mac
Message-ID: <132@watmum.UUCP>
Date: Fri, 24-May-85 11:06:29 EDT
Article-I.D.: watmum.132
Posted: Fri May 24 11:06:29 1985
Date-Received: Sat, 25-May-85 07:17:56 EDT
References: <123@watmum.UUCP> <423@gitpyr.UUCP>
Reply-To: kjardine@watmum.UUCP (Kevin Jardine)
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 31
Xref: watmath net.micro.mac:1465 net.micro.atari:829
Summary:

In article <423@gitpyr.UUCP> royt@gitpyr.UUCP (Roy M. Turner) writes:
>Well, there were some fairly exorbitant prices listed for the Mac in the
>comparison, I must say--makes me want to hock mine immediately :-)
>
>My 512k Mac and imagewriter and an exteral disk drive were being sold for
>$2795 when I purchased it...I bought it through a university, and left off the
>external drive, and paid $2262. So where did you get your prices??? And
>don't claim that mine was bought a while ago, either--it arrived day before
>yesterday!!
>
>Roy

As I stated in the article, the prices are in the official Apple Canada
retail price list and are in CANADIAN funds. My point was that Apple
is charging far more than Atari for a machine that is NOT three times better
technically (although right now has far more software available).
I'll grant you that some universities are offering special deals on their
Macs, but these are not available for most of the "rest of us".
I am an Apple fan. It took courage and some innovation to bring the
Xerox Star microcomputer's ideas to an (almost) mass market computer,

but I think that is time that Apple stopped asking its dealers to charge what the market will bear, and starts charging something closer to what it actually costs to produce the machine. The official cost for the 512K upgrade is another example of this practice. (Remember, the first ball point pens were $25, and this time, that's in AMERICAN funds before the days of stagflation.)

Right now, there is no way I can afford a Mac at the prices Apple is charging. I may soon be able to buy an ST.

Kevin

From -8575166093683522843
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e55ce0a279c8d0c8
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,e55ce0a279c8d0c8
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-05-24 09:49:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aurora.UUCP
Path: utzoo!linus!decvax!genrad!panda!talcott!harvard!seismo!hao!hplabs!ames!aurora!al
From: al@aurora.UUCP (Al Globus)
Newsgroups: net.micro.mac,net.micro.atari
Subject: Re: Re: Atari ST vs. Apple Mac
Message-ID: <347@aurora.UUCP>
Date: Fri, 24-May-85 12:49:41 EDT
Article-I.D.: aurora.347
Posted: Fri May 24 12:49:41 1985
Date-Received: Mon, 27-May-85 07:22:57 EDT
References: <123@watmum.UUCP> <2081@sdcc6.UUCP>
Distribution: net
Organization: NASA Ames Research Center, Mtn. View, CA
Lines: 8
Xref: linus net.micro.mac:1477 net.micro.atari:768

> The nicest quality I have noticed about the Atari ST is that
> it has a cheap mass storage. A 15MB hard disk on the Atari
> will reportedly sell for $400.
>
> ps. Even though the Atari looks good, there is *NO* software!

Can you buy the Atari today? If so, from whom? I.e., is it vaporware or a product?

From -5644728645484477742
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a15b25cf5db951be,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-26 10:33:16 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site polyof.UUCP
Path: utzoo!decvax!genrad!panda!talcott!harvard!seismo!cmcl2!philabs!ron1!polyof!
steve
From: steve@polyof.UUCP (A2 Steve Weiss)
Newsgroups: net.micro.atari
Subject: mpp 1000c (s/w)
Message-ID: <133@polyof.UUCP>
Date: Sun, 26-May-85 13:33:16 EDT
Article-I.D.: polyof.133
Posted: Sun May 26 13:33:16 1985
Date-Received: Tue, 28-May-85 20:10:45 EDT
Distribution: na
Organization: Polytechnic Inst. of NY, Farmingdale
Lines: 21

I am in need of a terminal program for the mpp 1000c modem that will enable me to use BAUDOT (ie 45.5 baud, 5-bit). I have the software patch that will let me use normal terminal packages as long as i use 300 baud. variable baud rate was not written into the
patch (nor the ability to xio to 5-bit
characters for that matter) since i do not know assembly, i am not even going to attempt to modify it. if you know of any such software, please help.

p.s. looking for spare parts? i found a mail order place that sells only replacement parts for the atari 400 through 1200xl to 800xl. they even have peripheral parts. their prices also seem reasonable (especially since you can not get some of these parts anywhere else.) the name & number is
AMERICAN TV
15338 Inverness st.
San Leandro, California 94579

415-352-3787 (24 hrs)

thanks...

From -8060729974306386199
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,827ece07bee7df6a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-27 22:51:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site sdcc6.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!decwrl!greipa!pesnta!
hplabs!sdcrdcf!sdcsvax!sdcc3!sdcc6!88362744
From: 88362744@sdcc6.UUCP (Vacation Man)
Newsgroups: net.micro.atari
Subject: Action! help
Message-ID: <2089@sdcc6.UUCP>
Date: Tue, 28-May-85 01:51:25 EDT

Article-I.D.: sdcc6.2089
Posted: Tue May 28 01:51:25 1985
Date-Received: Sat, 1-Jun-85 01:27:07 EDT
Organization: U.C. San Diego, Academic Computer Center
Lines: 25
Keywords: vt100 action

I am attempting to program an improved vt100 emulator in Action! for
the Atari. This program would improve on the vt10sq public domain
program in various ways:
source code will be put in public domain
improved, modifiable character set
no mysterious system hangups

i was well on my way to implementing the 80 column screen routines
when one of my 'improvements' to the program did something to the
program. i have gone through it many times and even rewritten the
kernal, but still this bug remains. the problem is not in the
display, but which character gets displayed.
a to z and A to Z get shifted to !.. etc. i know what the bug does
but can't find the source
any help in this matter would be appreciated. also any help at all
in the programming itself would be appreciated.

i can be reached at:
sdcc6!88362744
sdcc13!ee65sct

until 6/13

thank you very much
Scott Weisman

From -5652238909117874211
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6d3a583e0b765990,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-28 08:02:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site cmu-cs-gandalf.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!bellcore!decvax!
genrad!panda!talcott!harvard!seismo!rochester!cmu-cs-pt!cmu-cs-gandalf!strauss
From: strauss@cmu-cs-gandalf.ARPA (Daryll Strauss)
Newsgroups: net.micro.atari
Subject: MPP 1000C codes
Message-ID: <274@cmu-cs-gandalf.ARPA>
Date: Tue, 28-May-85 11:02:21 EDT
Article-I.D.: cmu-cs-g.274
Posted: Tue May 28 11:02:21 1985
Date-Received: Thu, 30-May-85 06:45:26 EDT
Organization: Carnegie-Mellon University, CS/RI
Lines: 14

I need to find out how to directly control an MMP 1000C modem. I have asked Micro Peripheral Products directly, but got no reply. Does anyone out there have information on this?

Daryll

ARPA: Strauss@cmu-cs-gandalf.arpa
UUCP: ...!{ucbvax,inhp4,cmucspt}!Strauss@cmu-cs-gandalf.arpa
Mailnet\
CCnet >DS4J@cmu-cc-tf
DECnet /

HOME: 5230 Forbes Ave., Pittsburgh PA 15213
BELL: (412) 621-1846

From -8383475942853779686
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c45b7005213945f8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-28 09:16:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ttidcb.UUCP
Path: utzoo!linus!philabs!ttidca!ttidcb!jackson
From: jackson@ttidcb.UUCP (Dick Jackson)
Newsgroups: net.micro.atari
Subject: Print Shop via ATR8000 - S/W by Mail
Message-ID: <368@ttidcb.UUCP>
Date: Tue, 28-May-85 12:16:54 EDT
Article-I.D.: ttidcb.368
Posted: Tue May 28 12:16:54 1985
Date-Received: Thu, 30-May-85 06:30:01 EDT
Organization: TTI, Santa Monica, CA.
Lines: 17

My thanks to those who replied with positive recommendations re. using the Print Shop package with the ATR8000. I called Broderbund again and they still believed it would not work, however I was assured that if I bought it direct from them they would refund on failure. (Incidentally I have so far always had good experiences with ordering software by mail.) Anyway I did order it, the Print Shop arrived in four days, works fine with the ATR8000 and does good stuff.

Once again I feel bound to ackowledge the Broderbund technical support people for their uncomon honesty, if not their accuracy.

Software specialist: "It's a hardware problem."
Hardware specialist: "It's a software problem."
Salesman: "There is no problem".

From -186387874648183432
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,557093a853f684d4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-28 12:12:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: July 1985 ANTIC TOC
Message-ID: <17479@mgweed.UUCP>
Date: Tue, 28-May-85 15:12:52 EDT
Article-I.D.: mgweed.17479
Posted: Tue May 28 15:12:52 1985
Date-Received: Thu, 30-May-85 03:50:36 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 86

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48 GAME OF THE MONTH: MINIATURE GOLF
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74 PRODUCT REVIEWS
Software: COMPUTER AMBUSH (S.S.I)
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Hardware: STAR SG-10 PRINTER (Star Micronics)
MICROSTUFFER PRINTER INTERFACE (M.P.P.)

Comments: Both ANTIC and Analog Computing are smaller than they have been previously but it is quite a good issue. There is an ad by OSS touting their new BASIC XE made especially for the 130XE. There is a response from Spinnaker as to why they might not translate some of their text adventures for the Atari. Once again ANTIC will be having daily bulletins from the Summer CES. If someone can again download them, I'm sure we would all appreciate it. By next show, I'll have the capability. According to an ad by Computer Direct, The Learning Phone cartridge (formally PLATO) is now available for $19.95. This has to be one of the best reasons to buy a modem I can think of (Pardon my editorializing but I am doing all the typing). I just called them and it isn't in stock yet. Till next month, see you at the CES.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305

..!ihnp4!mgweed!kek

From 3082301986240372526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e55ce0a279c8d0c8
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,e55ce0a279c8d0c8
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-05-29 05:54:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site peora.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!petsd!peora!jer
From: jer@peora.UUCP (J. Eric Roskos)
Newsgroups: net.micro.mac,net.micro.atari
Subject: Re: Re: Atari ST vs. Apple Mac
Message-ID: <994@peora.UUCP>
Date: Wed, 29-May-85 08:54:26 EDT
Article-I.D.: peora.994
Posted: Wed May 29 08:54:26 1985
Date-Received: Thu, 30-May-85 06:02:31 EDT
References: <123@watmum.UUCP> <2081@sdcc6.UUCP> <347@aurora.UUCP>
Organization: Perkin-Elmer SDC, Orlando, Fl.
Lines: 29
Xref: watmath net.micro.mac:1513 net.micro.atari:837

Last night while sitting trying to figure out how many more months it will
be before I can get my memory/disk upgrade, so I can start saving up for a
compiler, an ironic and interesting thought occurred to me.

This Atari ST... we keep criticizing its low quality compared to the
Macintosh. This is probably justified; Apple I suspect put a lot more R&D
into the Macintosh; and it's the Commodore Amiga we really have to worry
about, anyway, since Apple lost the Turbo Pascal opportunity to Commodore.

But, if you read the interviews with the Apple engineers, it appears that
the Atari ST is more or less what the Apple engineers started out to build,
before the Mac started getting enhanced and improved into what it is now:
it had much lower resolution, was generally a smaller machine, and was much
less expensive.

Now, other than the fact that the Mac is so expensive, I personally think I
would rather have the Mac anyday. But it's kind of interesting to consider
this possibility that maybe the ST is sort of what the Mac started out as...

DISCLAIMER: I like the Mac! I just wish some aspects of it weren't so
obstinate...
--
Full-Name: J. Eric Roskos
UUCP: ..!{decvax,ucbvax,ihnp4}!vax135!petsd!peora!jer
US Mail: MS 795; Perkin-Elmer SDC;
         2486 Sand Lake Road, Orlando, FL 32809-7642

"V'z bss gb gur Orezbbgurf, gb jngpu gur bavbaf
na' gur rryf!" [Jryy, jbhyq lbh oryvrir Arj Wrefrl?]

From 5122535358501988559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1d15db7ddb98422e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-29 15:25:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!utcs!lsuc!pesnta!pertec!kontron!steve
From: steve@kontron.UUCP (Steve McIntosh)
Newsgroups: net.micro.atari
Subject: We don't need ST software yet!
Message-ID: <185@kontron.UUCP>
Date: Wed, 29-May-85 18:25:50 EDT
Article-I.D.: kontron.185
Posted: Wed May 29 18:25:50 1985
Date-Received: Thu, 30-May-85 09:07:47 EDT
Distribution: net
Organization: Kontron Electronics, Irvine, CA
Lines: 130

MY theory of software evolution: (and what it is, too!)

Recently, there have been many people fretting out load about how the Atari ST will HAVE TO have loads and loads of software available when it hits the streets in order to be successful.

Every time I heard this, it provoked an immediate gut level response of "WRONG!" and finally it struck me what felt wrong about it. I present the following statements for your amusement:

1) There has yet to be a successful personal computer come out with more than minimal software at the time it gets on the shelves.

2) Having a set of "canned" software available hurts sales and popularity more than it helps.

3) The REALLY successful personal computers have become so due to third party software and hardware add-on's.

My reasoning is thus:

Looking back at the REALLY successful PC's (Thats Personal Computer in the generic sense) we have in order of appearance - The Apple II, the TRS-80 the IBM-PC the Commodore 64 and (perhaps) the Apple Mackintosh.

With the exception of the Mac, NONE of these machines had much more than a BASIC interpreter available when they first hit the shelves. In the case of the Mac, it's worse. You couldn't even program it, just draw pictures.

(I was there when the local Computerland uncrated the first IBM-PC they got for sale, and was helping them line up third party software support, so I know quite well what was ACTUALLY available at the time.)

The reason the machines appeared without much in the way of software is that software development costs much more, and takes longer than hardware development. The companies needed to sell some machines to make enough money to afford to pay for software development.

When a company develops a computer, they really cannot afford to wait the extra time required to develop software. This is due to the highly competitive nature of the business. Sales windows slam shut.

Four examples that come quickly to mind are the Japanese MSX machines, the Coleco ADAM, the Commodore +4 and the Sinclair QL.

The Japanese have spent so much time developing software that they think they needed to get into the American market, the market has passed them by. Even a top of the line MSX machine hasn't got a chance of selling if the Atari ST hits even near the quoted prices.

The Coleco machine had a full range of your "basic business needs" software including a Letter Quality printer for a reasonable price. Everybody liked the price and the printer, but couldn't stand the software. (At least those associates of mine who, after a few drinks, would confess to having actually purchased one.) ((The Adam bombed.))

The Commodore +4 was to sell to people who weren't interested in games. It also had all the "basic business" programs built in. Too bad you could buy a C64 and whatever programs suited you for less than the cost of the +4. (It has also bombed out)

The Sinclair QL comes with a suite of "basic business" programs, and form personal experience, I can say that it is a great little machine. Too bad the sales window is slamming shut on it - the phrase that comes to mind is 'too little too late'. (It may not get a chance to bomb out.)

The Buyers want CHOICE!

The thing that makes or breaks a PC is choice. Choice comes from third party support.

If a machine comes out with a great raft of "approved" or built in software, for better or worse this software becomes the "standard" for that machine. No matter how good or bad the software is.

Third party vendors have to sandwich their products in around this software and often meet active hostility from the manufacturer who sees them as unfair competition. (silly but true) This leaves the consumer with little in the way of choice, and throttles third party vendors.

A machine that does not have "pre-approved" software gives third party

vendors an open field and a much larger market for their programs. After a while, there is a vast choice of programs for users. More and more users buy the machine, because they can get software that they like (instead of what the manufacturer likes) and so even more machines are sold and more vendors support it and so on.

== Third Party Support ==

The ONE factor that makes or breaks a PC is the third party support. A manufacturer just simply does not have the resources to provide everything potential buyers want. The more software and hardware available for your machine, the more likely it will suit someones needs and the more likely a sale.

The likelihood of a vendor supporting your machine can be guessed at by how many units they expect to see out in the hands of users.

That number can be guessed at by considering the unit price of the machine and the price/performance ratio. (The CRAY has a very good price/performance ratio but there are not very many of them due to a high unit price.)

Of course, there are exceptions - the IBM PC has a (fairly) high unit price and a (fairly) low price/performance ratio. It sold because of the three initials on the front. And even that wasn't a sure thing, the current IBM P/X/At line is a fluke - remember the IBM S-100 box? And you do know that the PC failed in its target market - the home - do they still have the cassette and joystick ports on the PC?

The Commodore 64 became a big hit because of the usual factors. For one third the price of an Apple II you could get a system that except for the lack of card slots is superior to the Apple II. Even at the initial price of $400 the price/performance ratio was high. (At $200 even better)

The ST, IF it comes out near the rumored price and IF it has the features promised and IF Atari can keep from hindering third party vendors will be the Next Big Gold Mine and probably the most popular PC yet to hit the market. The lack of initial software will keep the bean counters from buying up the initial supply, leaving them available for small software houses and kitchen table hackers to buy so they can write the hordes of software the public needs to satisfy its needs. (figure 6 months - or about the time production really ramps up.)

Enough time on the soapbox - opposing arguments welcomed (I like mail too!)

[The above is One Hackers Opinion and not (yet?) the opinion of anybody or organization I know of. Keep computin' - Steve McIntosh @ Kontron]

From 4583424066741439016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 123760,9072edf1c2aedd9,start

X-Google-Attributes: gid123760,public
X-Google-Thread: 1517c1,9072edf1c2aedd9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-29 18:31:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site voder.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!hao!hplabs!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.games.video,net.micro.atari
Subject: Rescue On Fractalus, Ballblazer, and two NEW games from Lucasfilm
Message-ID: <779@voder.UUCP>
Date: Wed, 29-May-85 21:31:23 EDT
Article-I.D.: voder.779
Posted: Wed May 29 21:31:23 1985
Date-Received: Sat, 1-Jun-85 12:17:33 EDT
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Organization: National Semiconductor, Santa Clara
Lines: 86
Xref: linus net.games.video:441 net.micro.atari:776

Several of the programmers of Lucasfilm's Entertainment Game Division were at BAYCON `85 (the bay area science fiction-fantasy convention held in San Jose over Memorial day weekend) and in addition to showing two of their current games they also displayed two new games currently under developement which were shown at BAYCON for the first time anywhere.

Rescue at Fractalus:

In this game you are piloting a rescue ship whose mission is to save stranded pilots from the Jaggies (their real name is impossible to spell let alone pronounce). You cruise between mountain ranges and down canyons while being atacked by the Jaggies laser canons which you can destroy or avoid, all the while watching your radar to find grounded ships.

Once a stranded ship is found you must land and rescue the pilot. You better not wait too long before opening your airlock though, because the atmosphere is corrosive and will destroy the pilot's suit. Better not open it too soon as Jaggies like to hide in empty ships and you might let one aboard if you're not carefull.

The terrain is mappable and uses fractal mathamatics to generate realistic mountains and valleys. All the instruments in your complex control panel serve a purpose and when night falls (every five minutes) you're going to have to fly by instrument.

Not only is this game impressive but the opening graphics alone are better than many other games!

Ballblazer:

Here you control a pod across a checkerboard-like grid, the object is to blast the ball into your opponents goal posts which are moving back and forth across one side. Your opponent is of course trying to do the same thing by stealing the ball from you or using his repulsor field to blow it out of your grasp. The screen is split in two with one pod's view on top and the other on the bottom.

This game is incredibly fast and the resolution of the game grid as it

scrolls past (for both upper and lower screens) is amazing. The sound effects and music are also excellent.

Pirate copies of both these games exist in profusion, however these copies are apparently of the original 16k ROM games Lucasfilm was doing for Atari Inc. They were prototypes and did not have all the bugs worked out or all the features of the final versions which are 48k disks sold by Epyx.

Eidolon:

This is one of the games Lucasfilm has under developement. While searching through an old mansion you find a somewhat victorian-looking device hidden in the basement (sort of like an H.G. Wells time machine). Even though the machine is old it appears to be working, and when you enter it you find yourself suddenly traveling through an underground cavern filled with fireballs and an assortment of nasty and unusual monsters. The monsters are all fully animated at 60 frames per second (faster than movie film) and both the smoothness and the resolution of the animation is excellent. Although full sound effects were not avialable yet this game will undoubtedly represent state-of-the-art for micro-computer games. This game also requires strategy in order to get past the guardian to descend to lower levels.

Kronos Rift:

An ancient race, now long vanished, once used the planet you're on as an advanced weapons testing grounds. Many of the old systems remain and it's your job to patrol the surface in your tank and recover them for your government's use. But be careful, not all of the old weapons left worked properly and they can destroy you! Also watch out for the guardian saucers that patrol the planet to prevent the unathorized from stealing the weapons.

Your crew consists of a robot (whose name has to be changed to avoid copyright problems) who controls most of the systems onboard your tank. This game uses such tricks as having mountains in the background slowly fade into view as you approach them as if they're appearing through the clouds.

This was the least developed of the two new games but shows a lot of promise. All of the games use such techniques as pixel averaging (anti-aliasing) and several shades of grey scale to give the impression of much higher resolution than normal.

Both Rescue and Ballblazer are currently available for Atari Computers, Commodore versions should be available soon with Apple sometime later this year. Responding to a question from the audience one programmer said that they design for Atari computers first as they have the best graphic capabilities. Then they modify for Commodore, then Apple, and if possible IBM.

Kevin Thompson {ucbvax,ihnp4!nsc}!voder!kevin

"It's sort of a threat, you see. I've never been very good at them
myself but I'm told they can be very effective."

From 1691298457773224713
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e55ce0a279c8d0c8
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,e55ce0a279c8d0c8
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-05-29 21:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site looking.UUCP
Path: utzoo!watmath!looking!brad
From: brad@looking.UUCP (Brad Templeton)
Newsgroups: net.micro.mac,net.micro.atari
Subject: Re: Atari ST vs. Apple Mac - Margins and rip-offs
Message-ID: <275@looking.UUCP>
Date: Thu, 30-May-85 00:00:00 EDT
Article-I.D.: looking.275
Posted: Thu May 30 00:00:00 1985
Date-Received: Thu, 30-May-85 20:30:52 EDT
References: <123@watmum.UUCP> <2081@sdcc6.UUCP> <347@aurora.UUCP> <994@peora.UUCP>
Organization: Looking Glass Software, Waterloo, Ont
Lines: 18
Xref: watmath net.micro.mac:1519 net.micro.atari:838
Summary:

One can hardly accuse Jack Tramiel of being ignorant of financial
management and margins. He only built one of the most successful
and profitable computer companies around.

You are right that the ST has a lower margin than the Mac. That's because
you're not paying for all that valuable advertising.

The MAC costs about $200 to make.   With the normal 5X basic cost rule
for hardware margins, it should sell at $1000, which is what it DID sell
for in the consortium schools.   At the $1000 price, Apple made a reasonable,
although not apple-like profit.   At the $2500 price, if there was a 40%
markup at the dealer, apple got $1500, or $500 extra per machine. And they
spent it on all that advertising.

Advertising sure adds to the value of a machine, so you know you got
your money's worth from your Mac.
--
Brad Templeton, Looking Glass Software Ltd. - Waterloo, Ontario 519/884-7473

From -4180881288280342222
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e55ce0a279c8d0c8
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,e55ce0a279c8d0c8
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-05-30 06:23:44 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site wateng.UUCP
Path: utzoo!watmath!wateng!broehl
From: broehl@wateng.UUCP (Bernie Roehl)
Newsgroups: net.micro.mac,net.micro.atari
Subject: Re: Re: Atari ST vs. Apple Mac
Message-ID: <2450@wateng.UUCP>
Date: Thu, 30-May-85 09:23:44 EDT
Article-I.D.: wateng.2450
Posted: Thu May 30 09:23:44 1985
Date-Received: Fri, 31-May-85 02:18:24 EDT
References: <123@watmum.UUCP> <2081@sdcc6.UUCP> <347@aurora.UUCP> <994@peora.UUCP>
Reply-To: broehl@wateng.UUCP (Bernie Roehl)
Organization: U of Waterloo, Ontario
Lines: 36
Xref: watmath net.micro.mac:1520 net.micro.atari:840

I must take exception to this!

Saying "the ST is what the Mac started out to be before getting enhanced" is almost exactly the opposite of reality.

I've *seen* the ST and played with it, and can safely say:

1. Yes, it exists.
2. It is what the Mac should have been, but isn't.
3. It's essentially an improved version of the Mac at a third of the price.

If Atari can really supply it at the price they're quoting (and I still feel that's a big "if", regardless of what Tramiel may say), then for the price of a memory upgrade on a Mac you can buy a complete ST with 512k, a disk drive and a very nice high-resolution monitor.

The resolution on the ST is *higher* than the Mac, not lower (Mac is 512 x 384, ST is 640 x 400). The ST allows you to have color, but at lower resolution (a reasonable enough trade).

They put enough keys on the keyboard (yay!) and a second button on the mouse (interesting, but necessary?). The display is larger and crisper than the Mac's. The thing comes with 512k standard. They have provisions for a hard disk built right in from day 1.

Now, if only there were some software.... :-)

I'm seriously thinking of buying an ST. I wouldn't even dream of spending three times as much for an inferior machine.

However, I won't buy anything until there's some decent software; I also plan to wait for a few reviews before I jump in headlong. At the moment, though, I'm *very* interested in the ST.

--
-Bernie Roehl (University of Waterloo)
...decvax!watmath!wateng!broehl

From 1880238060711411911
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cc0bf74b50b9b9e2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-30 16:03:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!utcs!lsuc!pesnta!pertec!kontron!steve
From: steve@kontron.UUCP (Steve McIntosh)
Newsgroups: net.micro.atari
Subject: Atari ST availability
Message-ID: <187@kontron.UUCP>
Date: Thu, 30-May-85 19:03:33 EDT
Article-I.D.: kontron.187
Posted: Thu May 30 19:03:33 1985
Date-Received: Fri, 31-May-85 06:40:22 EDT
Distribution: net
Organization: Kontron Electronics, Irvine, CA
Lines: 14

Not a Rumor

In hopes of locating an Atari dealer here in the LA area, so that I could get on a waiting list (or something) I contacted Atari's West Coast distributer, Blatt inc.

I was told that although they have had many inquiries from dealers, they have not taken orders. This is because they do not yet have the official price and availability information from Atari.

They expect to have this information and start taking orders after the CES show is over. It seems that although Atari is not going to be exhibiting at the show itself, they will be there meeting with distributers.

From -700024837506765702
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cc0bf74b50b9b9e2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-31 09:03:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watdcsu.UUCP
Path: utzoo!watmath!watnot!watdcsu!herbie
From: herbie@watdcsu.UUCP (Herb Chong [DCS])
Newsgroups: net.micro.atari
Subject: Re: Atari ST availability
Message-ID: <1443@watdcsu.UUCP>
Date: Fri, 31-May-85 12:03:04 EDT
Article-I.D.: watdcsu.1443
Posted: Fri May 31 12:03:04 1985

Date-Received: Sat, 1-Jun-85 00:44:45 EDT
References: <187@kontron.UUCP>
Reply-To: herbie@watdcsu.UUCP (Herb Chong [DCS])
Distribution: net
Organization: U of Waterloo
Lines: 20
Summary:

In article <187@kontron.UUCP> steve@kontron.UUCP (Steve McIntosh) writes:
>They expect to have this information and start taking orders after the
>CES show is over. It seems that although Atari is not going to be
>exhibiting at the show itself, they will be there meeting with
>distributers.

here in the great white north, we expect to be picking up our
ST's either today or monday. i will be testing one at a friend's
home next week some time. they definitely are not vaporware.
i have also seen GEM for the PC in action. it's quite nice, but a
mouse is essential. i hope it runts at least as well on the ST.

Herb Chong...

I'm user-friendly -- I don't byte, I nybble....

UUCP: {decvax|utzoo|ihnp4|allegra|clyde}!watmath!water!watdcsu!herbie
CSNET: herbie%watdcsu@waterloo.csnet
ARPA: herbie%watdcsu%waterloo.csnet@csnet-relay.arpa
NETNORTH, BITNET, EARN: herbie@watdcs, herbie@watdcsu

From -2325599251208716336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e55ce0a279c8d0c8
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-31 12:38:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site galbp.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!akgub!galbp!bryan
From: bryan@galbp.UUCP (Bryan Ivey)
Newsgroups: net.micro.atari
Subject: Re: Re: Atari ST vs. Apple Mac
Message-ID: <159@galbp.UUCP>
Date: Fri, 31-May-85 15:38:23 EDT
Article-I.D.: galbp.159
Posted: Fri May 31 15:38:23 1985
Date-Received: Sat, 1-Jun-85 04:06:29 EDT
References: <123@watmum.UUCP> <2081@sdcc6.UUCP> <347@aurora.UUCP> <>
Reply-To: bryan@galbpa.UUCP (Bryan Ivey)
Organization: Lanier Business Products, Inc., Atlanta, Georgia
Lines: 13
Summary:

In article <> jer@peora.UUCP (J. Eric Roskos) writes:

>Last night while sitting trying to figure out how many more months it will
>be before I can get my memory/disk upgrade, so I can start saving up for a
>compiler, an ironic and interesting thought occurred to me.

According to the rep's at the Atlanta Comdex Atari Booth, you can get a
C Compiler & development tools for around $250! You think I want to stay
with THEIR operating system? I have not seen the Mac. I have played
with the Lisa. Thanks, but no thanks!

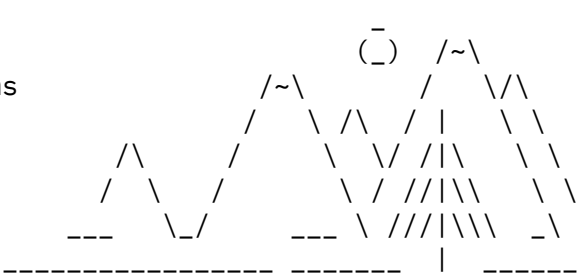
I'm looking at the LOW cost of getting into a 68000 based machine!

Bryan Ivey

From -1875392183446620774
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3eeb025dc3b20681,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-05-31 14:36:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!drutx!druxu!tlz
From: tlz@druxu.UUCP (ZrustTL)
Newsgroups: net.micro.atari
Subject: 130XE Computers, RAM Disk and Atari 2.5 DOS
Message-ID: <1542@druxu.UUCP>
Date: Fri, 31-May-85 17:36:44 EDT
Article-I.D.: druxu.1542
Posted: Fri May 31 17:36:44 1985
Date-Received: Sat, 1-Jun-85 03:33:16 EDT
Organization: AT&T Information Systems Laboratories, Denver
Lines: 18

I have an Atari 130XE computer and have read things in the manual about
a RAM Disk that is available with the 1050 drive and 2.5 DOS. Apparently
it is intended for use with the extra 65K of RAM in the 130XE. I
don't have a 1050 but would like to have RAM disk capability working in
conjunction with my AT88 drives from Percom. Anyone familiar with how
to do this, please let me know. To further complicate things, I would
really like a RAM Disk version of OSS DOS-XL (I guess its back to the
old device handler tables again)!

druxu!tlz
Terry L. Zrust
A.T.&T. Information Systems
11900 North Pecos Street
Denver, Colorado 80234
Mail Stop 30J15
(303) 538-4547
Cornet 374-4547



From 355629139314161731
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,209350b9d7214da8,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,209350b9d7214da8,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 15cf62,209350b9d7214da8,start
X-Google-Attributes: gid15cf62,public
X-Google-ArrivalTime: 1985-05-31 16:27:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site kontron.UUCP
Path: utzoo!utcs!lsuc!pesnta!pertec!kontron!steve
From: steve@kontron.UUCP (Steve McIntosh)
Newsgroups: net.rumor,net.micro.atari,net.micro.cbm
Subject: Commodore Amiga (rumor control)
Message-ID: <189@kontron.UUCP>
Date: Fri, 31-May-85 19:27:00 EDT
Article-I.D.: kontron.189
Posted: Fri May 31 19:27:00 1985
Date-Received: Sat, 1-Jun-85 05:33:10 EDT
Distribution: net
Organization: Kontron Electronics, Irvine, CA
Lines: 31
Xref: utcs net.rumor:822 net.micro.atari:827 net.micro.cbm:1433

*** REPLACE THIS LINE WITH a babel fish ***

I recently posted the following RUMORS to the CompuServe ATARI special interest group. At the time, I was fairly convinced that there were at least some bits of truth in them (one of my sources claimed that he was signed to a non-disclosure statement).

The rumors were (in descending chance of being correct):
1) The Commodore Amiga is rolling off of the Sanyo production lines.
2) The Hitachi advanced video chip is being used instead of the Amiga video chips.
3) The Amiga is using the same parts as the Sanyo MB-55 except for the motherboard and the logo.

Two of the sysops pinned my ears back. Here are their responses:

>Fm: SYSOP*Michael Reichmann 76703,2007
>
>   The information in your message regarding the Amiga is total
>rubbish! Vertually nothing contained in your "rumors" is true.
>   Due to non disclosures I'm unable to say more than that. Find a
>new source of information. Your current one is worthless.
>
>Fm: SYSOP*Steve Ahlstrom 76703,2006
>
>Your info ranges from poor to terrible! We'll all be able to judge for
>ourselves and comment on the relative merits of the 2 most sought after
>machines in a long time (ST and Amiga) sometime late this summer.

Well, I TRY to get the straight info... But those that know, dont talk
(very) much - which is the same as it ever was.

From 8680450902725958326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5d5eda1006c20ed9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-02 20:32:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site sdcc13.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!ittvax!dcdwest!sdcsvax!
sdcc3!sdcc13!scott weisman, the magnificent
From: scott weisman, the magnificent@sdcc13.UUCP (scott weisman, the magnificent)
Newsgroups: net.micro.atari
Subject: action! help(more)please
Message-ID: <254@sdcc13.UUCP>
Date: Sun, 2-Jun-85 23:32:48 EDT
Article-I.D.: sdcc13.254
Posted: Sun Jun 2 23:32:48 1985
Date-Received: Thu, 6-Jun-85 01:20:35 EDT
Organization: U.C. San Diego, Academic Computer Center
Lines: 22
Keywords: action vt100 80 column

THIS IS A TEST THIS IS ONLY A TEST OF THE EMERGENCY BROADCAST SYSTEM

this is regarding the ongoing exploits of scott weisman and his 80
coluumn vt100 terminal emulator in action.
well, i have isolated the problem as to why my program isn't working. i
still haven't found a solution, though. a description follows:
the character set for the terminal is stored in a byte array 768 bytes
long(at 8 bytes/character and 96 characters). i do not compress the
chaaracters for simplicity, ease of implementation and speed. besides
the end result will not need the cartrige resident and thus have 8K
freed for buffering. well, as it is, the array refuses to be accessed
beyond the 32nd character(256th byte). i am completely at a loss for
this as the primary index into the array is declared as a card.
can anyone please help in this pursuit for the answer? thank you very
much for your help.

scott weisman
sdcc13!ee65sct
(do not send anywhere else)

.

From 8458487669321989028
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e55ce0a279c8d0c8

X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,e55ce0a279c8d0c8
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-06-02 21:29:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84 chuqui version 1.7 9/23/84; site
nsc.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!nsc!chuqui
From: chuqui@nsc.UUCP (Chuq Von Rospach)
Newsgroups: net.micro.mac,net.micro.atari
Subject: Re: Re: Atari ST vs. Apple Mac
Message-ID: <2790@nsc.UUCP>
Date: Mon, 3-Jun-85 00:29:18 EDT
Article-I.D.: nsc.2790
Posted: Mon Jun 3 00:29:18 1985
Date-Received: Tue, 4-Jun-85 00:49:53 EDT
References: <123@watmum.UUCP> <2081@sdcc6.UUCP> <347@aurora.UUCP> <994@peora.UUCP>
<2450@wateng.UUCP>
Reply-To: chuqui@nsc.UUCP (Chuq Von Rospach)
Organization: The Blue Parrot
Lines: 57
Xref: linus net.micro.mac:1579 net.micro.atari:785

In article <2450@wateng.UUCP> broehl@wateng.UUCP (Bernie Roehl) writes:
>I've *seen* the ST and played with it, and can safely say:
>
>1. Yes, it exists.
>2. It is what the Mac should have been, but isn't.
>3. It's essentially an improved version of the Mac at a third of the price.
>
>If Atari can really supply it at the price they're quoting (and I still feel
>that's a big "if", regardless of what Tramiel may say)

Prototypes are wonderful, but I'll believe the ST when I see it. The latest, per the San Jose Mercury News, is that the ST, which was supposed to be shipped to around now, will go to user groups next month. Also, the lower priced machine (128K???) that was to be sold in mass market stores has been cancelled, and the larger machine will be ready Real Soon Now. Atari claims 200 software developers workin on the machine, but nobody has been able to find a company admitting to this -- software looks to be as much vaporware as the hardware right now. Atari, which previously announced that the operating system would be in ROM for speed, has now recanted and said it will be on disk and loaded, so you lose a fair amount of your ram and your available disk and the speed advantages of the ST.

I've been following the Atari machine, both on the net and in the trade, and what I see is a highly ambitious product with minimal profit margins and a set of production specs that changes hourly. If I was a software developer, I'd be VERY wary of this machine, simply because it seems Atari isn't exactly sure how to build the turkey yet. If they did, they wouldn't keep changing the specs out from under themselves and delaying shipping. It is quite possible that the machine will get to market and be the greatest thing since sliced bread. My opinion is that talk is quite cheap, and until

I see a production level machine, all of this is so much vaporware. Prototypes are great, but I've see a number of products that almost never made it out of prototype stage because what you can build one at a time doesn't always translate to volume. Keep your eye on Amiga, folks, and if Atari gets its act together without going broke (again) first, then we can worry about the ST...

>... and a second button on the mouse (interesting, but necessary?).

Actually, yes. The one button mouse on the Mac is, in my opinion, its strongest weakness. I've hacked to some degreee with mice with from one button to four (and also a trackball, which has some advantages of its own) and I find the two button mouse to be the best tradeoff between functionality and confusion. You can easily get to either button, and you don't need to watch the mouse like you do with four buttons, and you don't need to use a 'Meta' key like you do with a one button mouse. Realistically, the Mac IS a two button mouse -- look at how much you use the <shift> key while clicking and dragging and imagine how much nicer it would be if you had that shift key on the mouse where it was convenient...

--
:From the misfiring synapses of: Chuq Von Rospach
{cbosgd,fortune,hplabs,ihnp4,seismo}!nsc!chuqui nsc!chuqui@decwrl.ARPA

This space for rent. Political, religious and racist quotes need not apply.

From 8116481924730371537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5a50f26287e39a5b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-03 04:39:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site prls.UUCP
Path: utzoo!linus!philabs!prls!acw
From: acw@prls.UUCP (Art Willis)
Newsgroups: net.micro.atari
Subject: Atair ST book
Message-ID: <166@prls.UUCP>
Date: Mon, 3-Jun-85 07:39:47 EDT
Article-I.D.: prls.166
Posted: Mon Jun 3 07:39:47 1985
Date-Received: Tue, 4-Jun-85 00:34:12 EDT
Distribution: net
Organization: Philips Res. Labs, Sunnyvale, CA
Lines: 80

Saturday 6/1/85, I found a book titled "Presenting the Atari ST"
by L. English and J. Walkowiak, published by Abacus Software. The
Table of Contents is:

1. Introducing the 16-Bit Processors
1.1 The True 16-Bit Processors
1.2 The 68000 Processor
1.3 The 68000 Instruction Set
1.4 Advanced Features of the 68000

2. The Architecture of the Atari ST
2.1 Atari ST Interfaces
2.2 Floppy Disk Interface
2.3 The Hard Disk
2.4 High Speed Through DMA
2.5 The Printer Interface
2.6 The Serial Interface
2.7 The MF 68901
2.8 Sound Capabilities of the Atari ST
2.9 The MIDI Interface
2.10 The Atari ST Keyboard
2.11 The Atari ST Video Interface

3. The Atari ST Operating System
3.1 The CP/M Operating System
3.2 BDOS Functions
3.3 The BIOS of the Atari ST

4. Towards a User-friendly Computer
4.1 The Traditional Office
4.2 Prerequisities for a Friendly Computer
4.3 The Mouse
    4.3.1 Working With the Mouse

5. Working With GEM
5.1 Memus
5.2 Windows Under GEM
5.3 The Disk Directory
5.4 Working With Files Under GEM
5.5 Inside GEM
5.6 Virtual Device Interface
5.7 Appliction Environment Services

6. Communication Between Man and Machine
6.1 Computer Languages
6.3 Problem-Oriented Programming Languages
6.4 Interpretive Languages
6.5 Higher-Level Programming Languages

7. LOGO
7.1 Procedures in LOGO
7.2 Summary

This is quite a superficial book, containing only information that I would expect to find in the appropriate set of data-sheets, i.e. 68000, CP/M, GEM, LOGO, and some of the peripheral chips. The book contains a number of (typographical?) errors, such as no section

6.2 in the TOC (the last 3 sections of chapter 6 are number 6.2, 6.3, and 6.4 in the book itself). I have not read it completely yet, but a casual skimming revealed several other such errors.

The authors are German and the book was apparently written in German as Greg Dykma is listed as the translator. The cost was (I believe) $17.95.

I got my copy at:

Computer Literacy
520 Lawerence Expressway
Sunnyvale, CA 94086
(408)730-9955

and I believe they accept mail and phone orders.

Art Willis
Signetics Microsystems

{Usual disclaimers: I am not connected with Computer Literacy, Atari, Abacus Software, the CIA, etc., etc. Opinions may or may not be my own but should only be judged for neatness, clairity, and aptness of thought.}

From 8950513292864597087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9072edf1c2aedd9
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 123760,9072edf1c2aedd9
X-Google-Attributes: gid123760,public
X-Google-ArrivalTime: 1985-06-03 09:00:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/13/84; site intelca.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!pesnta!amd!intelca!cem
From: cem@intelca.UUCP (Chuck McManis)
Newsgroups: net.games.video,net.micro.atari
Subject: Re: Rescue On Fractalus, Ballblazer, and two NEW games from Lucasfilm
Message-ID: <598@intelca.UUCP>
Date: Mon, 3-Jun-85 12:00:20 EDT
Article-I.D.: intelca.598
Posted: Mon Jun 3 12:00:20 1985
Date-Received: Wed, 5-Jun-85 00:35:15 EDT
References: <779@voder.UUCP>
Organization: Intel, Santa Clara, Ca.
Lines: 12
Xref: watmath net.games.video:458 net.micro.atari:849

Last I heard "Rescue on Fractalus" and "Ballblazer" were to be released with the mythical atari "7800" that electronic games did a spread on. I didn't ever see the machine or the games. What were they running on at BAYCON?

--Chuck

--

{ihnp4,fortune}!dual\
        {qantel,idi}-> !intelca!cem
 {ucbvax,hao}!hplabs/

- - - D I S C L A I M E R - - -
All opinions expressed herein are my own and not those of my employer, my friends, or my avocado plant. :-}

From -7189592982364813506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fd8dfd5cf422da80,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-04 12:04:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Atari at Summer CES
Message-ID: <17722@mgweed.UUCP>
Date: Tue, 4-Jun-85 15:04:16 EDT
Article-I.D.: mgweed.17722
Posted: Tue Jun 4 15:04:16 1985
Date-Received: Thu, 6-Jun-85 02:22:13 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 46

Atari made an 11th hour decision to appear on the floor at the Summer CES. They had one of the meeting rooms in McCormick Place West. It was pretty crowded on Sunday and I didn't get to talk much. They were very stingy with hand-outs, although they were taking names to sent it later. I would like to clear up a little of the confusion about what will be available and when.

The 520ST is already shipping in Europe and Canada and will be available in the US next month (July) although the first few thousand will go to Atari User Groups. In the US, this version will be sold through Computer and Specialized stores. It will be available in a package at $799. This includes three software packages in addition to the 3 1/2 inch disk drive and the monitor.

The 260ST is the model that they were showing and that was drawing all the attention. It will be the 256K version and will be marketed through the mass merchants. The price will be $399 stand alone and $499 with the disk drive. No software was mentioned. This version will be available in September (give or take). It is definitely packaged in such a way as to be different from the 520ST.

The 130XE is available now and is the only 128K machine Atari plans to bring out. It first shipped in March and according to James Copland "they sold out in a week".

Atari has put development of the 32 bit machine on the back burner to
concentrate on the 260ST. I can be brought to market quicker and
according to Copland "We only have so much fuel in the gas tank".
One suspects, also, that they only have so much money in the til.
Rumor has it that nearly everyone at Atari not directly associated
with the ST project has been laid off to save money.

I didn't have a chance to find out about the GEM but it will probably
be on disk for the 520ST, at least initially. It will almost assuredly
be in ROM for the 260ST since this model is targeted more for the
home user that the business user and I suspect that Atari figures
most home users will be happy to have GEM built in.

This doesn't answer all the questions, especially about software, but
I hope it helps...

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 4797280384106559187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e55ce0a279c8d0c8
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,e55ce0a279c8d0c8
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-06-04 12:15:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site aurora.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!bellcore!decvax!
tektronix!hplabs!ames!aurora!al
From: al@aurora.UUCP (Al Globus)
Newsgroups: net.micro.mac,net.micro.atari
Subject: Re: Re: Re: Atari ST vs. Apple Mac
Message-ID: <352@aurora.UUCP>
Date: Tue, 4-Jun-85 15:15:13 EDT
Article-I.D.: aurora.352
Posted: Tue Jun 4 15:15:13 1985
Date-Received: Sun, 9-Jun-85 02:18:43 EDT
References: <123@watmum.UUCP> <2081@sdcc6.UUCP> <347@aurora.UUCP> <994@peora.UUCP>
<2450@wateng.UUCP> <2790@nsc.UUCP>
Organization: NASA Ames Research Center, Mtn. View, CA
Lines: 18
Xref: watmath net.micro.mac:1631 net.micro.atari:867

>
> Actually, yes. The one button mouse on the Mac is, in my opinion, its
> strongest weakness. I've hacked to some degreee with mice with from one
> button to four (and also a trackball, which has some advantages of its own)
> and I find the two button mouse to be the best tradeoff between

> functionality and confusion. You can easily get to either button, and you
> don't need to watch the mouse like you do with four buttons, and you don't
> need to use a 'Meta' key like you do with a one button mouse.
> Realistically, the Mac IS a two button mouse -- look at how much you use
> the <shift> key while clicking and dragging and imagine how much nicer it
> would be if you had that shift key on the mouse where it was convenient...
>

With one hand on the mouse, I have another hand free to operate a whole keyboard full of buttons. With the shift, option, and command keys I can get about 16 (?) functionalities out of the one mouse button and then there's all those characters. Since using two hands at once comes quite easily, I feel that one mouse button is perfect.

From -2914987537766580181
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,eec769437c62580b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-04 15:41:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ecsvax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!harpo!decvax!mcnc!ecsvax!drw
From: drw@ecsvax.UUCP (Don Wright)
Newsgroups: net.micro.atari
Subject: News from CES by Antic Online, Compuserv (long)
Message-ID: <1401@ecsvax.UUCP>
Date: Tue, 4-Jun-85 18:41:51 EDT
Article-I.D.: ecsvax.1401
Posted: Tue Jun 4 18:41:51 1985
Date-Received: Thu, 6-Jun-85 06:27:29 EDT
Organization: Center for Creative Leadership, Greensboro NC
Lines: 216

In response to Kit's request, here is the text of two bulletins concerning Atari and the CES from Antic Publishing. They were offloaded from COMPUSERV Information Service, the Atari SIG, Data Library 7.

There were actually 3 bulletins available. I am including only these two because the other one was a very detailed description of new game offerings for the Atari from Lucas films (detailed and *long*). One of these 2 bulletins is also long, but I hope of wide enough interest to justify posting. Especially the part about the CD with the encyclopedia on it...and how they did it!

Antic On-Line Special Bulletin

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by Michael Ciraolo

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The CDROM "gives students more appreciation for information than they get by simply looking up the subject," said Rollander.

(ANTIC Note: CDROMs are capable of storing object code (programs) as well as text. In the near future, exclusive Activenture interviews with ANTIC will reveal other potential types of CDROM-based information, such as videotapes, photographs, and software.)

---
end of bulletins

From 17925294982880102 61
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d16ae429b55dd86f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-04 21:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site looking.UUCP
Path: utzoo!watmath!looking!david
From: david@looking.UUCP (David Rowley)
Newsgroups: net.micro.atari
Subject: Where is ANTIC at CES ?
Message-ID: <279@looking.UUCP>
Date: Wed, 5-Jun-85 00:00:00 EDT

Article-I.D.: looking.279
Posted: Wed Jun 5 00:00:00 1985
Date-Received: Thu, 6-Jun-85 00:28:56 EDT
Organization: Looking Glass Software, Waterloo, Ont
Lines: 12

I was looking forward to the reports from ANTIC at June's CES, but
have not seen anything on the net yet. Does anyone know if ANTIC
posted reports to CompuServe ?

One recent rumour I heard was that, though the first ST's will not have
GEM in ROM, they are all socketed for when GEM becomes stable. I also
heard that there may be a 256k version with a built-in disk.

Does anyone know whether the composite video output has actually been
cancelled ?

David Rowley.

From 6205939228347196570
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e13f9a3c26d0959c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-04 22:44:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site bocar.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!bocar!benw
From: benw@bocar.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: ANTIC Online CES 1
Message-ID: <196@bocar.UUCP>
Date: Wed, 5-Jun-85 01:44:09 EDT
Article-I.D.: bocar.196
Posted: Wed Jun 5 01:44:09 1985
Date-Received: Thu, 6-Jun-85 07:51:09 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 55

Antic On-Line Special Bulletin

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//

From -4250261136235120413
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3452bec93b650108,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-04 22:44:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site bocar.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!bocar!benw
From: benw@bocar.UUCP (B Weber)
Newsgroups: net.micro.atari

Subject: ANTIC Online CES 2
Message-ID: <197@bocar.UUCP>
Date: Wed, 5-Jun-85 01:44:49 EDT
Article-I.D.: bocar.197
Posted: Wed Jun 5 01:44:49 1985
Date-Received: Thu, 6-Jun-85 07:51:56 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 192

Antic On-Line Special Bulletin
from the Summer '85 Consumer
Electronics Show

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Sunday, June 2, 1985

by Michael Ciraolo

Chicago, IL--New products for
the 8-bit Atari computers
include two new games from
Lucasfilm, distributed through
Epyx Software.

The two games, scheduled for
release this fall, are Koronis
Rift and The Eidelon.

Lucasfilm team leader Noah
Falstein said of his team's
game, The Koronis Rift: "It's
the year 2249. An ancient
coalition of races once existed
throughout the galaxy. They've
left behind artifacts.

"You're a techno-scavenger,
hunting for artifacts when you
find the motherlode of finds, a
weapons testing ground."

Weapons are the most sellable
of items, so you drop down to
the surface of Koronis to
scavenge. Of course, the

ancient races left behind a variety of weapons, defenses and anti-detection devices, all protected by genetically engineered Guardians.

There is one remaining Guardian base at the end of the Rift, a Grand Canyon-like chasm, which can only be destroyed with the right combination of weapons systems.

"You are armed only with puny weapons when you start," said Falstein. "But you work your way up -- acquiring detection gear, weapons, shields, anti-detection equipment. As you get better equipment, you run into tougher guardians."

Koronis Rift is a multi-strategy game, and there is no one solution to the game. "It takes the right combination of weapon systems to get to the base at the end of the Rift," said Falstein.

"As I see it, this is played the way you play a text adventure. There will be an Encyclopedia Galactica to provide information on the races leaving the systems, and you have to consider clues and strategy to reach the base at the Rift's end."

The game also works on other levels. Each weapon system is color coded, so a blue shield is the best defense for a blue laser, not so good for a purple laser, and no good for a red laser.

As one would expect from Lucasfilm, each game is breathtaking, both for game design and for programming innovation. Koronis features a

cleaner version of the fractal landscape generator used in Rescue on Fractalus.

Not only are you presented with the pilot's view, control panel and overhead monitors, but Koronis also includes incredible GTIA animation produced by Jim St. Louis, who produced the introductory scene in Epyx's final version of Rescue. (Ed. Note: St. Louis was also the artist who created the famous Robot & Rocket demo graphics, used by Atari at the January CES)

The Eidolon takes you back in time, to the 19th century.

You've ventured into you uncle's dusty basement, and there it is, dials still glowing. But what is the Eidolon? According to Lucasfilm team leader Charlie Kellner, it's a magic time machine, a la H.G. Wells. The inventor left a few notes, but...

You start up the Eidolon, and find yourself in a cavern. You start running into things, and as they get more fiercesome, you get the feeling you're approaching the center. But of what?

Kellner won't say. But he did let on that the cavern, while immense, is not infinite. Indeed, it's the same cavern each time you play, and thus mappable.

"It's partly a voyage of discovery, partly a quest to get to the end," Kellner said.

Eidolon uses animation techniques never before used in

home computers, according to Kellner. The characters in the game -- dragons, trolls and greps -- are produced by cel animation, the same technique used to animate Fred Flintstone and other cartoons.

Without using Player/Missile graphics, Kellner said, the animation for any one character is composed of four to six overlayed cels (from celluloid). One cel might be a leg; moved, you see a character walking, while the head is held motionless.

The Lucasfilm team's programming keeps the creatures moving logically against a three-dimensional background. "The characters are drawn in real-time, directly on the graphics screen," Kellner said.

The games are to be priced in the $29 to $35 range, and will be shipped in the near future. No specific ship date was given by Epyx.

What's next from Lucasfilm? The team leaders wouldn't say, but both did mention their, and George Lucas' goal: interactive movies. While that may be five to ten years away, "interactive cartoons are a good first step," according to Kellner.

>>>

From 5122504239440549197
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,21dd8739707513d7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-04 22:45:11 PST
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From: benw@bocar.UUCP (B Weber)

Newsgroups: net.micro.atari
Subject: ANTIC Online CES 3
Message-ID: <198@bocar.UUCP>
Date: Wed, 5-Jun-85 01:45:11 EDT
Article-I.D.: bocar.198
Posted: Wed Jun 5 01:45:11 1985
Date-Received: Thu, 6-Jun-85 07:53:00 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 266

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From -8620627261312978733
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,306f0efa4f720a2a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-05 10:38:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site iddic.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!orca!iddic!chrism
From: chrism@iddic.UUCP (Chris Ebaugh)
Newsgroups: net.micro.atari
Subject: WANTED: ATARI DISK DRIVE (1050)
Message-ID: <2026@iddic.UUCP>
Date: Wed, 5-Jun-85 13:38:38 EDT
Article-I.D.: iddic.2026
Posted: Wed Jun 5 13:38:38 1985
Date-Received: Fri, 7-Jun-85 01:53:22 EDT
Organization: Tektronix, Beaverton OR
Lines: 20

I AM LOOKING FOR A USED ATARI 1050 DISK DRIVE.
IF YOU HAVE ONE YOU WOULD LIKE TO SELL, PLEASE
GIVE ME A CALL AT (503) 685-3632 OR SEND EMAIL TO:

tektronix!iddic!chrism

I AM ALSO LOOKING FOR A HAPPY MOD FOR THE DISK
DRIVE. ANY RECOMENDATIONS ABOUT THE MOD, WHERE
TO GET IT, HOW WELL IT WORKS, ETC, WOULD BE
APPRICIATED.

THANX,

CHRIS EBAUGH
TEKTRONIX
WILSONVILLE, OREGON

From -2295452520467543268
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b371d84ac91c62a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-05 13:03:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Atari Software News from the CES
Message-ID: <17738@mgweed.UUCP>
Date: Wed, 5-Jun-85 16:03:10 EDT
Article-I.D.: mgweed.17738
Posted: Wed Jun 5 16:03:10 1985
Date-Received: Thu, 6-Jun-85 22:08:48 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 43

Here are my first impressions of the software from the Summer CES show:

Several software companies did not have booths at CES. Those that did had very few new releases and in fact seemed to have cleaned up their catalog quite a bit. If there are any old games that you want to get a copy of, I suggest that you watch the sale racks or contact your favorite software store about getting copies before it is too late.

EPYX: Besides the two lucasfilm games already released, they were showing two more under development. Kevin Thompson did a nice review on these a couple of days ago. They definitely said that they will not be developing a version of ROGUE for the Atari computer systems.

DATASOFT: Their catalog shows that they are going to release the whole ALTERNATE REALITY series for the Atari and this is still the plan as of the time of the show.

ACTIVISION: Several of the new releases are only for the C64 although they said the Atari version has not been ruled out. Of the ones announced for the Atari, MASTER OF THE LAMP, THE GREAT AMERICAN CROSS-COUNTRY ROAD RACE and the SLOT CAR CONSTRUCTION program (forget the exact name) look like the best of the lot. I got to talk to the designer of the GREAT AMERICAN CROSS-COUNTRY ROAD RACE and play with it for awhile. The graphics are very good and there are several games in one; you can run one leg of a race from one city to another or the whole continent. You choose the route and the starting time (this affects the traffic in the cities depending on what time you get there). There is a scoreboard where you can enter your name if you are in the top 10 and it writes the scoreboard back to disk so it is saved until someone beats it. You even enter the date so you will

know when you did it. I read one review the didn't give it a very good review but I was impressed.

I'll cover some more of the latest software news later but I wanted to get some of it on the net for all to enjoy.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -319572823277292490
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7cfdbb5c123d590e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-05 21:35:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site bocar.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!cbosgd!cbdkc1!desoto!packard!edsel!bentley!bocar!benw
From: benw@bocar.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: ANTIC Online CES 5
Message-ID: <201@bocar.UUCP>
Date: Thu, 6-Jun-85 00:35:32 EDT
Article-I.D.: bocar.201
Posted: Thu Jun 6 00:35:32 1985
Date-Received: Fri, 7-Jun-85 02:13:33 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 114

ANTIC ON-LINE SPECIAL BULLETIN

Summer Consumer Electronics
Show

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Tuesday, June 4, 1985

by Michael Ciraolo

Chicago, IL--While many
companies are instroducing one
product apiece for the Atari

STs, one company has announced an entire line of ST products.

Haba Systems, headquartered in Van Nuys, Calif., will release a word processor (HabaWord), a file and report manager (HabaFiles) and a spreadsheet and graphics package (HabaCalc N Graph) in September for $59.95 each, according to Charles Becker, vice president for sales.

A communications program, not surprisingly called HabaCom, will be released in August for the same price, Becker said.

The company, which produced the integrated spreadsheet, word processorand database /// Easy Pieces for the Apple ///, will also release Hippo C and a checkminder program in late July or early August.

Becker added that all of the Haba applications will feature pull-down menus and point-and-click editing.

Haba, which has written over 10 products for the Macintosh, will port all of its current and future programs from the Mac to the Jackintosh, starting in January 1985, said Becker.

In addition to its line of software, Haba told ANTIC they will sell a 10 megabyte hard disk for $499 and a fully Hayes-compatible modem for $299. These products are called HabaDisk and HabaModem.

For people who are less than comfortable or fluent with computers, Haba offers Haba Software Solutions. Each retailing for $49.95, titles include How to Prepare and

Manage a Home Budget, how to Write a Resume, How to Start Your Own Business, Business Forms, How to Prepare for the S.A.T., and so on.

The 46-member company is named for founder and chief executive officer Chaz Haba, who was director of marketing for Fairchild Semiconductor and who has started several small computer companies.

Becker said the Atari STs' combination of 68000 processor technology, GEM operating system, mouse, serial and parallel ports, 40 and 80 column mode and game (cartridge) port make the ST a "true industry leader," especially in light of Jack Tramiel's "genius for launching exciting, innovative and well-conceived products."

****

ANTIC EDITORIAL NOTE:

Antic's CES coverage will be completed Monday, June 10th. We're going to wrap up the events of the past week and shed more light on the Atari presence at the 1985 Summer Consumer Electronics Show. Expect two more reports (ANTIC6.CES and ANTIC7.CES).

From 2524496655875822711
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5d5eda1006c20ed9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-06 06:21:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site lzwi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!lzwi!nrh
From: nrh@lzwi.UUCP (N.R.HASLOCK)
Newsgroups: net.micro.atari

Subject: Re: action! help(more)please
Message-ID: <165@lzwi.UUCP>
Date: Thu, 6-Jun-85 09:21:16 EDT
Article-I.D.: lzwi.165
Posted: Thu Jun 6 09:21:16 1985
Date-Received: Fri, 7-Jun-85 03:02:36 EDT
References: <254@sdcc13.UUCP>
Organization: AT&T Information Systems, Lincroft
Lines: 4
Keywords: action vt100 80 column

Is there not some restriction about character sets not crossing
a 1k address boundary? Could this be the problem?

     Nigel   The Mad English Mumbler in the wilderness

From -8686581872505508071
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,35996445b6893b96,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-06 13:08:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!mhuxt!houxm!mtuxo!drutx!ihnp4!
mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Atari Software at Summer CES (Part II)
Message-ID: <17758@mgweed.UUCP>
Date: Thu, 6-Jun-85 16:08:45 EDT
Article-I.D.: mgweed.17758
Posted: Thu Jun 6 16:08:45 1985
Date-Received: Fri, 7-Jun-85 03:59:18 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 41

Here is the second installment of my first impressions of the software
from the Summer CES show:

TELARIUM: They have some good graphics/text adventure games but none are
     available for the Atari and may never be.

ELECTRONIC ARTS: They continue to bring out excellent products. The
     latest available for the Atari is ADVENTURE CONSTRUCTION SET
     that allows you to write your own adventure. It also contains
     one full length adventure and 7 mini-adventures. Note, these
     are not text or graphics adventures but action adventures in
     the mold of SHAMUS. Their two newest releases (not out yet)
     are for the C64 only, at first, but Atari might be added.

BRODERBUND/SYNAPSE: I'll group them together since they put out one
     combined catalog. Synapse have three releases in their

'Electronic Novels' series. These are text adventures set in a real-time universe that changes continuously. They are MINDWHEEL, ESSEX and BRIMSTONE (the newest). They are all available for the Atari computers. Another new release is LETTERHEAD, an integrated package that includes a word processor, an address file and graphics capability. It includes on-screen windows and a set of simple commands that let you design letterhead and stationery. It supports mouse, joystick and keyboard control. A new graphics adventure game, THE SERPENTS STAR, is a sequel to THE MASK OF THE SUN and is available for the Atari. BLUE MAX 2000 is available with Atari on one side and Commodore on the other. Several of the new games, though, are being released in C64 format only.

These are a few of the things I saw at the CES. I picked up several catalogs of other software but I didn't have a lot of time to see if they would be available for the Atari in the future. If in doubt, I didn't mention them here. Hope you have enjoyed these reports as much as I enjoyed the show.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 3363152784503073524
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,451f04c9ed4e2f07,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-06 18:10:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site voder.UUCP
Path: utzoo!decvax!tektronix!hplabs!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari
Subject: Re: 130XE Computers, RAM Disk and ATARI 2.5 DOS
Message-ID: <793@voder.UUCP>
Date: Thu, 6-Jun-85 21:10:26 EDT
Article-I.D.: voder.793
Posted: Thu Jun 6 21:10:26 1985
Date-Received: Sun, 9-Jun-85 00:37:14 EDT
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 48
Xref: tektronix net.micro.atari:00908

> I have an Atari 130XE computer and have read things in the manual about
> a RAM Disk that is available with the 1050 drive and 2.5 DOS. Apparently
> it is intended for use with the extra 65K of RAM in the 130XE. I
> don't have a 1050 but would like to have RAM disk capability working in

> conjunction with my AT88 drives from Percom. Anyone familiar with how
> to do this, please let me know. To further complicate things, I would
> *really* like a RAM Disk version of OSS DOS-XL (I guess its back to the
> old device handler tables again)!
>
> druxu!tlz

   The ramdisk capability of the 130XE has nothing to do with the type of disk drive you use but of the additional bank-selected 64k block of memory available with the 130. On the DOS 2.5 disk is a binary utility file called RAMDISK.COM, once DOS is booted go to the DOS menu and do a binary load with option L. This will configure the additional 64k to function as a disk in RAM with the address D8: (note that this drive supports only 499 free sectors so the J copy disk option in the DOS menu won't work), it also copies DUP.SYS to ramdisk and establishes a MEM.SAV file. If you go from BASIC back to DOS your program will be stored in D8:MEM.SAV and the DOS menu will also be loaded from drive #8. Fast!

   To free-up as much ramdisk space as possible and to use drive #1 for DUP.SYS and MEM.SAV first purge these two files from RAM by using option D from DOS (BASIC XL users can enter ERASE D8:*.* - at least I think BASIC XL will talk to a drive #8). Then you must do a POKE 5439,ASC(`1') from BASIC to tell DOS to use drive #1 (the `' around the 1 are actually quotes).

   RAMDISK.COM can be loaded off of any Atari-compatible disk drive but loading it into only a 48k or 64k machine will result in nothing happening (at least nothing happens from an 810 into an 800, it loads but does nothing). The documentation seems to say that the ramdisk capabilities will work ONLY with DOS 2.5, so DOS XL - or any other DOS - probally won't work.

   DOS 2.5 with all its utilities should be available from most user groups and bulletin boards and is supposed to be package with all new 1050 drives. Other utility files included on the DOS2.5 master disk are COPY32.COM - which will copy DOS 3.0 files to DOS 2.5 (by the way, DOS 2.5 is supposed to be completely compatible with DOS 2.0S), DISKFIX.COM - which should fix any problems between versions 2.5 and 2.0S in addition to being able to re-store erased files that havn't been written over, and SETUP.COM - which will create AUTORUN.SYS files.

Kevin Thompson   {ucbvax,ihnp4!nsc}!voder!kevin

"It's sort of a threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From -7453702306201490606
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,86ddb92664d0a5b9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-06 18:13:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site voder.UUCP

Path: utzoo!decvax!tektronix!hplabs!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari
Subject: Virtual Memory (Ramdisk) for non-130XE computers
Message-ID: <794@voder.UUCP>
Date: Thu, 6-Jun-85 21:13:24 EDT
Article-I.D.: voder.794
Posted: Thu Jun 6 21:13:24 1985
Date-Received: Sun, 9-Jun-85 00:39:01 EDT
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 19
Xref: tektronix net.micro.atari:00909

   Speaking of ramdisks, the June issue of ANALOG Computing has an article titled `V: A Memory Storage Device' which will allow you to create a ramdisk in any model Atari computer. You can list or save to the handler V: but as it does not support a directory it can hold only one file at a time. Depending on the amount of free RAM in your system it is NOT erased by going to the DUP menu! This makes it hundreds of times faster than using a MEM.SAV file.
   V: is extreamly useful for clearing the variable table of BASIC programs by listing the program to V:, then typing NEW, entering from V:, then saveing to disk. It also comes in handy for merging program segments or re-arranging them. The program is reset safe and it's only limitation seems to be dependent on your available RAM and that you can't use any DOS copy functions as they will almost certainly wipe out anything in V:.

Kevin Thompson   {ucbvax,ihnp4!nsc}!voder!kevin

"It's sort of a threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From -3483762507580756877
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,79e4963ea8d9a764
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-06 19:41:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmath.UUCP
Path: utzoo!watmath!daroloson
From: daroloson@watmath.UUCP (Dani A. Roloson)
Newsgroups: net.micro.atari
Subject: Re: Help needed with "Fractalus" load error
Message-ID: <14892@watmath.UUCP>
Date: Thu, 6-Jun-85 22:41:41 EDT
Article-I.D.: watmath.14892
Posted: Thu Jun 6 22:41:41 1985
Date-Received: Fri, 7-Jun-85 03:49:34 EDT
References: <14603@watmath.UUCP>

Distribution: net
Organization: U of Waterloo, Ontario
Lines: 31

[... but I don't want to buy a 1050.]

> The Atari store here in Kitchener-Waterloo recently received
> Epyx's "Rescue from Fractalus" by Lucasfilm Games.
> Unfortunately, it appears to load correctly only on Atari-brand
> disk drives. When I attempted to load it on my Indus or
> the Trak's in the store, after going past sector 07 for the
> second time, a multicolored screen appears with LOAD ERROR
> in large letters.
> ....

One of the guys from the above store went to the show in Chicago
and told Epyx about my problem. Epyx is aware of the problem
and will soon release a version that will run on all disk drives.
So, unless you have an Atari drive, you will have to wait a bit.
Anyways, I highly recommend the Lucasfilms games and will be
impatiently waiting for the two new titles.

   Thanks,
      Dani A. Roloson
      Math Faculty Computing Facility, University of Waterloo, Canada

--
     UUCP: ...!{ utzoo,decvax,ihnp4,allegra}!watmath!daroloson
     ARPA: daroloson%watmath%waterloo.csnet@csnet-relay.arpa
     CSNET: daroloson%watmath@waterloo.CSNET

"I don't need a disclaimer. Nobody will admit to even knowing me."

From -4551326032665015307
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,76bc54f7de81a662,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-07 10:47:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site osu-eddie.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!ihnp4!cbosgd!osu-eddie!
simon-r
From: simon-r@osu-eddie.UUCP (Rick Simonian)
Newsgroups: net.micro.atari
Subject: simulator
Message-ID: <365@osu-eddie.UUCP>
Date: Fri, 7-Jun-85 13:47:20 EDT
Article-I.D.: osu-eddi.365
Posted: Fri Jun 7 13:47:20 1985
Date-Received: Sat, 8-Jun-85 05:34:16 EDT
Distribution: net

Organization: Ohio State Univ., CIS Dept., Cols, Oh.
Lines: 12

I have heard rumors that someone may be producing a 6502 simulator for the new ST series so that old 400/800 software could still be used. Any information on such stories? A 6502 simulator would not be difficult to create on a 68000; however, it would probably be difficult to simulate the old hardware organization. Such a simulator would give a lot of software to the ST users though, and since I have so much software for my 800, it would make a transition easier.

--
Rick Simonian
Ohio State University

From 4522914993277126270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5d5eda1006c20ed9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-06-08 01:36:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.3 alpha 4/15/85; site sdcc13.UUCP
Path: utzoo!linus!decvax!ittvax!dcdwest!sdcsvax!sdcc3!sdcc13!scott " " weisman
From: scott weisman@sdcc13.UUCP (scott " " weisman)
Newsgroups: net.micro.atari
Subject: Re: action! help(more)please
Message-ID: <258@sdcc13.UUCP>
Date: Sat, 8-Jun-85 04:36:20 EDT
Article-I.D.: sdcc13.258
Posted: Sat Jun 8 04:36:20 1985
Date-Received: Mon, 10-Jun-85 07:27:48 EDT
References: <254@sdcc13.UUCP> <165@lzwi.UUCP>
Organization: U.C. San Diego, Academic Computer Center
Lines: 22
Keywords: action vt100 80 column
Summary: yes and no

In article <165@lzwi.UUCP>, nrh@lzwi.UUCP (N.R.HASLOCK) writes:
> Is there not some restriction about character sets not crossing
> a 1k address boundary? Could this be the problem?
>
> Nigel The Mad English Mumbler in the wilderness

well, that is a problem with internal character sets, but since my program doesn't use an antic character mode it doesn't matter. anyway, that problem is now licked. i now have new problem -- i can't seeem to get to do any type of i/o with the serial ports. well, at least input. i can do output if no input is attempted. i tried some techniques from john palevich's kermit program(because it's in action)but have had limited success. so, any answers to this one?

scott weisman (the relativistic existentialist psychic -- ?)

reno: buckaroo, the president's on the line.
buckaroo: which president?

you can lead a horticulture but you can't make her think! -- unknown

sdcc13!ee65sct (until 6/13 or 6/14 then bye-bye!)

From 9172684601302952318
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e55ce0a279c8d0c8
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,e55ce0a279c8d0c8
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-06-08 12:16:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ittral.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!zeta!sabre!bellcore!decvax!
ittvax!ittral!hall
From: hall@ittral.UUCP (Doug Hall)
Newsgroups: net.micro.mac,net.micro.atari
Subject: Re: Atari ST vs. Apple Mac (really about mice)
Message-ID: <154@ittral.UUCP>
Date: Sat, 8-Jun-85 15:16:21 EDT
Article-I.D.: ittral.154
Posted: Sat Jun 8 15:16:21 1985
Date-Received: Tue, 11-Jun-85 03:24:29 EDT
References: <123@watmum.UUCP> <2081@sdcc6.UUCP> <347@aurora.UUCP> <994@peora.UUCP>
<2450@wateng.UUCP> <2790@nsc.UUCP> <352@aurora.UUCP>
Reply-To: hall@ittral.UUCP (Doug Hall)
Organization: ITT Telecom B&CC Eng. Group, Raleigh, NC
Lines: 18
Keywords: one button mice, dumb idea
Xref: watmath net.micro.mac:1661 net.micro.atari:874
Summary:

I have been using a 3 button mouse here at work (on a Valid
workstation) for several weeks. Prior to that my only exposure to mice
had been on the Mac and Lisa, both of which I've used extensively. I
found it quite easy to adjust to the three-button rodent - in fact,
using a Mac seems more cumbersome now than ever.

I find that having to switch my attention between the keyboard and the
mouse is annoying, and the three-button mouse keeps this to a minimum.
If I am going to do something with the mouse, I want to use only the
mouse, not some crazy "control-options-escape-left elbow click"
manuver. Same with the keyboard.

A one button mouse simplifies the learning process. But Apple forgot
that people aren't in the learning process forever.

Doug Hall
ittvax!ittral!hall

From -4474560956827721175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b3255d2650ceaafb
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-15 16:36:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sunybcs.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!sunybcs!ugthomas
From: ugthomas@sunybcs.UUCP (Timothy Thomas)
Newsgroups: net.micro.atari
Subject: Re: Re: Unprotected cartridges
Message-ID: <1349@sunybcs.UUCP>
Date: Fri, 15-Mar-85 19:36:08 EST
Article-I.D.: sunybcs.1349
Posted: Fri Mar 15 19:36:08 1985
Date-Received: Sun, 17-Mar-85 02:07:35 EST
References: <1056@decwrl.UUCP> <2658@mcnc.UUCP>
Organization: State University of New York @ Buffalo,NY
Lines: 23

> There is NO protection; you could conceivably wreck a cart. I guess atari
> thought it was dispensable, it certainly wasn't essential, and besides it
> made it somewhat easier to copy cartridges onto diskfiles.. I'd say you'd
> better tell the kids that their favourite games may get wrecked..

When atari first put the XL's out, they claimed that removing and inserting
cartridges while having the power on would not do any damage to either
the computer or the cartridge. I have never tested this out (i have an
old atari 800), but I know some people who do (and have removed carts before)
and never had any problems.

--
...Tim Thomas

...{burdvax, rocksvax, bbncca, decvax, dual, rocksanne, watmath}!sunybcs!ugthomas

Remember......
     Only you can prevent software piracy.

From 8471151726016227072
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b3255d2650ceaafb
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-16 18:36:57 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mcnc.mcnc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: Re: Re: Unprotected cartridges
Message-ID: <410@mcnc.mcnc.UUCP>
Date: Sat, 16-Mar-85 21:36:57 EST
Article-I.D.: mcnc.410
Posted: Sat Mar 16 21:36:57 1985
Date-Received: Mon, 18-Mar-85 08:04:40 EST
References: <1056@decwrl.UUCP> <2658@mcnc.UUCP> <1349@sunybcs.UUCP>
Reply-To: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Organization: Microelectronics Center of NC; RTP, NC
Lines: 9
Summary:

This is the same thing as pulling out MOS chips with the power on;
nothing happens most of the time, but manufacturers strongly
recommend against it anyhow. There certainly is a danger that something
will pop, in spite of the elaborate precautions taken by most
manufacturers. The Atari carts. do not have any special protection,
they're just pcb's with ROMs, or perhaps EPROMS, and the same
precautions ought to be taken.

From -6962569812027559171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e069c7b59a44ca19,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-17 18:55:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sunybcs.UUCP
Path: utzoo!decvax!sunybcs!ugmarkj
From: ugmarkj@sunybcs.UUCP (Mark D. Johnson)
Newsgroups: net.micro.atari
Subject: Advanced Music System program
Message-ID: <1354@sunybcs.UUCP>
Date: Sun, 17-Mar-85 21:55:44 EST
Article-I.D.: sunybcs.1354
Posted: Sun Mar 17 21:55:44 1985
Date-Received: Mon, 18-Mar-85 01:19:49 EST
Distribution: na
Organization: State University of New York @ Buffalo,NY
Lines: 23

[munch, munch, munch... burp!]

I saw a program called 'Advanced Music System' for the Atari that plays
music while a graphic keyboard displays the piano keys pressed.

Specifically, I would like to get a copy of the documentation for it.
Before you start flaming, I was told that this program is public domain.
(can anyone confirm this fact for me too?)

If some generous person would let me know he has the documentation,
I would gladly arrange a SASE and copy cost reimbursement to be sent
out. Please mail responses. Thanks in advance!

--
Mark D. Johnson   SUNY/Buffalo Computer Science

uucp: [decvax,dual,rocksanne,watmath,rocksvax]!sunybcs!ugmarkj
ARPAnet, CSnet: ugmarkj%buffalo@CSNET-RELAY

"Consider that 2 wrongs don't make a right, but 3 rights make a left."

From 4780282879838033946
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,adc7b35c65789b27
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-17 20:35:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mcnc.mcnc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: AAArrrgghhhh
Message-ID: <412@mcnc.mcnc.UUCP>
Date: Sun, 17-Mar-85 23:35:54 EST
Article-I.D.: mcnc.412
Posted: Sun Mar 17 23:35:54 1985
Date-Received: Wed, 20-Mar-85 03:24:33 EST
References: <1342@hou4b.UUCP> <8284@watarts.UUCP> <250@eneevax.UUCP>
<315@callan.UUCP>
Reply-To: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Followup-To: Jackintosh vs. ST etc.
Organization: Microelectronics Center of NC; RTP, NC
Lines: 3
Summary:

Distribution:net.micro.atari

Pleeease, amigos, its Amig*A*
  (nee Amiga Lorraine)

From 8042981667046294542
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1beac109b0951358,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-18 10:29:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watrose.UUCP
Path: utzoo!watmath!watrose!avwhitton
From: avwhitton@watrose.UUCP (Alan Whitton)
Newsgroups: net.micro.atari
Subject: The New Ataris (or is it going to happen??)
Message-ID: <7356@watrose.UUCP>
Date: Mon, 18-Mar-85 13:29:51 EST
Article-I.D.: watrose.7356
Posted: Mon Mar 18 13:29:51 1985
Date-Received: Tue, 19-Mar-85 03:44:05 EST
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 17

[Will this go the way of the ...]

Hello all,

     I am an interested, but uninformed hopeful ST buyer, and I
was wondering:
     1- Will Atari be able to pull off this product:
          i- By the time they have promised.
          ii- At the price they promised.
     2- How good or bad is GEM as an operating system, and/or
        as a development environment.

I will post any really neat responses to these and any other comments I
receive on this subject.

                    Does anybody love anybody else?
                         alan whitton

From -3965503868484719784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e069c7b59a44ca19
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-18 12:41:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site mcnc.mcnc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!mcnc!
ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: Re: Advanced Music System program
Message-ID: <413@mcnc.mcnc.UUCP>
Date: Mon, 18-Mar-85 15:41:17 EST
Article-I.D.: mcnc.413
Posted: Mon Mar 18 15:41:17 1985
Date-Received: Wed, 20-Mar-85 04:38:13 EST

References: <1354@sunybcs.UUCP>
Reply-To: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Distribution: net.miicro.atari
Organization: Microelectronics Center of NC; RTP, NC
Lines: 4
Summary:

Advanced music system used to be sold through the APX, so I
don't think its in the public domain, except perhaps
now, by default, unless the author still sells/supports it.

From 3107835571349024059
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e069c7b59a44ca19
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-18 12:44:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site cmu-cs-spice.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
sdcsvax!dcdwest!ittvax!decvax!genrad!panda!talcott!harvard!seismo!rochester!cmu-
cs-pt!cmu-cs-spice!tdn
From: tdn@cmu-cs-spice.ARPA (Thomas Newton)
Newsgroups: net.micro.atari
Subject: Re: Advanced Music System program
Message-ID: <312@cmu-cs-spice.ARPA>
Date: Mon, 18-Mar-85 15:44:09 EST
Article-I.D.: cmu-cs-s.312
Posted: Mon Mar 18 15:44:09 1985
Date-Received: Fri, 22-Mar-85 23:42:38 EST
Organization: Carnegie-Mellon University, CS/RI
Lines: 8

Unless some announcement has been made that I haven't heard, Advanced Music
System is not public domain. It is one of the programs formerly sold by the
Atari Program Exchange, and is thus a commercial program. I do not know if
it is still available, although DynaComp and ANTIC (and others?) seem to be
selling some of the APX programs now that APX is dead.

-- Thomas Newton
Thomas.Newton@cmu-cs-spice.ARPA

From -7393295542100122754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b30d3d0d636a391,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-18 15:49:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cepu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
sdcsvax!sdcrdcf!trwrb!cepu!mitch

From: mitch@cepu.UUCP (Bob Mitchell)
Newsgroups: net.micro.atari
Subject: R-verter serial modem adapter
Message-ID: <452@cepu.UUCP>
Date: Mon, 18-Mar-85 18:49:27 EST
Article-I.D.: cepu.452
Posted: Mon Mar 18 18:49:27 1985
Date-Received: Sat, 23-Mar-85 00:46:08 EST
Organization: VA Wadsworth Med. Center; LA CA
Lines: 24

[is the line-eater bug just a myth foisted upon us by the old-timers?]

Greetings, Atarians!
Anybody out there have one of these things? Quoting from the July 84 Antic:

"The R-verter allows you to use most modems and other RS232 devices with
your computer without using an interface module. The software package
includes a smart-terminal emulator and an RS232 device handler. It
requires no other peripherals, doesn't use a joystick port, and comes
with a built-in 3-foot cable. It's said to be compatible with any RS232
device that accepts TTL-level inputs (most do)."

I'd like to connect my Signalman Mark I stupid modem to my 800, but I
don't have the $50 to spend on this device. I can make my own cable,
but I need a pointer to some PD terminal software that will do this, if
such a thing exists.

Thanks.

--
Bob Mitchell
UCLA Dept of Neurology
uucp: { {ihnp4, uiucdcs}!bradley, hao, trwrb}!cepu!mitch
ARPA: cepu!mitch@ucla-cs

From 8731148832517343410
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e069c7b59a44ca19
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-19 11:15:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!decvax!bellcore!allegra!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: Advanced Music System program
Message-ID: <15933@mgweed.UUCP>
Date: Tue, 19-Mar-85 14:15:47 EST
Article-I.D.: mgweed.15933
Posted: Tue Mar 19 14:15:47 1985
Date-Received: Wed, 20-Mar-85 01:57:27 EST

References: <1354@sunybcs.UUCP>
Distribution: na
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 24

There is a company that advertises in ANTIC called LOTSABYTES that
sells several public domain disks that have AMS music on it and
includes a player piano built in. In addition, they sell a program
on disk called ADVANCED MUSICSYSTEM II that allows you to create
music with your ATARI computer. They claim it is an all new machine
code program that allows you to 1) control pitch duration, envelope
dynamic level, meter, tempo and key and 2) 4 independent voices and
3) 5 octaves per voice and 4) save up to 8200 notes. It includes a
custom DOS and full instructions on a 24K disk. Their address is:

     LOTSABYTES
     15445 Ventura Blvd.
     Suite 10G
     Sherman Oaks, Ca. 91413

The cost of ADVANCED MUSICSYSTEM II is $14.95 plus $1.95 S & H.

Hope this helps...

                         Kit Kimes
                         AT&T Consumer Products
                         Montgomery Works
                         Montgomery, Il. 60538-0305
                         ..!ihnp4!mgweed!kek

From 1267855885696897046
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ec62d7628333f796,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-19 16:47:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site reed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!tektronix!reed!omsi
From: omsi@reed.UUCP (OMSI)
Newsgroups: net.micro.atari
Subject: KERMIT and the Atari 1030 modem...
Message-ID: <1125@reed.UUCP>
Date: Tue, 19-Mar-85 19:47:08 EST
Article-I.D.: reed.1125
Posted: Tue Mar 19 19:47:08 1985
Date-Received: Sat, 23-Mar-85 02:36:18 EST
Organization: Reed College, Portland, Oregon
Lines: 16

<pardon the dust... this is my first net message>

     I just aquired KERMIT for the Atari and got it working with

my 850 interface and my acoustic modem. But what I would like to
is get it to work with my Atari 1030 direct connect modem. I have
the INCLUDE file for the 1030 but can't get it to work with my T:
driver written by Jim Steinbrecher. I was looking through the source
and it does things that Jim's driver doesn't support. So it makes me
think there is another T: driver out there.
     If anyone has KERMIT running using an Atari 1030, I'd like
to get a copy of the driver and/or modifications needed to KERMIT.

              Thanks,
              Russell Schwartz
              ...!reed!omsi

From -3406961173935427984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6aa80a8b85665909,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-20 07:31:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site utai.UUCP
Path: utzoo!utcsri!utai!jenkin
From: jenkin@utai.UUCP (Michael Jenkin)
Newsgroups: net.micro.atari
Subject: Kermit for the ATARI
Message-ID: <392@utai.UUCP>
Date: Wed, 20-Mar-85 10:31:19 EST
Article-I.D.: utai.392
Posted: Wed Mar 20 10:31:19 1985
Date-Received: Wed, 20-Mar-85 11:45:27 EST
Reply-To: jenkin@utai.UUCP (Michael Jenkin)
Distribution: net.micro.atari
Organization: CSRI, University of Toronto
Lines: 14
Summary:

[]

Does anyone have a copy of a public domain Kermit for the ATARI?
I understand that it is written in ACTION! and is available on the
Kermit distribution tape. If you do have access to it could you please
send me a copy.

thanks.

--
Michael Jenkin   University of Toronto
USENET: {decvax,ihnp4,allegra}!utcsrgv!utai!jenkin
CSNET: jenkin@Toronto
BELL: 416-978-7321

From 5193374166916435689

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,830a2fe635a752f0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-20 13:38:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site clyde.UUCP
Path: utzoo!watmath!clyde!gjw
From: gjw@clyde.UUCP (Gregory J. Wroclawski)
Newsgroups: net.micro.atari
Subject: Atari Disk Drive Query
Message-ID: <822@clyde.UUCP>
Date: Wed, 20-Mar-85 16:38:49 EST
Article-I.D.: clyde.822
Posted: Wed Mar 20 16:38:49 1985
Date-Received: Thu, 21-Mar-85 02:23:23 EST
Distribution: na
Organization: AT&T Bell Laboratories, Whippany NJ
Lines: 5

I plan on buying a new Atari 1050 disk drive. The price of these has been coming down recently and for $145 its not a bad idea to have a spare. My question is whether is planning on discontinuing these units in the near future.

From 6873510683589115965
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe4746aaa26c6013
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 13dc46,fe4746aaa26c6013
X-Google-Attributes: gid13dc46,public
X-Google-Thread: 14c70f,fe4746aaa26c6013
X-Google-Attributes: gid14c70f,public
X-Google-ArrivalTime: 1985-03-20 15:28:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihu1n.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!ihu1n!freak
From: freak@ihu1n.UUCP (c e malloy)
Newsgroups: net.micro.atari,net.games.rogue,net.games.emp
Subject: Re: Rogue and Empire for Atari
Message-ID: <212@ihu1n.UUCP>
Date: Wed, 20-Mar-85 18:28:34 EST
Article-I.D.: ihu1n.212
Posted: Wed Mar 20 18:28:34 1985
Date-Received: Fri, 22-Mar-85 01:27:57 EST
References: <711@voder.UUCP>
Organization: AT&T Bell Laboratories
Lines: 33
Xref: watmath net.micro.atari:697 net.games.rogue:2716 net.games.emp:347

> Epyx, a computer game company, now has both Rogue and Empire available
> for Atari computers. They were announced at the Las Vegas CES show and

> are adaptations of their mainframe origins.

While I enjoy playing Rogue, and I enjoyed (past tense [we don't have it anymore]) playing Empire, two questions come to mind.

1) Will the Epyx versions be *just* like the main-frame versions?
     I think not. There is not enough memory on the Atari computers to run a program as complex as Rogue or Empire. The code for Rogue is over 250K. There are over 80 monsters in the version that I play. Add to that: various weapons, armor, potions, scrolls, wands staffs, rings, etc. And don't forget about the randomly generated rooms, halls, traps, and other things. It just won't fit in 48K, 64K or even in the 160K (you can get that high if you have a 128K RamPower).

2) Which version of Rogue and Empire will be released?
     There are as many versions of Rogue as there are machines that it runs on. There are two versions on this machine alone. And what about Empire? Which version will that be? Will they release the original (where you play against the machine) or the version that we had here (where different players played against each other)?

One final comment. When I read the article in Antic about the release of both Rogue and Empire, I called 10 different places that carry Atari software. Everyone said the same thing: "Never heard of it." They may both turn out to be like BallBlaster. Lots of copies exist, but you can't buy one to save your soul.

From inside the Tesseract of
     Clancy Malloy

From 6545574313498542378
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b3255d2650ceaafb
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-20 20:08:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watrose.UUCP
Path: utzoo!watmath!watrose!cdshaw
From: cdshaw@watrose.UUCP (Chris Shaw)
Newsgroups: net.micro.atari
Subject: Re: Re: Unprotected cartridges
Message-ID: <7371@watrose.UUCP>
Date: Wed, 20-Mar-85 23:08:00 EST
Article-I.D.: watrose.7371
Posted: Wed Mar 20 23:08:00 1985
Date-Received: Thu, 21-Mar-85 03:24:59 EST
References: <1056@decwrl.UUCP> <2658@mcnc.UUCP> <1349@sunybcs.UUCP>
<410@mcnc.mcnc.UUCP>
Reply-To: cdshaw@watrose.UUCP (Chris Shaw)
Organization: U of Waterloo, Ontario

Lines: 10

Pulling out carts while the power is on should be OK, as long as you
don't short the contacts of the edge connector.
Most board failures caused by pulling the board out with power on are in fact
caused by pulling the card out crooked & shorting all the bus pins together.

Pulling the board out straight is probably OK.
However, if your kids are doing it, there is no guarantee that a non-crooked
pull will happen !!!!

Chris Shaw

From -733873222299603874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e3daff9a68c14f1c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-21 12:23:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!mcnc!
philabs!cmcl2!acf4!axk8358
From: axk8358@acf4.UUCP (>> Alex Kriger <<)
Newsgroups: net.micro.atari
Subject: ATARI users group
Message-ID: <990004@acf4.UUCP>
Date: Thu, 21-Mar-85 15:23:00 EST
Article-I.D.: acf4.990004
Posted: Thu Mar 21 15:23:00 1985
Date-Received: Tue, 26-Mar-85 03:54:10 EST
Organization: New York University
Lines: 12

Hello, fellow ATARI owners!
My name is Alex and basically what I'm trying to do is to get a small
ATARI users group in the area of NYU. If there are any interested
"ATARIANS", please send me mail directly to axk835@acf4 or just reply
back to the net.

Signed, a devoted ATARIAN.
Alex Kriger.

P.S. Another way to get in touch with me is to see me at 14-Washington place
computer center on Tuesdays from 3-6 p.m., where I work as a consultant.

From -6473194967207630409
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe4746aaa26c6013
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 14c70f,fe4746aaa26c6013

X-Google-Attributes: gid14c70f,public
X-Google-Thread: 13dc46,fe4746aaa26c6013
X-Google-Attributes: gid13dc46,public
X-Google-ArrivalTime: 1985-03-21 16:12:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site spp3.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!whuxl!whuxlm!akgua!
sdcsvax!sdcrdcf!trwrb!trwspp!spp3!rroux
From: rroux@spp3.UUCP (Ray Roux)
Newsgroups: net.micro.atari,net.games.rogue,net.games.emp
Subject: Re: Rogue and Empire for Atari
Message-ID: <130@spp3.UUCP>
Date: Thu, 21-Mar-85 19:12:21 EST
Article-I.D.: spp3.130
Posted: Thu Mar 21 19:12:21 1985
Date-Received: Tue, 26-Mar-85 03:43:22 EST
References: <711@voder.UUCP>
Organization: TRW, Redondo Beach CA
Lines: 28
Xref: watmath net.micro.atari:705 net.games.rogue:2729 net.games.emp:351

>
> *** The Atari scores an excellent hit...you feel delighted! ***
>
>   Epyx, a computer game company, now has both Rogue and Empire available
> for Atari computers. They were announced at the Las Vegas CES show and
> are adaptations of their mainframe origins.
>
> ---
> Kevin Thompson   {ucbvax,ihnp4!nsc}!voder!kevin
>
Don't get your hopes up, I talked to the Epyx people at the CES show
and they have no current plans to port these to the Atari. They, like
many others, are taking a "wait and see" attitude. I just got a
retailers information sheet from Epyx and the only new games they show
available for the Atari are the two Lucas games.

Hopefully Atari will be able to convince software developers that the
machine isn't dead and that we users are hungry for new, GOOD,
software.

Has anyone seen Alternate Reality on the shelves yet?

--

   Ray Roux
     {ucbvax|decvax}!trwrb!trwspp!spp3!rroux

From 6878404896523357568
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,fe4746aaa26c6013
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 13dc46,fe4746aaa26c6013
X-Google-Attributes: gid13dc46,public
X-Google-Thread: 14c70f,fe4746aaa26c6013
X-Google-Attributes: gid14c70f,public
X-Google-ArrivalTime: 1985-03-22 10:08:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari,net.games.rogue,net.games.emp
Subject: Re: Rogue and Empire for Atari
Message-ID: <15993@mgweed.UUCP>
Date: Fri, 22-Mar-85 13:08:55 EST
Article-I.D.: mgweed.15993
Posted: Fri Mar 22 13:08:55 1985
Date-Received: Sat, 23-Mar-85 02:18:02 EST
References: <711@voder.UUCP> <212@ihu1n.UUCP>
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 15
Xref: watmath net.micro.atari:700 net.games.rogue:2721 net.games.emp:349

Just because a software product is announced at the CES show, doesn't
mean it is immediately available. Many of the games announced at the
Summer CES that I attended last year were not available until almost
Christmas time. I wasn't able to get Spy-vs-Spy until late November.
In addition, many of the programs will be available mail order before
they are available in your local store. Many of the owners of these
places are real fans and make an effort to get the newest programs as
soon as they are available. When did EPYX say these games would ship?
They usually announce availability at the same time.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 5678726184818216854
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe4746aaa26c6013
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 13dc46,fe4746aaa26c6013
X-Google-Attributes: gid13dc46,public
X-Google-Thread: 14c70f,fe4746aaa26c6013
X-Google-Attributes: gid14c70f,public
X-Google-ArrivalTime: 1985-03-22 11:28:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)

Newsgroups: net.micro.atari,net.games.rogue,net.games.emp
Subject: Re: Rogue and Empire for Atari
Message-ID: <494@cadovax.UUCP>
Date: Fri, 22-Mar-85 14:28:07 EST
Article-I.D.: cadovax.494
Posted: Fri Mar 22 14:28:07 1985
Date-Received: Mon, 25-Mar-85 02:24:18 EST
References: <711@voder.UUCP>, <130@spp3.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 16
Xref: watmath net.micro.atari:704 net.games.rogue:2726 net.games.emp:350

[.....]
>Hopefully Atari will be able to convince software developers that the
>machine isn't dead and that we users are hungry for new, GOOD,
>software.

>Has anyone seen Alternate Reality on the shelves yet?

>   Ray Roux

Here here! And, no, I haven't seen Alternate Reality yet, but I am
hungrily awaiting same. What's the news on the Trillium stuff?
Anything happening there?

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd

From -188139142043716459
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ec62d7628333f796
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-22 11:29:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!epsilon!mb2c!lns
From: lns@mb2c.UUCP (Leslie Smith)
Newsgroups: net.micro.atari
Subject: Re: KERMIT and the Atari 1030 modem...
Message-ID: <321@mb2c.UUCP>
Date: Fri, 22-Mar-85 14:29:13 EST
Article-I.D.: mb2c.321
Posted: Fri Mar 22 14:29:13 1985
Date-Received: Mon, 25-Mar-85 02:04:00 EST
References: reed.1125
Lines: 8

n
[A   If you want to use KERMIT with your 1030 modem th[D[D[D, then the software
you
need is "CHAMELEON CRT TERMINAL EMULATOR" (VER [D[D[D[Dver 4.2). It has KERMIT
PROTOCOL
and you can order it from ANTIC magazine.

s
?
[A[A[A[B [D[B
[A[A[A[C[C[C

References: <711@voder.UUCP> <212@ihu1n.UUCP>
Reply-To: peterw@reed.UUCP (Peter Williams)
Organization: BHS, Portland, Oregon
Lines: 19
Xref: watmath net.micro.atari:708 net.games.rogue:2732 net.games.emp:352
Summary:

In article <212@ihu1n.UUCP> freak@ihu1n.UUCP (c e malloy) writes:
>1) Will the Epyx versions be *just* like the main-frame versions?
>   I think not. There is not enough memory on the Atari computers
>   to run a program as complex as Rogue or Empire. The code for Rogue
>   is over 250K. There are over 80 monsters in the version that I
>   play. Add to that: various weapons, armor, potions, scrolls, wands
>   staffs, rings, etc. And don't forget about the randomly generated
>   rooms, halls, traps, and other things. It just won't fit in 48K,
>   64K or even in the 160K (you can get that high if you have a 128K
>   RamPower).

I wrote a version of rogue 5.2 w/52 monsters and more armor/weapons/stuff,
and it fit (tightly) on one sssd disk. I wrote it in 6502 assembly, and
with a little disk action for the map generator, and the not-so-often used
strings, it worked fine. I even had about 3-4k left over for other stuff I
might add.

Peter Williams
tektronix!reed!peterw

From -4464862760632122556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9cfb236356368eda,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-25 14:13:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site reed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!vax135!cornell!uw-beaver!
tektronix!reed!omsi
From: omsi@reed.UUCP (OMSI)
Newsgroups: net.micro.atari
Subject: KERMIT sources (Action!) (LONG!)
Message-ID: <1170@reed.UUCP>
Date: Mon, 25-Mar-85 17:13:09 EST
Article-I.D.: reed.1170
Posted: Mon Mar 25 17:13:09 1985
Date-Received: Thu, 28-Mar-85 23:57:33 EST
Organization: Reed College, Portland, Oregon
Lines: 2590

[warning, >32767 characters]

Well, here are the sources to KERMIT for the Atari written in Action!
Too bad there wasn't a net.micro.atari.sources... oh well... I'm surely
not going to put it in net.sources. I suppose I could use a few good flames.

The files are:
     KCOM1030.ACT KCOM850.ACT   KERMIT.ACT   KERMIT.DOC
     KERMIT.PNS   KFUNC.ACT KIO.ACT   KMENU.ACT
     KPRO.ACT KTTY.ACT

Have fun!!

     Russell Schwartz
     ...!tektronix!reed!omsi

P.S. If anyone can get the 1030 stuff to work, let me know.

P.P.S. Oh yea, the filenames are in the first line of each file
       and files are seperated by "<cut>". (I don't like messing
       around with shell scripts.)

```
<cut> D:KCOM1030.ACT
;D:KCOM1030.ACT
;All the communications stuff:
;
;Opening, closing and dialing for
;the ATARI 1030 modem
;
; KERMIT protocol
; for Atari Home Computers
; version 1.1
; (C) 1983 John Howard Palevich
; to be distributed free of charge
;
;Started NOVEMBER 5, 1983

;Print a string which will identify,
;to the user, what hardware this
;COM file supports

PROC MODEMINIT()
  PRINTE("for the Atari 1030 modem")
  RETURN

;Return number of character in the
;input buffer

CARD FUNC NCIB()
  BYTE INCNT = $400
  RETURN(INCNT)

;Put a character out the modem

PROC PUTR(BYTE DATA)
  PUTD(2, DATA)
  RETURN
```

```
;Put out a byte as a modem command

PROC PUTCMD(BYTE CMD)
  BYTE CMCMD = $0007
  CMCMD = $FF
  PUTD(2, 27)
  PUTD(2, CMD)
  CMCMD = 0
  RETURN

;Temporarily Suspend Communications
;so that file I/O can take place

PROC StopR()
  PUTCMD('Z)
  RETURN

;Close down the modem channel

PROC CloseR()
  PUTCMD('Y)
  CLOSE(2)
  RETURN

;Initialize communications

BYTE FUNC OpenR()
  STRING fname = "##:"
  BYTE T
  Close(2)
  fname(1) = 'T
  fname(2) = '1
  t = 12
  Open(2, fname, t, 0)
  T = MSTATUS(2)
  IF T >= 128
  THEN
    PRINTF("Can't open %S, error %B%E",
      fname, T)
    CLOSE(2)
    RETURN(T)
  FI

  RETURN(0)

PROC StartR()
  PUTCMD('Y) ;Resume operation
  PUTCMD('A)
    PUTR($20)
    PUTR('?) ;No Translation
  PUTCMD('C)
    PUTR(PARITY)
  RETURN
```

```
;SubEQ(S, I, SS)
;
; Check if SS is = S(I..I+Len(SS)-1)

BYTE FUNC SUBEQ(STRING S BYTE I STRING SS)
  INT J
  IF S(0)-I+1 < SS(0) THEN RETURN(0) FI

  FOR J = 1 TO SS(0) DO
    IF S(I+J-1) <> SS(J) THEN
      RETURN(0)
    FI
  OD

  RETURN(1)


;Dial the number in string P
;return 0 if failure, 1 if OK

BYTE FUNC AutoDial(STRING P)
  BYTE I, NN, C, DVSTAT1 = $2EB

  NN = P(0)     ;LENGTH OF STRING

  ;This modem ignores baud rate

  FOR C = 1 TO NN
  DO
    IF P(C) = '# THEN
      DO
        C ==+ 1
      UNTIL
        C > NN OR P(C) > 32
      OD
      EXIT
    FI
  OD
  IF C > NN  THEN
    PRINTE("No phone number in this entry!")
    RETURN(0)
  FI

  PRINTE("Dialing...press any key to abort")
  ERRORNUM = 0
  STARTR()

  IF dial = 0 THEN
    PUTCMD('N)
  ELSE
    PUTCMD('O)
  FI
```

```
  PUTCMD('K)
  FOR I = C TO NN
  DO
    PutR(P(I))
  OD
  PutR($9B)

  ;Wait for carrier
  WHILE CH = $FF DO
    MDEVSTAT(2)
    IF (DVSTAT1 & $80) <> 0 THEN
      RETURN(1)
    FI
  OD
  PRINTE("User abort")
  PUTCMD('M) ;Go on-hook
  STOPR()
  RETURN(0)

;Hang up the phone line

PROC HANGUP()
  STARTR()
  PUTCMD('M) ;Go on-hook
  STOPR()
  RETURN

; --- END OF D:KCOM1030.ACT ---
<cut> D:KCOM850.ACT
;D:KCOM850.ACT
;All the communications stuff:
;
; Opening, closing and
; DIALING
; (for the DC-Hayes Smartmodem)
; KERMIT protocol
; for Atari Home Computers
; version 1.1
; (C) 1983 John Howard Palevich
; to be distributed free of charge
;
;Started NOVEMBER 5, 1983

PROC MODEMINIT()
  PRINTE("for the Atari 850 and the")
  PRINTE("DC-Hayes Smartmodem")
  RETURN

CARD FUNC NCIB()
  CARD NC = 747,
       INCNT = $400
  BYTE I
```

```
  MDEVSTAT(2)
  I = MSTATUS(2)
  IF I >= 128 THEN
    PRINTF("R: device error: %D%E",
      I)
    RETURN(0)
  FI
  RETURN(NC)

PROC PUTR(BYTE DATA)
  PUTD(2, DATA)
  RETURN

;Temporarily Suspend Communications I/O

PROC StopR()
  Close(2)
  RETURN

PROC CloseR()
  CLOSE(2)
  RETURN

BYTE FUNC OpenR()
  STRING fname = "##:"
  BYTE T
  Close(2)
  fname(1) = 'R
  fname(2) = dnum + '0
  t = 13
  Open(2, fname, t, 0)
  T = MSTATUS(2)
  IF T >= 128
  THEN
    PRINTF("Can't open %S, error %B%E",
      fname, T)
    CLOSE(2)
    RETURN(T)
  FI

  CIOV(2, 34, 0, 0, 192+48, 0)
  CIOV(2, 38, 0, 0, 32+PARITY*5, 0)
  CIOV(2, 36, 0, 0, 8+baud, 0)
  CIOV(2, 40, 0, 0, 0, 0)
  RETURN(0)

PROC StartR()
    OpenR()
    RETURN

;SubEQ(S, I, SS)
;
; Check if SS is = S(I..I+Len(SS)-1)
```

```
BYTE FUNC SUBEQ(STRING S BYTE I STRING SS)
  INT J
  IF S(0)-I+1 < SS(0) THEN RETURN(0) FI

  FOR J = 1 TO SS(0) DO
    IF S(I+J-1) <> SS(J) THEN
      RETURN(0)
    FI
  OD

  RETURN(1)

;GetMack() - wait for reply from SM
PROC GetMack()
  BYTE A, S
  IF ERRORNUM >= 128 THEN RETURN
  FI
  S = 0
  DO
    IF CH <> $FF THEN
      ERRORNUM = $FF
      RETURN
    FI
    IF NCIB() > 0 THEN
      A = GETD(2)
      IF DEBUG = 1 THEN
        PUT(27)
        PUT(A)
      FI
      IF S = 0 THEN
        IF A >= 32 THEN
          S = 1
        FI
      ELSE
        IF A = 10 THEN ;End of reply
          RETURN
        FI
      FI
    FI
  OD

;PutMatch(c) - put a character out
; to R:, wait for a matching character
; or user's abort

PROC PutMatch(BYTE c)
  BYTE A
  PUTD(2, C)
  IF ERRORNUM >= 128 THEN RETURN
  FI
  DO
    IF CH <> $FF THEN
```

```
      ERRORNUM = $FF
      RETURN
    FI
    IF NCIB() > 0 THEN
      A = GETD(2)
      IF DEBUG = 1 THEN
        PUT(27)
        PUT(A)
      FI
      IF A = C THEN
        RETURN
      FI
    FI
  OD

;Dial the number in string P....

BYTE FUNC AUTODIAL(STRING P)
  BYTE I, C, NN

  NN = P(0)     ;LENGTH OF STRING

  ;See if Baud Rate Specified
  FOR C = 1 TO NN
  DO
    IF P(C) = '( THEN
      IF SUBEQ(P,C,"(300)") = 1 THEN
        BAUD = 0
      ELSEIF SUBEQ(P,C,"(1200)") = 1
      THEN
        BAUD = 2
      FI
      EXIT
    FI
  OD

  FOR C = 1 TO NN
  DO
    IF P(C) = '# THEN
      DO
        C ==+ 1
      UNTIL
        C > NN OR P(C) > 32
      OD
      EXIT
    FI
  OD
  IF C > NN  THEN
    PRINTE("No phone number in this entry!")
    RETURN(0)
  FI

  PRINTE("Dialing...press any key to abort")
```

```
  ERRORNUM = 0
  STARTR()
  PutMatch(13) ;Establish baud Rate
  PutMatch('A)
  PutMatch('T)
  PutMatch(13)
  GetMack() ;Swallow Reply
  PutMatch('A)
  PutMatch('T)
  PutMatch(' )
  PutMatch('D)
  IF dial = 0 THEN
    PutMatch('P)
  ELSE
    PutMatch('T)
  FI
  FOR I = C TO P(0)
  DO
    PutMatch(P(I))
  OD
  PutMatch(13)
  DO
    IF ERRORNUM >= 128
      OR CH <> $FF THEN
      PRINTE("User Aborted")
      PUTD(2, 13) ;to get out of wait-for-carrier mode
      I = RTCLOCK+10
      WHILE RTCLOCK <> I DO OD ;Drain
      STOPR()
      RETURN(0)
    FI
    IF NCIB() > 0 THEN
      C = GetD(2)
      IF DEBUG = 1 THEN
        PUT(27)
        PUT(C)
      FI
      IF C = 'C OR C = '1 THEN ;Connected
        STOPR()
        RETURN(1)
      ELSEIF C >= 32 THEN
        PrintF("Unexpected result '%C'%E", C)
        STOPR()
        RETURN(0)
      FI
    FI
  OD

;CAUSE THE SMARTMODEM TO HANG UP

PROC HANGUP()
  BYTE B
  STARTR()
```

```
  ;As per page 9-2 of the Smart-
  ;modem manual.  Basicly, the
  ;escape sequence has to be pre-
  ;ceded by at least one character,
  ;and we can't count on the user
  ;having typed one, so we type one
  ;ourselves.

  PUTR('+)
  WAIT(100)
  PUTR('+)
  PUTR('+)
  PUTR('+)
  WAIT(200)
  ;Flush buffer
  WHILE NCIB() > 0 DO
    B = GETD(2)
    IF DEBUG = 1 THEN
      PUT(27)
      PUT(B)
    FI
  OD
  ERRORNUM = 0
  PutMatch(13) ;Establish baud Rate
  PutMatch('A)
  PutMatch('T)
  PutMatch(13)
  GetMack() ;Swallow Reply
  PUTMATCH('A)
  PUTMATCH('T)
  PUTMATCH(32)
  PUTMATCH('H)
  PUTMATCH('0)
  PUTMATCH(13)
  GETMACK()
  STOPR()
  RETURN

; --- END OF D:KCOM850.ACT ---
<cut> D:KERMIT.ACT
;D:KERMIT.ACT
;<COMPILE THIS FILE>
; KERMIT protocol
; for Atari Home Computers
; version 1.2
; (C) 1984 John Howard Palevich
; to be distributed free of charge
;
;Started September 24, 1983

;Start code above T: and/or R:
;by compiling while those devices
;are in RAM.  There ought to be a
```

```
;better way!

MODULE

DEFINE MAXPACK = "94"

BYTE ARRAY
  RECPKT(MAXPACK),
  PACKET(MAXPACK),
  FILNAM,
  SBUF(2050)

DEFINE
  EOF = "-1",
  SOH = "1",
  CR = "13",

  MAXTRY = "5",
  MYQUOTE = "'#",
  TRUE = "1",
  FALSE = "0"

BYTE
  LMARGN = $52,;OS LEFT MARGIN
  CH = 764,    ;OS CH VARIABLE
  RTCLOCK = 20,;OS CLOCK IN JIFFYS
  CRSINH = $2F0, ;OS CURSOR INHIBIT FLAG
  BACKS,       ;CHAR TO SEND FOR BACK S
  baud,        ;baud rate variable
  dial,        ;nz for tone dialing
  DISKN,       ;DEFAULT DISK
  DNUM,        ;port num
  localecho,   ;local echo flag
  PARITY,      ;communication parity
  ERRORNUM,    ;ERROR NUMBER
  debug,       ;debugging flag

  STATE,
  PADCHAR,
  EOL,
  QUOTE

INT
  SIZE,
  N,
  RPSIZ,
  SPSIZ,
  PAD,
  TIMINT,
  NUMTRY,
  OLDTRY,
  FD,
  REMFD,
```

```
  IMAGE,
  HOST

INCLUDE "D:KIO.ACT"

; This is where KCOM#.ACT is
;included.  Include the KCOM file
;which matches the comunications
;device and/or modem you wish to use.
;
; For an 1030 and a Hayes SmartModem,
;include KCOM1030.ACT
;
; For the ATARI 1050,
;include KCOM1050.ACT
;
; For any other set of devices, write
;your own KCOM functions, and include
;that file here.

INCLUDE "D:KCOM850.ACT"

INCLUDE "D:KFUNC.ACT"
INCLUDE "D:KPRO.ACT"
INCLUDE "D:KTTY.ACT"
INCLUDE "D:KMENU.ACT"

; --- END OF D:KERMIT.ACT ---
<cut> D:KERMIT.DOC
How to install Kermit on your ATARI
home computer.

RAM:  48K, or more RAM
Peripherals:  At least one disk drive
              ATARI 850 & a modem, or
              ATARI 1030, or other
              communications device

1)  Format a diskette and write a copy
of DOS onto it.

2)  Write the AUTORUN.SYS file for the
type of modem that you are going to
use.  If you are using an 850, write
the AUTORUN.SYS file that came with the
DOS II Master Diskette.

3)  Write all the K*.* files onto the
diskette.

4)  Insert an ACTION! cartridge into
your ATARI computer, turn on your 850
(or 1030, or whatever) and power cycle
```

your ATARI computer. After the DOS boots you should see the ACTION! editor screen.

5) Read in and edit the file "KERMIT.ACT". Change the line near the end of the file from "KCOM850.ACT" to whichever device you wish to use. Write out the "KERMIT.ACT" file when you are done. If you are trying to support a new modem type, create a new KCOM file and use its name here....

6) Clear the editor buffer and go to the ACTION! monitor. Type
R "KERMIT.ACT"
to compile and run the Kermit program.

That's it. Here are some commonly asked questions, with some off-the-cuff answers:

Q: Why do I need an ACTION! cartridge to run Kermit?

A: The people who developed ACTION! have not yet provided a way of running their program without the ACTION! cart.

Q: Why do I have to re-compile the program every time I want to use it?

A: DOS II's menu program destroys the R: and T: device drivers, so you can't use the "L" menu option to run a pre-compiled ACTION program that depends on the R: or T: drivers.

If you are clever, you can append the ACTION! object code to the AUTORUN.SYS file to generate an auto-booting version of KERMIT.

If you have OS/A+, you can, indeed, save the compiled version of Kermit and execute it from the command line. Just make sure that you have loaded a device driver first!

Jack Palevich

<cut> D:KERMIT.PNS
SU-Score(300)#4153221570

```
SU-Score(1200)#4154970061
<cut> D:KFUNC.ACT
;D:KFUNC.ACT
; Utility functions for Kermit
; (C) 1983 John Howard Palevich
; to be distributed free of charge
;
;Started September 24, 1983

MODULE

CARD ARRAY bauds = [300 600 1200
                    1800 2400 4800
                    9600]

PROC SHOWBUF(STRING BUF, INT LEN)
  INT I
  FOR I = 0 TO LEN-1 DO
    PUT(27)
    PUT(BUF(I))
  OD
  RETURN

PROC MERROR(BYTE A,X,Y)
  IF debug = 1 THEN
    PRINTF("ERROR %B%E", y)
    IF Y = 128 THEN
      CLOSE(2)
      CLOSE(3)
      CLOSE(1)
      BREAK()
    FI
  FI
  ERRORNUM = Y
  RETURN

CARD FUNC DecodeBaud(BYTE b)
  STRING buf(6)
  STRC(bauds(b), buf)
  RETURN(buf)

CARD FUNC DecodeFlag(BYTE f)
  IF f = 0 THEN
    RETURN("off")
  ELSE
    RETURN("on")
  FI

BYTE FUNC IsAlpha(BYTE c)
  IF (c >= 'a AND c <= 'z) OR
     (c >= 'A AND c <= 'Z)
  THEN
    RETURN(1)
```

```
  ELSE
    RETURN(0)
  FI

BYTE FUNC ToUpper(BYTE c)
  IF c >= 'a AND c <= 'z THEN
    RETURN(c - 32)
  ELSE
    RETURN(c)
  FI

;SPack()
;
; Send a Packet

PROC SPack(BYTE TY
           INT NUM, LEN
           STRING DATA)
  INT I, BUFP
  BYTE CHKSUM
  STRING BUFFER(100)

  IF DEBUG = 1 THEN
    PRINTF("SPack('%C,%D,%D,",
      TY, NUM, LEN)
    PUT('")
    SHOWBUF(DATA, LEN)
    PRINTF("%C)%E", '")
  ELSE
    PUT('.)
  FI

  FOR I = 1 TO PAD
  DO
    PUTD(2, PADCHAR)
  OD

  BUFFER(0) = SOH
  BUFFER(1) = 32 + LEN+3
  BUFFER(2) = 32 + NUM
  BUFFER(3) = TY

  CHKSUM = BUFFER(1)+BUFFER(2)
    +BUFFER(3)

  FOR I = 0 TO LEN-1
  DO
    BUFFER(I+4) = DATA(I)
    CHKSUM ==+ DATA(I)
  OD

  CHKSUM = (CHKSUM + ((CHKSUM & 192)
    RSH 6)) & 63
```

```
  BUFFER(LEN+4) = 32 + CHKSUM
  BUFFER(LEN+5) = EOL
  CIOV(2, 11, BUFFER, LEN+6, -1, -1)
  RETURN

;GetRT
; Get a byte from R: with timeout
; and user-abort

BYTE FUNC GetRT(BYTE POINTER B)
  CHAR FSC = 19, TIMER

  TIMER = FSC+3
  WHILE NCIB() = 0 DO
    IF FSC = TIMER THEN
      IF DEBUG = 1 THEN ;say timeout
        PRINTE("(Timeout)")
      FI
      RETURN(0)
    ELSEIF CH <> $FF THEN ;User abort
      RETURN(0)
    FI
  OD
  B^ = GETD(2)
  RETURN(1)

; RPack()
;
; Read a Packet

INT FUNC RPack(INT POINTER LEN, NUM
           STRING DATA)
  INT I, DONE
  CHAR CHKSUM, T, UT, TY

  IF DEBUG = 1 THEN
    PRINT("RPack")
  FI

  DO
    IF GETRT(@T) = 0 THEN
      RETURN(0)
    FI
    IF DEBUG = 1 AND T <> SOH THEN
      PUT(27)
      PUT(T)
    FI
  UNTIL
    T = SOH
  OD
  DONE = FALSE
  WHILE DONE = FALSE
  DO
```

```
  IF GETRT(@T) = 0 THEN
    RETURN(0)
  FI
  IF IMAGE = FALSE
  THEN
    T ==& 127
  FI
  IF T <> SOH THEN   ;GOT LEN
    CHKSUM = T
    LEN^ = T-3-32

    IF GETRT(@T) = 0 THEN
      RETURN(0)
    FI
    IF IMAGE = FALSE
    THEN
      T ==& 127
    FI
    IF T <> SOH THEN ;GOT NUM
      CHKSUM ==+ T
      NUM^ = T - 32

      IF GETRT(@T) = 0 THEN
        RETURN(0)
      FI
      IF IMAGE = FALSE THEN T ==& 127 FI
      IF T <> SOH THEN
        CHKSUM ==+ T
        TY = T

        FOR I = 0 TO LEN^-1 DO
          IF GETRT(@T) = 0 THEN
            RETURN(0)
          FI
          IF IMAGE = FALSE THEN T ==& 127 FI
          IF T = SOH THEN EXIT FI
          CHKSUM ==+ T
          DATA(I) = T
        OD

        IF T <> SOH THEN
          IF GETRT(@T) = 0 THEN
            RETURN(0)
          FI
          IF IMAGE <> TRUE THEN T ==& 127 FI
          IF T <> SOH THEN
            DONE = TRUE
          FI
        FI
      FI
    FI
  FI
OD
```

```
  CHKSUM = (CHKSUM +
    ((CHKSUM & 192) RSH 6)) & 63
  UT = T - 32
  IF CHKSUM <> UT THEN
    IF DEBUG = 1 THEN
      PRINTF("(Bad checksum: %D <> %D)%E",
        CHKSUM, UT)
    FI
    RETURN(FALSE)
  FI
  IF DEBUG = 1 THEN ;give type
    PRINTF("('%C%C,%D,%D,%C",
      27, TY, NUM^, LEN^, '")
    SHOWBUF(DATA, LEN^)
    PRINTF("%C)%E", '")
  FI
  IF TY = 'E THEN
    PRINT("Error: ")
    SHOWBUF(DATA, LEN^)
    PUTE()
  FI
  RETURN(TY)

;BuFill
;
;Get a bufferful of data from the
;file that's being sent.  Only
;control-quoting is done;  8-bit &
;repeat count prefixes arn't handled

INT FUNC BuFill(STRING BUFFER)
  INT I
  BYTE T,T7
  STOPR()
  I = 0
  DO
    T = GETD(3)
    IF MStatus(3) >= 128 THEN
      IF DEBUG = 1 THEN
        PRINTE("End-of-file")
      FI
      EXIT
    FI
    IF IMAGE = TRUE THEN
      T7 = T & 127
      IF T7 < 32 OR T7 = 127 OR
        T7 = QUOTE
      THEN
        BUFFER(I) = QUOTE
        I ==+ 1
        IF T7 <> QUOTE THEN
          T ==! 64
        FI
```

```
      FI
    ELSE
      IF T <> 155 THEN T ==& 127 FI
      IF T < 32 OR T = 127
        OR T = QUOTE OR T = 155
      THEN
        IF T = 155 THEN
          BUFFER(I) = QUOTE
          BUFFER(I+1) = 13 ! 64
          I ==+ 2
          T = 10
        FI
        BUFFER(I) = QUOTE
        I ==+ 1
        IF T <> QUOTE THEN T==! 64 FI
      FI
    FI
    BUFFER(I) = T
    I ==+ 1
    IF I >= SPSIZ-8 THEN
      STARTR()
      RETURN(I)
    FI
  OD
  STARTR()
  IF I = 0
  THEN
    RETURN(EOF)
  ELSE
    RETURN(I)
  FI

;BufEmp
;
;Get data from an incomming packet
;into a file.

PROC BufEmp(STRING BUFFER
                INT LEN)

  INT I
  BYTE T

  STOPR()
  FOR I = 0 TO LEN-1
  DO
    T = BUFFER(I)
    IF T = MYQUOTE
    THEN
      I ==+ 1
      T = BUFFER(I)
      IF (T & 127) <> MYQUOTE
      THEN
```

```
        T ==! 64
      FI
    FI
    IF IMAGE = TRUE THEN
      PUTD(3, T)
    ELSEIF T = CR THEN
      PUTD(3, 155)
    ELSEIF T <> 10 THEN
      PUTD(3, T)
    FI
  OD
  STARTR()
  RETURN

;SPar()
;
;Fill the data array with my
;send-init parameters

PROC SPar(STRING DATA)
  DATA(0) = 32 + MAXPACK
  DATA(1) = 32 + 5
  DATA(2) = 32 + 0
  DATA(3) = 64 ! 0
  DATA(4) = 32 + 13
  DATA(5) = MYQUOTE
  RETURN

;RPar()
;
;Get the other host's send-init
;parameters

PROC RPAR(STRING DATA)
  SPSIZ = DATA(0) - 32
  TIMINT = DATA(1) - 32
  PAD = DATA(2) - 32
  PADCHAR = DATA(3) ! 64
  EOL = DATA(4) - 32
  QUOTE = DATA(5)
  RETURN

; --- END OF D:KFUNC.ACT ---
<cut> D:KIO.ACT
;D:KIO.ACT
; I/O routines for kermit
; (C) 1983 John Howard Palevich

DEFINE STRING = "BYTE ARRAY"

STRING iocb
CARD filenumber
```

```
STRING dname(20), fname(20)

;WAIT T 60THS OF A SECOND

PROC WAIT(INT T)
  BYTE I
  WHILE T > 255
  DO
    I = RTCLOCK-1
    WHILE I <> RTCLOCK DO OD
    T ==- 255
  OD
  I = RTCLOCK + T
  WHILE I <> RTCLOCK DO OD
  RETURN

PROC STRCPY(STRING A, B)
  CARD I
  FOR I = 1 TO B(0) DO
  A(I) = B(I)
  OD
  A(0) = B(0)
  RETURN

BYTE FUNC MStatus(BYTE ch)
  iocb = $340 + ch LSH 4
  RETURN (iocb(3))

PROC CIO=$E456(BYTE a, x)

PROC CIOV(BYTE ch, cmd
          CARD adr, len
          INT ax1, ax2)

  iocb = $340 + ch LSH 4
  iocb(2) = cmd
  iocb(4) = adr
  iocb(5) = adr RSH 8
  iocb(8) = len
  iocb(9) = len RSH 8
  IF ax1 >= 0 THEN
    iocb(10) = ax1
  FI
  IF ax2 >= 0 THEN
    iocb(11) = ax2
  FI

  CIO(0, CH * 16)
  RETURN

;Do a Get Status Command
BYTE FUNC MDevStat(BYTE ch
                   STRING adr)
```

```
  CIOV( ch, $0D,
        adr + 1, adr(0), -1, -1)
  RETURN(iocb(3))

; -- file locking, unlocking, etc.
; -- directory hacking functions

;Returns 0 if EOF, else the file name
CARD FUNC GetNext(CHAR ch)
  INT I, J
  STRING DSPEC(20)
  Close(ch)
  Open(ch, dname, 6, 0)
  IF mstatus(ch) >= 128
  THEN
    RETURN(0)
  FI

  FOR i = 0 TO filenumber
  DO
    INPUTMD(ch, DSPEC, 20)
    IF mstatus(ch) >= 128 THEN
      Close(ch)
      RETURN(0)
    FI
  OD
  IF DSPEC(0) <> 17 THEN RETURN(0) FI
  filenumber ==+ 1
  Close(ch)
  ;Convert dspec into file name
  I = 1
  DO
    FNAME(I) = DNAME(I)
    I ==+ 1
  UNTIL
    DNAME(I-1) = ':
  OD

  J = 3
  DO
    FNAME(I) = DSPEC(J)
    I ==+ 1
    J ==+ 1
  UNTIL
    J > 10 OR DSPEC(J) = 32
  OD
  FNAME(I) = '.
  I ==+ 1
  J = 11
  WHILE
    J <= 13 AND DSPEC(J) <> 32
  DO
    FNAME(I) = DSPEC(J)
```

```
    I ==+ 1
    J ==+ 1
  OD

  FNAME(0) = I-1
  RETURN(fname)

;Get the first name

CARD FUNC GetFirst(BYTE ch
                   STRING name)

  STRCPY(dname, NAME)
  filenumber = 0
  RETURN(GetNext(ch))

;FIND CHAR C IN STRING A

BYTE FUNC FindC(STRING a
           BYTE c)
  CARD i,l
  l = a(0)
  FOR i = 1 TO l DO
    IF a(i) = c THEN
      EXIT
    FI
  OD
  RETURN(i)

;Normalize a file name string to Dn:<0..8>.<0..3>
;where n is the value of diskn
;name should be at least 3+8+1+3+2=17 bytes long
;returns 0 if not a valid name

BYTE FUNC Normalize(STRING name)
  CARD i, len
  BYTE C


  len = name(0)
  IF len = 0 THEN
    RETURN(0)
  FI

;first, check if <letter>(<number>):

  i = FindC(name,':)
  IF i > len THEN
    FOR i = 1 TO len DO
      name(len-i+4) = name(len-i+1)
    OD
    name(1) = 'D
    name(2) = '0 + DISKN
```

```
    name(3) = ':
    len ==+ 3
  FI

;fixup length
  name(0) = len

;and convert to upper case

  FOR i = 1 TO len DO
    c = name(i)
    IF c >= 'a AND c <= 'z THEN
      name(i) = c - 32
    FI
  OD

  RETURN(1)

BYTE FUNC INSET(BYTE C STRING S)
  CARD I
  FOR I = 1 TO S(0)
  DO
    IF C = S(I) THEN
      RETURN(I)
    FI
  OD
  RETURN(0)

; --- END OF D:KIO.ACT
<cut> D:KMENU.ACT
;D:KMENU.ACT
; Menu functions of Kermit program

MODULE
  DEFINE NUMWID = "38"

  STRING PNFILE = "D:KERMIT.PNS"
  STRING PARAMFILE = "D:KERMIT.OPT"

;Restore Phone Number Buffer

PROC RESTNUMS()
  BYTE I, J

  Close(3)
  ERRORNUM = 0
  OPEN(3, PNFILE, 4, 0)
  IF ERRORNUM < 128 THEN
    FOR I = 0 TO 19 DO
      ERRORNUM = 0
      InputMD(3,SBUF+I*NUMWID, 37)
      IF ERRORNUM >= 128 THEN
        EXIT
```

```
      FI
    OD
  ELSE
    I = 0 ;Couldn't find file
  FI
  CLOSE(3)

  FOR J = I TO 19
  DO
    SBUF(NUMWID*J) = 0
  OD
  RETURN

;Display the editor screen

PROC DispES()
  BYTE I

  ;Display Screen
  CRSINH = 1
  PUT(125)

  PRINTE("Computer Name (baud rate) # 555-1212")
  FOR I = 0 TO 19
  DO
    Put(32)
    PRINTE(SBUF+NUMWID*I)
  OD

  PrintE("Use arrows, then RETURN to dial,")
  PrintE("or ESC to quit. ^S Saves")
  PRINT("SPACE modifies, ^R Restores")
  Position(LMARGN, 0)
  Put($1F)
  CRSINH = 0
  Put($1E)
  RETURN

;Auto-Dial a number, return 1 if
;successful, 0 if failure
;
; Also has provisions for editing
; phone numbers.

BYTE FUNC EditDial()
  BYTE I, NN, C, CY
  BYTE POINTER P

  RESTNUMS()
  DISPES()
  CY = 0

  ;Edit/Select Loop
```

```
DO
  CRSINH = 1
  POSITION(LMARGN, CY+1)
  PUT(27)
  PUT($1F)
  C = GetD(1)
  IF C = 32 THEN
  ;User wants to change this line
    POSITION(LMARGN,CY+1)
    CRSINH = 0
    PUT('?)
    InputMD(0,SBUF+CY*NUMWID, 37)
    DISPES()

  ELSEIF C = 27 THEN
    Position(LMARGN, 23)
    CRSINH = 0
    PUT($9C)
    PrintE("Not Dialing")
    RETURN(0)

  ELSEIF (C = $1C OR C = '-)
    AND CY > 0 THEN
    PUT($7E) ;Erase the arrow
    CY ==- 1

  ELSEIF (C = $1D OR C = '=)
    AND CY < 19 THEN
    PUT($7E) ;Erase the arrow
    CY ==+ 1

  ELSEIF C = 'S-'@ THEN ;^S
    OPEN(3, PNFILE, 8, 0)
    FOR I = 0 TO 19 DO
      P = SBUF+I*NUMWID
      IF P(0) > 0 THEN
        PRINTDE(3, P)
      FI
    OD
    CLOSE(3)
    RESTNUMS()
    DISPES() ;Just to inform user
    CY = 0

  ELSEIF C = 'R-'@ THEN ;^R
    RESTNUMS()
    DISPES()
    CY = 0

  ELSEIF C = $9B THEN ;RETURN
    EXIT
  FI
```

```
  OD

  ;Dial the chosen number

  CRSINH = 0
  PUT(125)
  P = SBUF+CY*NUMWID
  PrintE(P)
  C = AutoDial(P)
  RETURN(C)

;Execute a DOS-type command

PROC DODOS(BYTE CMD
           STRING FSPEC)
  STRING FMSCOM = [0 $21 $23 $24 $FE]
  STRING FILNAM(21)
  BYTE I, CNF

  IF FSPEC(0) = 0 AND CMD <> 'A THEN
    RETURN
  FI

  IF CMD = 'A THEN     ;DIRECTORY
    IF FSPEC(0) = 0 THEN
      STRCPY(FSPEC, "D#:*.*")
      FSPEC(2) = '0 + DISKN
    FI

    NORMALIZE(FSPEC)
    CLOSE(6)
    ERRORNUM = 0
    OPEN(6, FSPEC, 6, 0)
    DO
      INPUTMD(6, FILNAM, 20)
      IF ERRORNUM >= 128 THEN EXIT FI
      PRINTE(FILNAM)
      IF FILNAM(1) >= '0 AND
         FILNAM(1) <= '9
      THEN EXIT FI
    OD
    CLOSE(6)

  ELSE         ;ALL OTHER COMMANDS
    NORMALIZE(FSPEC)
    I = INSET(CMD, "DFGI")
    IF I = 0 THEN RETURN FI
    IF CMD = 'I
    THEN
      PRINTF("Type 'Y' to format %S%E",
        FSPEC)
      CNF = GetD(1)
      IF TOUPPER(CNF) <> 'Y
```

```
      THEN
        PRINTF("Aborted%E")
        RETURN
      ELSE
        PRINT("Formatting. . .")
      FI
    FI
    ERRORNUM = 0
    XIO(6, 0, FMSCOM(I), 0, 0, FSPEC)
    IF ERRORNUM >= 128
    THEN
      PRINTF("Disk I/O error %B%E",
        ERRORNUM)
    FI
  FI
  RETURN

PROC MICRODOS()
  BYTE cmd
  STRING fspec(21)
  PUT(125)
  DO
    PRINTE("Micro-DOS:")
    PRINTE(" A - Disk Directory")
    PRINTE(" D - Delete File")
    PRINTE(" F - Lock File")
    PRINTE(" G - Unlock File")
    PRINTE(" I - Format Diskette")
    PRINTE(" Q - Quit (back to main menu)")
    PRINTF("%ECommand -> ")
    DO
      cmd = GetD(1)
      cmd = ToUpper(cmd)
    UNTIL
      INSET(CMD, "ADFGIQ") > 0
    OD

    PUT(CMD)
    IF cmd = 'Q
    THEN
      PUTE()
      RETURN
    FI
    PRINTF("%EFile spec -> ")
    InputMD(0, fspec, 20)
    DoDos(cmd, fspec)
  OD

; SAVE PARAMETERS

PROC SaveParams()
  ERRORNUM = 0
  OPEN(3, PARAMFILE, 8, 0)
```

```
  IF ERRORNUM < 128
  THEN         ;Can write
    PUTD(3, BACKS)
    PUTD(3, BAUD)
    PUTD(3, DISKN)
    PUTD(3, DEBUG)
    PUTD(3, IMAGE)
    PUTD(3, LOCALECHO)
    PUTD(3, LMARGN)
    PUTD(3, PARITY)
    PUTD(3, DNUM)
    PUTD(3, dial)
  FI
  CLOSE(3)
  RETURN


;RESTORE PARAMETERS

PROC RestoreParams()
  CARD TEMP
  CLOSE(3)
  ERRORNUM = 0
  OPEN(3, PARAMFILE, 4, 0)
  IF ERRORNUM >= 128
  THEN         ;Defaults
    PRINTF("Couldn't open %S; error %D%E",
      PARAMFILE, ERRORNUM)
    BACKS = 127          ;RUB OUT
    baud = 0             ;300 baud
    DISKN = 1            ;D1:
    debug = 0            ;debug off
    IMAGE = 0            ;TEXT
    localecho = 0        ;full
    LMARGN = 2           ;2 CHARS
    PARITY = 0           ;NO PARITY
    DNUM = 1             ;PORT 1
    dial = 0             ;Pulse
  ELSE
    BACKS = GETD(3)
    BAUD = GETD(3)
    DISKN = GETD(3)
    DEBUG = GETD(3)
    IMAGE = GETD(3)
    LOCALECHO = GETD(3)
    LMARGN = GETD(3)
    PARITY = GETD(3)
    DNUM = GETD(3)
    DIAL = GETD(3)
  FI
  CLOSE(3)
  RETURN
```

```
;SET PARAMETERS

PROC Params()
  BYTE cmd
  STRING ts

  DO
    Put(125)
    PRINTE("Parameters are:")

    IF BACKS = 8 THEN
      TS = "control-H"
    ELSE TS = "rub out"
    FI
    PRINTF(" A - Back S sends (%S)%E",
      ts)

    ts = DecodeBaud(baud)
    PRINTF(" B - Baud rate (%S)%E",
      TS)

    IF IMAGE = 0 THEN
      ts = "text"
    ElSE
      ts = "binary"
    FI

    PRINTF(" D - Default disk drive (D%D:)%E",
      diskn)

    PRINTF(" F - File type (%S)%E",
      ts)

    PRINTF(" I - I/O Port (%D)%E",
      DNUM)

    IF dial = 0 THEN
      ts = "pulse"
    ELSE
      ts = "tone"
    FI
    PRINTF(" T - Dialing method (%S)%E",
      ts)

    ts = DecodeFlag(localecho)
    PRINTF(" L - Local-Echo (%S)%E",
      ts)

    PRINTF(" M - Margin (%D)%E", LMARGN)


    IF PARITY = 0 THEN
      TS = "none"
```

```
ELSEIF PARITY = 1 THEN
  TS = "odd"
ELSEIF PARITY = 2 THEN
  TS = "even"
ELSEIF PARITY = 3 THEN
  TS = "on"
FI
PRINTF(" P - Parity (%S)%E", ts)

PRINTE("^S - Save parameters")
PRINTE("^R - Restore paramters")

ts = DecodeFlag(debug)
PRINTF(" * - Debug Mode (%S)%E",
  ts)

PRINTF(" Q - Quit (back to Commands)%E")

PRINTF("Parameter to change -> ")
cmd = GetD(1)
cmd = ToUpper(cmd)
IF IsAlpha(cmd) <> 0 THEN
  Put(cmd)
FI

IF CMD = 'A THEN     ;BACK S
  IF BACKS = 8 THEN
    BACKS = 127
  ELSE
    BACKS = 8
  FI

ELSEIF cmd = 'B THEN ;Baud-rate
  baud ==+ 1
  IF baud > 6 THEN baud = 0 FI

ELSEIF cmd = 'D THEN ;Disk number
  diskn ==+ 1
  IF diskn > 4 THEN diskn = 1 FI

ELSEIF cmd = '* THEN ;Debug
  debug = 1-debug

ELSEIF cmd = 'Q THEN ;Quit
  PRINTF("uit%E")
  RETURN

ELSEIF cmd = 'F THEN ;File type
  IMAGE = 1-IMAGE

ELSEIF cmd = 'L THEN ;local-echo
  localecho ==+ 1
  IF localecho > 1 THEN
```

```
      LOCALECHO = 0
    FI

  ELSEIF cmd = 'T THEN ;dialing
    DIAL ==+ 1
    IF DIAL > 1 THEN
      DIAL = 0
    FI

  ELSEIF CMD = 'M THEN ;Margin
    LMARGN ==+ 1
    IF LMARGN > 2 THEN
      LMARGN = 0
    FI

  ELSEIF CMD = 'P THEN ;PARITY
    PARITY ==+ 1
    IF PARITY > 3 THEN
      PARITY = 0
    FI

  ELSEIF cmd = 'I THEN ;Port #
    dnum ==+ 1
    IF dnum > 4 THEN dnum = 1 FI

  ELSEIF cmd = 'S-'@ THEN ;Save Parameters
    PRINTE("Saving")
    SAVEPARAMS()

  ELSEIF cmd = 'R-'@ THEN ;Restore parameters
    PRINTE("Restoring")
    RESTOREPARAMS()

  ELSE
    PUT(253)
  FI
OD

PROC Main()
  BYTE cmd, FLAG, I, BANK = $D500

  BANK = 0

  ;SETUP MY ERROR ROUTINE
  ERROR = MERROR

  EOL = CR
  QUOTE = MYQUOTE
  PAD = 0
  PADCHAR = 0
  HOST = FALSE

  FOR I = 1 TO 7 DO
```

```
  CLOSE(I)
OD

PRINTE("Kermit for the Atari Home Computer")
PRINTE("v1.2 (c) 1984 John Howard Palevich")
MODEMINIT()
PRINTE("- Feel free to copy this program -")

RestoreParams()
Open(1, "K:", 4, 0)
IF OPENR() <> 0 THEN
  PRINTE("PRESS ANY KEY TO EXIT")
  CH = $FF
  WHILE CH = $FF DO OD
  CH = $FF
ELSE
  STOPR()

  DO
    PRINTF("%E%ECommands are:%E")
    PRINTE(" A - Auto-dial (then connect)")
    PRINTE(" C - Connect (to remote computer)")
    PRINTE(" D - Micro-DOS")
    PRINTE(" F - Finish (remote server mode)")
    PRINTE(" H - Hang up (the phone)")
    PRINTE(" P - Parameters (inspect and change)")
    PRINTE(" R - Receive (a file)")
    PRINTE(" S - Send (a file)")
    PRINTF(" Q - Quit (back to DOS)%E%E")
    PRINTF("Command -> ")
    DO
      cmd = GetD(1)
      cmd = ToUpper(cmd)
    UNTIL INSET(CMD, "ACDFHPRSQ") <> 0
    OD
    Put(cmd)

    IF CMD = 'A THEN
      ;Auto-dial
      PRINTE("uto-dial")
      IF EditDial() = 1 THEN
        TTYMODE()
      FI

    ELSEIF cmd = 'C THEN ;connect
      PRINTE("onnect")
      TTYMODE()

    ELSEIF cmd = 'F THEN ;Finish
      PRINTE("inish")
      Finish()

    ELSEIF cmd = 'H THEN
```

```
        ;Hang up the phone
        PRINTE("ang up")
        HangUp()

      ELSEIF cmd = 'D THEN ;MICRO-DOS
        PRINTE("os")
        MICRODOS()

      ELSEIF cmd = 'Q THEN ;Quit
        PRINTE("uit")
        EXIT

      ELSEIF cmd = 'P THEN ;Parameters
        PRINTE("arameters")
        Params()

      ELSEIF cmd = 'S THEN ;Send
        PRINTE("end")
        SENDSW()

      ELSEIF cmd = 'R THEN ;Recieve
        PRINTE("ecieve")
        RECSW()
      FI
    OD

    CLOSER()
  FI
  CLOSE(1)
  RETURN

;--- END OF D:KMENU.ACT ---
<cut> D:KPRO.ACT
;D:KPRO.ACT
; KERMIT protocol section

; RInit()
;
; Receive Initialization

BYTE FUNC RINIT(STRING FSPEC)
  INT LEN, NUM, T
  IF DEBUG = 1 THEN
    PRINTE("RInit")
  FI

  NUMTRY ==+ 1
  IF NUMTRY > MAXTRY THEN
    RETURN('A)
  FI

  IF FSPEC(0) > 0 THEN
    FOR T = 1 TO FSPEC(0)
```

```
    DO
      PACKET(T-1) = FSPEC(T)
    OD
    SPACK('R, 0, T-1, PACKET)
  FI

  T = RPACK(@LEN, @NUM, PACKET)
  IF T = 'S THEN
    RPAR(PACKET)
    SPAR(PACKET)
    SPACK('Y, N, 6, PACKET)
    OLDTRY = NUMTRY
    NUMTRY = 0
    N = (N + 1) MOD 64
    RETURN('F)

  ELSEIF T = FALSE THEN RETURN(STATE)
  ELSE RETURN('A)
  FI

; RFile()
;
; Receive File Header

BYTE FUNC RFile()
  INT LEN, NUM, T
  BYTE W
  IF DEBUG = 1 THEN
    PRINTF("RFile%E")
  FI

  NUMTRY ==+ 1
  IF NUMTRY > MAXTRY THEN
    RETURN('A)
  FI

  T = RPACK(@LEN, @NUM, PACKET+1)
  PACKET(0) = LEN
  IF T = 'S THEN
    OLDTRY ==+ 1
    IF OLDTRY > MAXTRY THEN RETURN('A) FI
    IF (N = 0 AND NUM = 63)
      OR (N <> 0 AND NUM = N-1)
    THEN
      SPACK('Y, NUM, 0, 0)
      NUMTRY = 0
      RETURN(STATE)
    ELSE
      RETURN('A)
    FI

  ELSEIF T = 'F THEN
    IF NUM <> N THEN RETURN('A) FI
```

```
    STOPR()
    NORMALIZE(PACKET)
    ERRORNUM = 0
    OPEN(3, PACKET, 8, 0)
    STARTR()
    IF ERRORNUM >= 128
    THEN
      PRINTF("Couldn't create %S; error %D%E",
        PACKET, ERRORNUM)
      RETURN('A)
    FI
    PRINTF("Receiving %S%E",
      PACKET)
    SPACK('Y, N, 0, 0)
    OLDTRY = NUMTRY
    NUMTRY = 0
    N = (N+1) MOD 64
    RETURN('D)

  ELSEIF T = 'B THEN
    IF NUM <> N THEN RETURN('A) FI
    SPACK('Y, N, 0, 0)
    ;WAIT 1 SECOND FOR ACK TO DRAIN
    W = RTCLOCK+60
    WHILE W <> RTCLOCK DO OD
    RETURN('C)

  ELSEIF T = FALSE THEN RETURN(STATE)
  ELSE RETURN('A)
  FI

; RData()
;
; Receive Data

BYTE FUNC RData()
  INT NUM, LEN, T
  IF DEBUG = 1 THEN
    PRINTF("RData%E")
  FI

  NUMTRY ==+ 1
  IF NUMTRY > MAXTRY THEN
    RETURN('A)
  FI

  T = RPACK(@LEN, @NUM, PACKET)
  IF T = 'D THEN
    IF NUM <> N
    THEN
      OLDTRY ==+ 1
      IF OLDTRY > MAXTRY THEN RETURN('A) FI
      IF (N = 0 AND NUM = 63)
```

```
        OR (N <> 0 AND NUM = N-1)
      THEN
        SPACK('Y, NUM, 0, 0)
        NUMTRY = 0
        RETURN(STATE)
      ELSE
        RETURN('A)
      FI
    FI

    BUFEMP(PACKET, LEN)
    SPACK('Y, N, 0, 0)
    OLDTRY = NUMTRY
    NUMTRY = 0
    N = (N+1) MOD 64
    RETURN('D)

  ELSEIF T = 'F THEN
    OLDTRY ==+ 1
    IF OLDTRY > MAXTRY THEN
      RETURN('A)
    FI
    IF (N = 0 AND NUM = 63)
      OR (N <> 0 AND NUM = N-1)
    THEN
      SPACK('Y, NUM, 0, 0)
      NUMTRY = 0
      RETURN(STATE)
    ELSE
      RETURN('A)
    FI

  ELSEIF T = 'Z THEN
    IF NUM <> N THEN RETURN('A) FI
    IF DEBUG = 1 THEN
      PRINTE("End-of-File")
    FI
    STOPR()
    CLOSE(3)
    STARTR()
    SPACK('Y, N, 0, 0)
    N = (N+1) MOD 64
    RETURN('F)

  ELSEIF T = FALSE THEN RETURN(STATE)
  ELSE RETURN('A)
  FI

; RecSw()
;
; This is the state table switcher
; for receiving files
```

```
PROC RECSW()
  STRING FSPEC(20)
  INT NUM, LEN, T

  STARTR()
  PUT(125)
  PRINTE("Type the file to receive, or just")
  PRINTE("RETURN if the other computer is not")
  PRINTE("in Server mode.")
  PUTE()
  PRINT("File Spec -> ")
  INPUTMD(0, FSPEC, 19)

  PRINTE("Receiving File(s)")
  PRINTE("type any key to abort")

  STATE = 'R
  N = 0
  NUMTRY = 0
  DO
    IF CH <> 255 THEN
      PRINTE("User Aborting")
      CH = 255
      EXIT
    FI
    IF STATE = 'D THEN STATE = RDATA()
    ELSEIF STATE = 'F THEN STATE = RFILE()
    ELSEIF STATE = 'R THEN STATE = RINIT(FSPEC)
    ELSEIF STATE = 'A THEN
      PRINTE("Aborting")
      EXIT
    ELSE
      EXIT
    FI
  OD
  STOPR()
  Close(3)
  RETURN

; SInit
;
; Send Initiate:
;  Send my parameters, get other
;  side's back

BYTE FUNC SINIT()
  INT NUM, LEN
  BYTE T

  IF DEBUG <> 0 THEN
    PRINTF("SInit%E")
  FI
```

```
  NUMTRY ==+ 1
  IF NUMTRY > MAXTRY THEN
    RETURN('A)
  FI
  SPAR(PACKET)
  IF DEBUG <> 0 THEN
    PRINTF("n = %D%E", N)
  FI
  ;Clear out any junk in the input
  ;buffer
  WHILE NCIB() > 0 DO GETD(2) OD

  SPACK('S, N, 6, PACKET)
  T = RPACK(@LEN, @NUM, RECPKT)
  IF     T = 'N THEN RETURN(STATE)
  ELSEIF T = 'Y THEN
    IF N <> NUM THEN
      RETURN(STATE)
    FI
    RPAR(RECPKT)
    IF EOL = 0 THEN
      EOL = 13
    FI
    IF QUOTE = 0 THEN
      QUOTE = '#
    FI
    NUMTRY = 0
    N = (N + 1) MOD 64
    IF FILNAM = 0 THEN
      RETURN('A)
    FI
    ;Open a file
    STOPR()
    ERRORNUM = 0
    Close(3)
    OPEN(3, FILNAM, 4, 0)
    STARTR()
    IF ERRORNUM >= 128 THEN
      PRINTF("Error %D; couldn't read %S",
        ERRORNUM, FILNAM)
      RETURN('A)
    FI
    PRINTF("Sending %S%E", FILNAM)
    RETURN('F)

  ELSEIF T = FALSE THEN RETURN(STATE)
  ELSE RETURN('A)
  FI

; SFile
;
; Send File Header
```

```
BYTE FUNC SFILE()
  INT NUM, LEN, T, I
  STRING STFNAME(20)
  IF DEBUG = 1 THEN
    PRINTE("SFile")
  FI

  NUMTRY ==+ 1
  IF NUMTRY > MAXTRY THEN RETURN('A) FI

  I = 1        ;STANDARD FILE NAMES DON'T HAVE D1:
  WHILE FILNAM(I) <> ': DO I ==+ 1 OD
  LEN = FILNAM(0)-I
  FOR T = 0 TO LEN-1 DO
    STFNAME(T) = FILNAM(I+T+1)
  OD

  SPACK('F, N, LEN, STFNAME)
  T = RPACK(@LEN, @NUM, RECPKT)
  IF T = 'N OR T = 'Y THEN
    IF T = 'N
    THEN
      NUM ==- 1
      IF NUM < 0 THEN NUM = 63 FI
    FI

    IF N <> NUM
    THEN
      RETURN(STATE)
    FI
    NUMTRY = 0
    N = (N + 1) MOD 64
    SIZE = BUFILL(PACKET)
    IF SIZE = EOF THEN
      RETURN('Z)
    ELSE
      RETURN('D)
    FI
  ELSEIF T = FALSE THEN RETURN(STATE)
  ELSE RETURN('A)
  FI

; SData
;
; Send File Data

BYTE FUNC SData()
  INT NUM, LEN, T

  NUMTRY ==+ 1
  IF NUMTRY > MAXTRY THEN
    RETURN('A)
  FI
```

```
  SPACK('D, N, SIZE, PACKET)
  T = RPACK(@LEN, @NUM, RECPKT)
  IF T = 'N OR T = 'Y THEN
    IF T = 'N
    THEN
      NUM ==- 1
      IF NUM < 0 THEN NUM = 63 FI
    FI

    IF N <> NUM
    THEN
      RETURN(STATE)
    FI
    NUMTRY = 0
    N = (N + 1) MOD 64
    SIZE = BUFILL(PACKET)
    IF SIZE = EOF THEN
      RETURN('Z)
    FI
    RETURN('D)
  ELSEIF T = FALSE THEN
    RETURN(STATE)
  ELSE RETURN('A)
  FI

; SEOF()
;
; Send End-Of-File

BYTE FUNC SEOF()
  INT NUM, LEN, T

  IF DEBUG = 1 THEN
    PRINTF("SEOF%E")
  FI

  NUMTRY ==+ 1
  IF NUMTRY > MAXTRY THEN
    RETURN('A)
  FI
  SPACK('Z, N, 0, PACKET)

  IF DEBUG = 1 THEN
    PRINT("SEOF1 ")
  FI

  T = RPACK(@LEN, @NUM, RECPKT)
  IF T = 'N OR T = 'Y THEN
    IF T = 'N
    THEN
      NUM ==- 1
      IF NUM < 0 THEN NUM = 63 FI
      IF N <> NUM THEN RETURN(STATE) FI
```

```
    FI

    IF DEBUG = 1 THEN
      PRINTF("SEOF2 ")
    FI
    IF N <> NUM
    THEN
      RETURN(STATE)
    FI
    NUMTRY = 0
    N = (N + 1) MOD 64
    IF DEBUG = 1 THEN
      PRINTF("Closing %S%E", FILNAM)
    FI
    STOPR()
    IF DEBUG = 1 THEN
      PRINTF("getting next file%E")
    FI
    DO
      FILNAM = GETNEXT(6)
      IF FILNAM = 0 THEN EXIT FI
      CLOSE(3)
      ERRORNUM = 0
      OPEN(3,FILNAM, 4, 0)
      IF ERRORNUM < 128 THEN
        EXIT
      ELSE
        PRINTF("Can't read %S; Error %D%E",
          FILNAM, ERRORNUM)
      FI
    OD

    STARTR()
    IF FILNAM = 0 THEN
      RETURN('B)
    FI
    PRINTE(FILNAM)
    RETURN('F)
  ELSEIF T = FALSE THEN RETURN(STATE)
  ELSE RETURN('A)
  FI

; SBreak()
;
; Send Break (End-of-Text)

BYTE FUNC SBreak()
  INT NUM, LEN, T

  IF DEBUG = 1 THEN
    PRINTF("SBreak%E")
  FI
```

```
  NUMTRY ==+ 1
  IF NUMTRY > MAXTRY THEN
    RETURN('A)
  FI
  SPACK('B, N, 0, PACKET)

  T = RPACK(@LEN, @NUM, RECPKT)
  IF T = 'N OR T = 'Y THEN
    IF T = 'N
    THEN
      NUM ==- 1
      IF NUM < 0 THEN NUM = 63 FI
      IF N <> NUM THEN
        RETURN(STATE)
      FI
    FI

    IF N <> NUM
    THEN
      RETURN(STATE)
    FI

    NUMTRY = 0
    N = (N + 1) MOD 64
    RETURN('C)

  ELSEIF T = FALSE THEN RETURN(STATE)
  ELSE RETURN('A)
  FI

;MAIN SEND FILE ROUTINE

PROC SENDSW()
  STRING FSpec(20)
  DO
    Print("File spec -> ")
    INPUTMD(0, FSPEC, 19)
    IF FSPEC(0) = 0 THEN RETURN FI
    Normalize(FSPEC)
    FILNAM = GETFIRST(6, FSPEC)
    IF FILNAM = 0 THEN
      PRINTE("Invalid file name")
    FI
  UNTIL
    FILNAM <> 0
  OD
  Put(125)
  PRINTF("Sending %S%E", FSpec)
  PRINTE("Type any key to abort.")
  STARTR()

  STATE = 'S
  N = 0
```

```
  NUMTRY = 0
  DO
    IF CH <> 255 THEN
      PRINTE("User Abort")
      CH = 255
      EXIT
    FI
    IF     STATE = 'D THEN STATE = SDATA()
    ELSEIF STATE = 'F THEN STATE = SFILE()
    ELSEIF STATE = 'Z THEN STATE = SEOF()
    ELSEIF STATE = 'S THEN STATE = SINIT()
    ELSEIF STATE = 'B THEN STATE = SBREAK()
    ELSEIF STATE = 'A THEN
      PRINTE("Aborting")
      EXIT
    ELSE EXIT
    FI
  OD
  STOPR()
  CLOSE(3)
  RETURN

;Tell Server to quit

PROC Finish()
  INT NUM, LEN, T

  IF DEBUG = 1 THEN
    PRINTE("Finish")
  FI
  STARTR()
  FOR NUMTRY = 0 TO 3
  DO
    PACKET(0) = 'F
    SPACK('G, 0, 1, PACKET)

    T = RPACK(@LEN, @NUM, RECPKT)
    IF T = 'N OR T = 'Y THEN
      IF T = 'N
      THEN
        NUM ==- 1
        IF NUM < 0 THEN NUM = 63 FI
        IF 0 <> NUM THEN
          EXIT
        FI
      FI

      IF 0 = NUM
      THEN
        STOPR()
        RETURN
      FI
    FI
```

```
  OD

  STOPR()
  PRINTE("Server didn't respond")
  RETURN

;-------------------------
;Kermit Protocol code ends here
;-------------------------

; --- END OF D:KPRO.ACT ---
<cut> D:KTTY.ACT
;D:KTTY.ACT
; Terminal emulation for the masses
; Emulates a VT-52, Option quits,
; Start scrolls.

MODULE
  CARD ARRAY LBASE(24)
  BYTE ARRAY LCUR(24)

  BYTE CX, CY, LMAR, DLTOGGLE,TSTATE,
       consol = $D01F
  CARD SDLST = $230,
       SAVEDL, HELPLINE

;Create a display list and display it
;
; Uses: LBASE, LCUR, LMAR, SAVEDL,
; Modifies: DLTOGGLE, SCREEN MEMORY

PROC HACKDISPLAY()
  BYTE ARRAY DBASE
  BYTE I
  CARD J, TBASE
  DBASE = DLTOGGLE*85+SAVEDL+72
  DLTOGGLE = 1 - DLTOGGLE
  TBASE = DBASE
  FOR I = 0 TO 2 DO
    DBASE(I) = $70
  OD
  FOR I = 0 TO 23 DO
    DBASE ==+ 3
    DBASE(0) = $42
    J = LCUR(I)
    J = LBASE(J) + LMAR - LMARGN
    DBASE(1) = J
    DBASE(2) = J RSH 8
  OD
  DBASE(3) = $00
  DBASE(4) = $42
  DBASE(5) = HELPLINE
  DBASE(6) = HELPLINE RSH 8
```

```
  DBASE(7) = $41
  DBASE(8) = TBASE
  DBASE(9) = TBASE RSH 8
  SDLST = TBASE
  RETURN

PROC CFLIP()
  BYTE POINTER M
  BYTE I
  I = LCUR(CY)
  M = LBASE(I) + CX
  M^ ==! $80
  RETURN

PROC LCLEAR(BYTE LINE)
  BYTE I
  BYTE ARRAY T
  I = LCUR(LINE)
  T = LBASE(I)-2
  FOR I = 0 TO 81 DO
    T(I) = 0
  OD
  RETURN

PROC TINIT()
  CARD I, J
  ;First, find 24 valid lines in
  ;Sbuf.  Valid lines don't cross 4K
  J = SBUF
  FOR I = 0 TO 23
  DO
    IF (J RSH 12) <>
        ((J + 81) RSH 12)
    THEN
      J = (J & $F000) + $1000
    FI
    LBASE(I) = J+2
    J ==+ 82
    LCUR(I) = I ;set up current line order
    LCLEAR(I)
  OD
  ;Now set up a display list
  SAVEDL = SDLST
  HELPLINE = SDLST+32
  PUT(125)
  PRINTE("OPTION quits, (SHIFT)+START scrolls")
  DLTOGGLE = 0
  TSTATE = 'N
  CX = 0
  CY = 0
  LMAR = 0
  CFLIP()
  HACKDISPLAY()
```

```
  RETURN

BYTE FUNC TPUTN(BYTE C)
  BYTE I, TEMP
  BYTE POINTER M
  BYTE ARRAY TOSCR = [$40 $00 $20 $60]
  CFLIP()
  IF C < 32 THEN
    IF C = 27 THEN
      RETURN('E)
    ELSEIF C = 10 THEN
      IF CY < 23 THEN
        CY ==+ 1
      ELSE
        LCLEAR(0)
        TEMP = LCUR(0)
        FOR I = 0 TO 22
        DO
          LCUR(I) = LCUR(I+1)
        OD
        LCUR(23) = TEMP
        HACKDISPLAY()
      FI

    ELSEIF C = 13 THEN
      CX = 0

    ELSEIF C = 7 THEN ;BELL
      SETCOLOR(4, 0, 14)
      I = RTCLOCK + 2
      WHILE I <> RTCLOCK DO OD
      SETCOLOR(4, 0, 0)

    ELSEIF C = 8 THEN ;BACKSPACE
      IF CX > 0 THEN
        CX ==- 1
      FI

    ELSEIF C = 9 THEN ;TAB
      IF CX < 72 THEN
        CX = (CX + 8) & $F8
      FI

    ELSEIF C = 12 THEN
      FOR I = 0 TO 23 DO
        LCLEAR(I)
      OD
      CX = 0
      CY = 0

    FI
  ELSE         ;printing char
    I = LCUR(CY)
```

```
    M = LBASE(I) + CX
    M^ = TOSCR((C & $60) RSH 5)
      % (C & $9F)
    IF CX < 79 THEN CX ==+ 1
    FI
  FI
  CFLIP()
  RETURN('N)

BYTE FUNC TPUTE(BYTE C)
  BYTE TEMP, I
  BYTE ARRAY M
  IF C = 'A THEN
    IF CY > 0 THEN
      CY ==- 1
    FI

  ELSEIF C = 'B THEN
    IF CY < 23 THEN
      CY ==+ 1
    FI

  ELSEIF C = 'C THEN
    IF CX < 79 THEN
      CX ==+ 1
    FI

  ELSEIF C = 'D THEN
    IF CX > 0 THEN
      CX ==- 1
    FI

  ELSEIF C = 'H THEN
    CX = 0
    CY = 0

  ELSEIF C = 'I THEN
    IF CY > 0 THEN
      CY ==- 1
    ELSE
      LCLEAR(23)
      TEMP = LCUR(23)
      FOR I = 0 TO 22 DO
        LCUR(23-I) = LCUR(22-I)
      OD
      LCUR(0) = TEMP
      HACKDISPLAY()
    FI

  ELSEIF C = 'J OR C = 'K THEN
    I = LCUR(CY)
    M = LBASE(I)
    FOR I = CX TO 79 DO
```

```
      M(I) = 0
    OD
    IF C = 'J THEN
      FOR I = CY+1 TO 23 DO
        LCLEAR(I)
      OD
    FI
  ELSEIF C = 'Y THEN
    RETURN('R)
  ELSEIF C = 'Z THEN
    PUTD(2, 27)
    PUTD(2, '/)
    PUTD(2, 'Z)
  FI
  CFLIP()
  RETURN('N)

PROC TPUTSW(BYTE C)
  IF TSTATE = 'N THEN
    TSTATE = TPUTN(C)
  ELSEIF TSTATE = 'E THEN
    TSTATE = TPUTE(C)
  ELSEIF TSTATE = 'R THEN
    IF C < 32 THEN C = 32 FI
    CY = C - 32
    IF CY > 23 THEN CY = 23 FI
    TSTATE = 'C
  ELSEIF TSTATE = 'C THEN
    IF C < 32 THEN C = 32 FI
    CX = C - 32
    IF CX > 79 THEN CX = 79 FI
    CFLIP()
    TSTATE = 'N
  ELSE
    TSTATE = 'N
  FI
  RETURN

PROC TQUIT()
  SDLST = SAVEDL
  PUT(125)
  RETURN

PROC TTYMode()
  BYTE c, SKSTAT = $D20F, OLDSCROLL

  StartR()

  TINIT()
  OLDSCROLL = RTCLOCK - 1
  DO
    IF ch <> $FF THEN
      c = GetD(1)
```

```
      IF c = 155 THEN c = 13
      ELSEIF c = 127 THEN c = 9
      ELSEIF c = $7E THEN c = backs
      FI
      PutD(2, c)
      IF localecho = 1 THEN
        TPUTSW(c)
      FI
    FI

    IF ncib() > 0 THEN
      c = GetD(2) & $7F ;strip parity
      TPUTSW(c)
    FI

    consol = 8
    IF (consol & 4) = 0 THEN
      EXIT

    ELSEIF (CONSOL & 1) = 0
      AND RTCLOCK <> OLDSCROLL THEN
      ;START - SHIFT LEFT & RIGHT
      IF (SKSTAT & 8) = 0 THEN
        IF LMAR > 0 THEN
          LMAR ==- 1
        FI
      ELSE
        IF LMAR < 40+LMARGN THEN
          LMAR ==+ 1
        FI
      FI
      HACKDISPLAY()
      OLDSCROLL = RTCLOCK
    FI
  OD
  TQUIT()
  StopR()
  RETURN

;End of D:KTTY.ACT
<cut> END OF KERMIT


From -8695058859519799473
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6aa80a8b85665909
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-25 20:51:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihu1n.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!ihu1n!freak
From: freak@ihu1n.UUCP (c e malloy)
Newsgroups: net.micro.atari
```

Subject: Re: Kermit for the ATARI
Message-ID: <218@ihu1n.UUCP>
Date: Mon, 25-Mar-85 23:51:26 EST
Article-I.D.: ihu1n.218
Posted: Mon Mar 25 23:51:26 1985
Date-Received: Tue, 26-Mar-85 06:29:55 EST
References: <392@utai.UUCP>
Distribution: net.micro.atari
Organization: AT&T Bell Laboratories
Lines: 22

> []
>
> Does anyone have a copy of a public domain Kermit for the ATARI?
> I understand that it is written in ACTION! and is available on the
> Kermit distribution tape. If you do have access to it could you please
> send me a copy.
>
> thanks.
>
> --
> Michael Jenkin   University of Toronto
> USENET: {decvax,ihnp4,allegra}!utcsrgv!utai!jenkin
> CSNET: jenkin@Toronto
> BELL: 416-978-7321

I don't have kermit for the Atari, but I would like it.
Please include me in the distribution if it anyone has it.

From inside the Tesseract of
Clancy Malloy

From -7917510045772271682
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8f1bdd9062ab7e70
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-26 09:37:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site tymix.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!hplabs!oliveb!tymix!
granvold
From: granvold@tymix.UUCP (Tom Granvold)
Newsgroups: net.micro.atari
Subject: Re: De Re Atari
Message-ID: <378@tymix.UUCP>
Date: Tue, 26-Mar-85 12:37:13 EST
Article-I.D.: tymix.378
Posted: Tue Mar 26 12:37:13 1985
Date-Received: Tue, 2-Apr-85 07:39:11 EST
References: <433@hou2b.UUCP> <990003@acf4.UUCP> <2669@mcnc.UUCP>

Reply-To: granvold@tymix.UUCP (Tom Granvold)
Organization: Tymnet Inc., Cupertino CA
Lines: 14
Keywords: De Re Atari

-
     Since there has been some interest in finding the book, De Re Atari, I thought that I would mention where I saw a couple of copies of it for sale. Last night, March 25, I was at Computer Literacy ato pick up a copy of some magizine. I saw two copies of De Re Atari there. They probably will not last long, so you had better hurry if you want one.
     By the way Computer Literacy is the largest computer book store that I have seen. In ten minutes there I found five books that I wanted to buy. Now if computer books were not so expensive; one of the ones that I was looking at cost $76.00! The store hours are; M-F 9:30 AM to 8 PM and Sat. 10:00 AM to 6:00 PM. They are at 520 Lawrence Expressway, Sunnyvale, Calif. 94086, between Central Expressway and highway 101. Their phone number is (408)-730-9955.

Tom Granvold

From -5171930290130227645
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,75658075a5bd9407,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-26 12:14:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!philabs!cmcl2!acf4!axk8358
From: axk8358@acf4.UUCP (>> Alex Kriger <<)
Newsgroups: net.micro.atari
Subject: CHAMELEON software
Message-ID: <990005@acf4.UUCP>
Date: Tue, 26-Mar-85 15:14:00 EST
Article-I.D.: acf4.990005
Posted: Tue Mar 26 15:14:00 1985
Date-Received: Sun, 31-Mar-85 04:17:18 EST
Organization: New York University
Lines: 23

      I just recieved a copy of CHAMELEON TERMINAL EMULATOR from APX.
It is a neat program. It's worth the money and a lot more.
There are only a few questions about it.
         1) the files downloaded with the XMODEM protocol will not run
                    neither using the L command from DOS II, nor from
                    BASIC (run "D:FN"). That goes for both OBJECT file and
                    BASIC source files! Is there anything that I'm not setting
                    right?
         2) although there is VT-52, VT-52XL and ADM3a emulation, I had
                    not been able
                    to do full screen editing. Is it possible at all?
                    If not, why is it included?

3) when I talk to ATARI BBS , how do I set the ATASCII option?
(I have the 835 direct connect modem without the 850 inter-
fase)
4) also, no matter what I set, I was not able to scroll up and down!
and I have ATARI 800 with 48K, which should give me
up to 9 pages!

Thanks in advance for any information.

Alex Kriger (axk8358@acf4,KRIGER@acf1)

From 6038641809648885224
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,42b7c6e34efb9c54,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-26 12:26:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!philabs!cmcl2!acf4!axk8358
From: axk8358@acf4.UUCP (>> Alex Kriger <<)
Newsgroups: net.micro.atari
Subject: PUBLIC DOMAIN SOFTWARE
Message-ID: <990006@acf4.UUCP>
Date: Tue, 26-Mar-85 15:26:00 EST
Article-I.D.: acf4.990006
Posted: Tue Mar 26 15:26:00 1985
Date-Received: Sun, 31-Mar-85 04:17:52 EST
Organization: New York University
Lines: 9

I'm looking for public domain software to do the following:

1) is there anything that allows you to "PRESS THE START BOTTON" and
have a picture dumped to an EPSON FX80?
2) good drawing programs?
3) an R: driver?

thanks for your info...

From -4293671748198594943
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1beac109b0951358
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-26 13:04:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: Re: The New Ataris (or is it going to happen??)

Message-ID: <990007@acf4.UUCP>
Date: Tue, 26-Mar-85 16:04:00 EST
Article-I.D.: acf4.990007
Posted: Tue Mar 26 16:04:00 1985
Date-Received: Sun, 31-Mar-85 04:16:44 EST
References: <7356@watrose.UUCP>
Organization: New York University
Lines: 9

this is from the compuserve atari subgroup, where Antic magazine posts
their latest news...

The ST series is apparently on time, with small quantities available
in April sometime, and full production in June. Early in March, Atari
demoed production versions of the ST, so this may very well be true.
Digital Research, in a separate news conference showed GEM running on
the ST, the IBM PC, and various clones. Stay tuned.
     Mike

From 5836008108359384549
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e3daff9a68c14f1c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-26 13:06:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: Re: ATARI users group
Message-ID: <990008@acf4.UUCP>
Date: Tue, 26-Mar-85 16:06:00 EST
Article-I.D.: acf4.990008
Posted: Tue Mar 26 16:06:00 1985
Date-Received: Sun, 31-Mar-85 04:17:00 EST
References: <990004@acf4.UUCP>
Organization: New York University
Lines: 4

would be interested in an Atari user group. Leave me news
if you set up anything.
              mcb8391   Mike Bassman

From -8030453925552307310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,75658075a5bd9407
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-26 13:11:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP

Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: Re: CHAMELEON software
Message-ID: <990009@acf4.UUCP>
Date: Tue, 26-Mar-85 16:11:00 EST
Article-I.D.: acf4.990009
Posted: Tue Mar 26 16:11:00 1985
Date-Received: Sun, 31-Mar-85 04:17:35 EST
References: <990005@acf4.UUCP>
Organization: New York University
Lines: 7

re: chameleon terminal emulator
     I do not have the new 4.2 version, only an old one,
but would be interested in upgrading it. On my version, scrolling
up and down is accomplished with the select key, and full screen
editing works fine in the vt52 mode when you do a setenv TERM vt52
and a ts vt52.
          Mike

From -8241098349563413717
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4817eef53f631ed3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-26 14:14:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cepu.UUCP
Path: utzoo!decvax!ittvax!dcdwest!sdcsvax!bmcg!cepu!mitch
From: mitch@cepu.UUCP (Bob Mitchell)
Newsgroups: net.micro.atari
Subject: rs232-to-joystick connector
Message-ID: <456@cepu.UUCP>
Date: Tue, 26-Mar-85 17:14:47 EST
Article-I.D.: cepu.456
Posted: Tue Mar 26 17:14:47 1985
Date-Received: Wed, 27-Mar-85 19:32:33 EST
Reply-To: mitch@cepu.UUCP (Bob Mitchell (ADM))
Distribution: na
Organization: VA Wadsworth Med. Center; LA CA
Lines: 13

[Give 'em Hell, Jack!]

I've been told that a back issue of Antic or Analog has plans for a
RS-232 to joystick connector interface. Does anyone out there
know which issue? Anybody built one?

Thanks for any help.

--
Bob Mitchell

UCLA Dept of Neurology
uucp: { {ihnp4, uiucdcs}!bradley, hao, trwrb}!cepu!mitch
ARPA: cepu!mitch@ucla-cs

From -6040409554110963621
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe4746aaa26c6013
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 13dc46,fe4746aaa26c6013
X-Google-Attributes: gid13dc46,public
X-Google-Thread: 14c70f,fe4746aaa26c6013
X-Google-Attributes: gid14c70f,public
X-Google-ArrivalTime: 1985-03-26 14:26:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihu1n.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!ihu1n!freak
From: freak@ihu1n.UUCP (c e malloy)
Newsgroups: net.micro.atari,net.games.rogue,net.games.emp
Subject: Re: Rogue and Empire for Atari
Message-ID: <219@ihu1n.UUCP>
Date: Tue, 26-Mar-85 17:26:16 EST
Article-I.D.: ihu1n.219
Posted: Tue Mar 26 17:26:16 1985
Date-Received: Wed, 27-Mar-85 04:54:33 EST
References: <711@voder.UUCP> <212@ihu1n.UUCP> <1162@reed.UUCP>
Organization: AT&T Bell Laboratories
Lines: 12
Xref: watmath net.micro.atari:709 net.games.rogue:2734 net.games.emp:353

> I wrote a version of rogue 5.2 w/52 monsters and more armor/weapons/stuff,
> and it fit (tightly) on one sssd disk. I wrote it in 6502 assembly, and
> with a little disk action for the map generator, and the not-so-often used
> strings, it worked fine. I even had about 3-4k left over for other stuff I
> might add.

    I did not mean to infer that it couldn't be done, only that it
could not be as complex as the version that I use on that Unix machine
that it runs on where I work.

From inside the Tesseract of
    Clancy Malloy

From -7104808203473133700
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f942c81f43ca3e96,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-26 16:19:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!uwvax!harvard!godot!mit-eddie!genrad!
decvax!ittvax!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!cadovax!keithd

From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: New Atari 68000 machines
Message-ID: <502@cadovax.UUCP>
Date: Tue, 26-Mar-85 19:19:56 EST
Article-I.D.: cadovax.502
Posted: Tue Mar 26 19:19:56 1985
Date-Received: Fri, 5-Apr-85 06:04:17 EST
References: <333@rduxb.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 29

[.................]
>More info on the new Tramiel machine. The 10MB disk referred to in previous
>articles for $600 has removeable media. A 15 MB disk (fixed media) will be
>$400!!. Also, the 3.5" (8.7 cm) floppy, 250K, will be $100. The 500K double
>sided will be $150!!! A spec sheet on the ST implied that both BASIC and LOGO
>are resident. Sales are to start mid April (just in time for Trenton!).
>But only "package deals";a fully populated machine, monochrome mon, and floppy
>for about 800 Georges. This will bring the Amega to market in short order.

I wouldn't bank on any of this information. In every reference I've heard
that's at all close to actual Atari statements, there have been disclaimers
to the effect that pricing is not fixed yet. In addition, most analysts
think that while Atari has announced mid April shipments, they are not
expecting them until sometime later. One thing I did hear though, is that
Atari is even now shipping to specific software developers at a cost somewhere
near $5000.00, can anyone verify this?

The spec sheet I read indicated that both BASIC and LOGO will be available,
but not necessarily resident. A similar rumor I heard (that I later heard
dispelled) was that with Atari's DOS you get a macro assembler and C compiler
as part of the package.

Where did you get this information? Certainly citing the source might help
in judging the accuracy of this information.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
"You'll PAY to know what you REALLY think!"

From -1516642317980584571
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe4746aaa26c6013
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 14c70f,fe4746aaa26c6013
X-Google-Attributes: gid14c70f,public
X-Google-Thread: 13dc46,fe4746aaa26c6013
X-Google-Attributes: gid13dc46,public
X-Google-ArrivalTime: 1985-03-26 16:23:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP

Path: utzoo!linus!philabs!cmcl2!seismo!uwvax!harvard!godot!mit-eddie!genrad!
decvax!ittvax!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari,net.games.rogue,net.games.emp
Subject: Re: Rogue and Empire for Atari
Message-ID: <503@cadovax.UUCP>
Date: Tue, 26-Mar-85 19:23:25 EST
Article-I.D.: cadovax.503
Posted: Tue Mar 26 19:23:25 1985
Date-Received: Fri, 5-Apr-85 06:06:17 EST
References: <711@voder.UUCP> <212@ihu1n.UUCP>, <1162@reed.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 14
Xref: linus net.micro.atari:636 net.games.rogue:1869 net.games.emp:182

[,.....]
>I wrote a version of rogue 5.2 w/52 monsters and more armor/weapons/stuff,
>and it fit (tightly) on one sssd disk. I wrote it in 6502 assembly, and
>with a little disk action for the map generator, and the not-so-often used
>strings, it worked fine. I even had about 3-4k left over for other stuff I
>might add.
>   Peter Williams

What does it run on?   Are you marketing it or giving it away? Is
the source available?

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd

From -5888960192860474240
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe4746aaa26c6013
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 13dc46,fe4746aaa26c6013
X-Google-Attributes: gid13dc46,public
X-Google-Thread: 14c70f,fe4746aaa26c6013
X-Google-Attributes: gid14c70f,public
X-Google-ArrivalTime: 1985-03-26 18:07:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucsfcgl.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!dcdwest!ittvax!decvax!ucbvax!
ucsfcgl!arnold
From: arnold@ucsfcgl.UUCP (Ken Arnold%CGL)
Newsgroups: net.micro.atari,net.games.rogue,net.games.emp
Subject: Re: Rogue and Empire for Atari
Message-ID: <478@ucsfcgl.UUCP>
Date: Tue, 26-Mar-85 21:07:43 EST
Article-I.D.: ucsfcgl.478
Posted: Tue Mar 26 21:07:43 1985
Date-Received: Sun, 31-Mar-85 03:01:20 EST
References: <711@voder.UUCP> <212@ihu1n.UUCP> <1162@reed.UUCP>
Reply-To: arnold@ucsfcgl.UUCP (PUT YOUR NAME HERE)

Organization: UCSF Computer Graphics Lab
Lines: 13
Xref: watmath net.micro.atari:716 net.games.rogue:2741 net.games.emp:354
Summary:

In article <212@ihu1n.UUCP> freak@ihu1n.UUCP (c e malloy) writes:
>1) Will the Epyx versions be *just* like the main-frame versions?
>   I think not. There is not enough memory on the Atari computers
>   to run a program as complex as Rogue or Empire. The code for Rogue
>   is over 250K. There are over 80 monsters in the version that I
>   play. Add to that: various weapons, armor, potions, scrolls, wands
>   staffs, rings, etc. And don't forget about the randomly generated
>   rooms, halls, traps, and other things. It just won't fit in 48K,
>   64K or even in the 160K (you can get that high if you have a 128K
>   RamPower).

The Epyx versions will be virtually identical to 5.3 rogue, distributed
with 4.2bsd.

From 2298293620007320303
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f04a9838b5ba3087,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 14c70f,f04a9838b5ba3087,start
X-Google-Attributes: gid14c70f,public
X-Google-ArrivalTime: 1985-03-27 00:28:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site reed.UUCP
Path: utzoo!decvax!tektronix!reed!peterw
From: peterw@reed.UUCP (Peter Williams)
Newsgroups: net.games.rogue,net.micro.atari
Subject: More on Rogue for Atari
Message-ID: <1182@reed.UUCP>
Date: Wed, 27-Mar-85 03:28:29 EST
Article-I.D.: reed.1182
Posted: Wed Mar 27 03:28:29 1985
Date-Received: Wed, 27-Mar-85 19:18:41 EST
Reply-To: peterw@reed.UUCP (Peter Williams)
Distribution: na
Organization: BHS, Portland, Oregon
Lines: 18
Xref: tektronix net.games.rogue:02621 net.micro.atari:00725

    I recently posted an article stating that I had an operational
version of rogue5.2 on my atari w/ 48k and 1 drive. After reading follow
up messages referring to Epyx's possible release of rogue, I am skeptical
that they will do so. The version I have would be very acceptable for
marketing if I fix a few bugs which it still has. The only real problem
is copyright infringement caused by publication w/o the author's consent,
and if you persons (Ken Arnold, Michael Toy...) who are responsible for
this great game would make some communication to me on the subject, then

whether Epyx has a version or not, there just might be one published anyway.

-Peter Williams
tektronix!reed!peterw

P.S. I would be interested in what the demand for such a game would be, and what price would you consider reasonable for a good implementation. (Sorry, I could not do anything about the 40 column screen.)

From 8676117049907322560
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a341212868e711fb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-27 06:14:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!dcdwest!ittvax!decvax!decwrl!dec-rhea!dec-cache!leigh
From: leigh@cache.DEC (Allen Leigh @SHR1-3/E29 DTN 237-3255)
Newsgroups: net.micro.atari
Subject: RDBMS/AT available on DOS 2 disks
Message-ID: <1345@decwrl.UUCP>
Date: Wed, 27-Mar-85 09:14:04 EST
Article-I.D.: decwrl.1345
Posted: Wed Mar 27 09:14:04 1985
Date-Received: Sun, 31-Mar-85 03:00:35 EST
Sender: johnsson@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 110

A few weeks ago, I announced the availability of RDBMS/AT, a relational database system in Atari BASIC. At that time it was only available on DOS 3 disks. With the help of my 1010 cassette recorder, I've ported RDBMS/AT to DOS 2 disks, and I'm again announcing the availability of the software.

After sending out a number of DOS 3 disks, I discovered that two modules were partly missing (BLDRDBMS.V1 and RDBMS2.V1); I had the Atariwriter driver for the Gemini 10X loaded at the time I made my master DOS 3 disk, and there was not enough room in memory for all of the code in those two modules. I apologize for this mistake, and in making my DOS 2 masters, I have doubled checked that each module is intact. Two DOS 2 disks are required, one for code and one for documentation.

The following information is a repeat of the description given out earlier.

****

The database manager is called RDBMS/AT and provides the following

functions:

1. A standalone builder program written in Atari BASIC to build the database. You can have as many fields in each record as you want, and the length of each field can be as long as you want. The fields can be either REAL or CHARACTER values. You can have as many records in each relation as you want, and you can also have as many separate relations as you want, limited only by the memory available.

2. Six subroutines that can be included in the source of application programs. These routines provide a "user view" of the database.

   (a) Obtain ADEF Table. The ADEF (A DEFinition) table is used by the standalone program to build the database. Your application program uses this subroutine to learn the characteristics of the database.

   (b) Get a New Record with Default Values. Your application program uses this subroutine to obtain a new record from the database manager. The fields in the record contain default values as specified by the ADEF table. Your program places new values in the fields.

   (c) Insert a Record into the Database. Your application program uses this subroutine to request that the manager place the record in the specified relation.

   (d) Select a Record from the Database. Your application program uses this subroutine to obtain a record from the specified relation.

   (e) Update a Record in the Database. Your application program uses this subroutine to change values in a record in the specified relation. The manager obtains the record from the database, updates the values, and returns the record to the database.

   (f) Delete a Record from the Database. Your application program uses this subroutine to remove a record from the specified relation.

3. Various routines to support the linked lists that comprise the database and perform the disk I/O. These routines provide a "physical view" of the database.

The DOS 2 program diskette contains the following files:

1. BLDRDBMS.V1 The builder program

2. RDBMS1.V1 A template for an application program that contains the proper interface for RDBMS/AT.

3. RDBMS2.V1 The subroutines comprising the "user view".

4. RDBMS3.V1 The subroutines comprising the "physical view".

The source code contains many comments to help you understand the code. The comments do not have BASIC line numbers and are thus thrown away when the code is loaded into memory.

The DOS 2 documentation diskette contains the following files:

RDBMS0.DOC thru RDBMS5.DOC	The users manual, formatted by Atariwriter for the Gemini 10X printer. The manual contains 25 double spaced pages.

This version of RDBMS/AT should be thought of as a prototype version to gain functionality. I've made no attempt to optimize the program in any way. As a result, the program takes up 15,683 bytes in memory leaving only 10,185 bytes (48K 800) for your application program. However, I feel it is a very useful tool and can be the basis of some powerful application programs.

People who obtain RDBMS/AT are welcome and encouraged to modify and expand the code and to convert it to other languages. There are only two restrictions that I impose. First, that your version contain an edit history containing the author's name and version number of EACH proceeding version back to my original version which is V1.0. This edit history must be in both the users manual and each source file. I feel that all persons involved with public domain programs should be given credit for their work. Second, that NO versions of RDBMS/AT be used in ANY way for commercial purposes. Public domain programs should remain free for all to use and enjoy.

If you would like a copy of RDBMS/AT, send me two DOS 2 formatted diskettes and a SASE.

Allen Leigh
93 Shirley St. RFD 2
Pepperell, MA 01463
(617) 433-2108

From -7346365643701175682
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe4746aaa26c6013
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-27 15:39:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site homxa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxt!houxm!homxa!mzk
From: mzk@homxa.UUCP (Michael Zvi Krumbein Consultant)
Newsgroups: net.micro.atari
Subject: Re: Rogue and Empire for Atari
Message-ID: <850@homxa.UUCP>
Date: Wed, 27-Mar-85 18:39:53 EST
Article-I.D.: homxa.850
Posted: Wed Mar 27 18:39:53 1985

Date-Received: Thu, 28-Mar-85 03:15:43 EST
References: <711@voder.UUCP> <212@ihu1n.UUCP>, <1162@reed.UUCP>
Organization: Bell Communications Research, Holmdel, NJ
Lines: 8

> I wrote a version of rogue ... 6502 machine lang.

Um .. for what machine? You wouldn't be interested in selling it (is that
legal ?) for a , um, nominal cost so that we can, um, get some work done,
would you ?

BTW, does anyone know how or if one can get the Tech. Ref. Manual (ATARI).
(& the 1200XL supplement) -- I haven't yet managed to get through to ATARI.

From 2822894323925624107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,27165890cbddf951,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-28 08:24:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!philabs!cmcl2!acf4!aol2901
From: aol2901@acf4.UUCP (adam lee)
Newsgroups: net.micro.atari
Subject: new_atari
Message-ID: <990010@acf4.UUCP>
Date: Thu, 28-Mar-85 11:24:00 EST
Article-I.D.: acf4.990010
Posted: Thu Mar 28 11:24:00 1985
Date-Received: Sun, 31-Mar-85 05:15:08 EST
Organization: New York University
Lines: 1

please insert any information about the new atari machines

From 3323047839926160033
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7f27a5e6e60870c7,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12da6b,7f27a5e6e60870c7,start
X-Google-Attributes: gid12da6b,public
X-Google-ArrivalTime: 1985-03-28 12:44:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site muddcs.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!trwrb!scgvaxd!muddcs!cberry
From: cberry@muddcs.UUCP (Craig Berry)
Newsgroups: net.micro.atari,net.lang.c
Subject: DEEP BLUE C for the Atari
Message-ID: <313@muddcs.UUCP>
Date: Thu, 28-Mar-85 15:44:44 EST
Article-I.D.: muddcs.313

Posted: Thu Mar 28 15:44:44 1985
Date-Received: Sun, 31-Mar-85 03:04:11 EST
Distribution: net
Organization: Harvey Mudd College, Claremont, CA
Lines: 24
Xref: watmath net.micro.atari:717 net.lang.c:4894

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

 Does anybody out there know anything about the "Deep Blue C" compiler for the Atari 800? It has just become available again afer an absence of several months. My questions are:

   1) Is it XL compatible?
   2) How efficient is the code it produces?
   3) How large a subset of the C language does it implement?
   4) What facilities does it provide for interaction with the
       Atari's special capabilities (various graphics types, etc.)

 Also available is a "Mathlib" package for Deep Blue C; information on this would also be greatly appreciated.

 Please reply directly to me; I will summarize to the net if there is enough interest.

                                Craig Berry
                                Harvey Mudd College
                                Claremont, CA 91711
                                (714) 621-8000 x3029

allegra!scgvaxd!muddcs!cberry | ucla-cs!muddcs!cberry

From 3234231039530362588
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f04a9838b5ba3087
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-28 13:02:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!philabs!cmcl2!acf4!mcb8391
From: mcb8391@acf4.UUCP (mike b)
Newsgroups: net.micro.atari
Subject: Re: More on Rogue for Atari
Message-ID: <990011@acf4.UUCP>
Date: Thu, 28-Mar-85 16:02:00 EST
Article-I.D.: acf4.990011
Posted: Thu Mar 28 16:02:00 1985
Date-Received: Sun, 31-Mar-85 05:16:58 EST
References: <1182@reed.UUCP>
Organization: New York University
Lines: 8

hello there.....
     I had no idea anyone was working on a rogue for the
atari, or any of the pcs for that matter. This would be something
to rival Zork and friends. In any case, I would love to get ahold
of it....Send me a note with ransom demands or maybe we could xchg
for things I have already bought.
          Thnx
          Mike

From 3228028668716466636
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,27165890cbddf951
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-29 10:05:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!dcdwest!ittvax!decvax!genrad!panda!
talcott!harvard!seismo!cmcl2!acf4!axk8358
From: axk8358@acf4.UUCP (>> Alex Kriger <<)
Newsgroups: net.micro.atari
Subject: Re: new_atari
Message-ID: <990012@acf4.UUCP>
Date: Fri, 29-Mar-85 13:05:00 EST
Article-I.D.: acf4.990012
Posted: Fri Mar 29 13:05:00 1985
Date-Received: Tue, 2-Apr-85 05:28:06 EST
References: <990010@acf4.UUCP>
Organization: New York University
Lines: 5

Check this month's ANALOG and ANTIC. Both have articles about the new
machines.

                    Alex Kriger .

From -5998154805718197770
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6aa80a8b85665909
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-29 14:15:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!decvax!genrad!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: Re: Kermit for the ATARI
Message-ID: <384@enmasse.UUCP>
Date: Fri, 29-Mar-85 17:15:06 EST
Article-I.D.: enmasse.384
Posted: Fri Mar 29 17:15:06 1985

Date-Received: Mon, 1-Apr-85 03:10:33 EST
References: <392@utai.UUCP> <218@ihu1n.UUCP>
Distribution: net.micro.atari
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 21

[//]

I put the kermit distribution up on sigatari on compuserve. Also,
a binary version (i.e. no Action! cartridge required,) is
up there, but if you have the Action rom you would be better off
with the source.

It is also available from a dec marketing bbs- search through old
net.micro.atari fo the number.

It works quite well, but is a LIMITED subset of kermit. Someone should
add some features, like remote server capabilities.

If you don't have access to CIS, send me some mail. If I get enough
response I'll put it on the net.
--
                              Mark Roddy
                              Net working,
                              Just reading the news.

                         (harvard!talcott!panda!enmasse!mroddy)

From 2952237618485366892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f942c81f43ca3e96
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-29 14:26:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!decvax!genrad!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: Re: New Atari 68000 machines
Message-ID: <385@enmasse.UUCP>
Date: Fri, 29-Mar-85 17:26:25 EST
Article-I.D.: enmasse.385
Posted: Fri Mar 29 17:26:25 1985
Date-Received: Mon, 1-Apr-85 03:10:49 EST
References: <333@rduxb.UUCP> <502@cadovax.UUCP>
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 17

Development systems are available for $4,500, they come with
a C compiler, a macro assembler, GEM (but no toolkit,) and
the TOS. This is supposedly a hand built 512K system.
          source- CIS online conference with Trameil and sons.

sigatari claims that units will ship first week of april- the
bundled system mentioned previously. I don't think that there
was any mention of a C compiler or and assembler.

I think that when you can put down 600 credits at KMart, and pick
up an ST, then they will have shipped.
--

Mark Roddy
Net working,
Just reading the news.

(harvard!talcott!panda!enmasse!mroddy)

From -1539372397343080703
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,16eb01247baa23ed,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-02 07:17:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site clyde.UUCP
Path: utzoo!watmath!clyde!gjw
From: gjw@clyde.UUCP (Gregory J. Wroclawski)
Newsgroups: net.micro.atari
Subject: Trak AT-D2 Printer Interface Problem
Message-ID: <832@clyde.UUCP>
Date: Tue, 2-Apr-85 10:17:28 EST
Article-I.D.: clyde.832
Posted: Tue Apr 2 10:17:28 1985
Date-Received: Wed, 3-Apr-85 01:03:23 EST
Distribution: na
Organization: AT&T Bell Laboratories, Whippany NJ
Lines: 9

I have an Atari 400 with 48K, a Trak AT-D2 disk drive with printer port
and 4K buffer connected to an Epson MX-80 printer. The problem is when
printing large files, large portions of the files are lost. It seems as
if the 4K buffer in the Trak gets filled the Atari does not stop sending
data to the Trak. Small files, < 4K, print with no problem. I believe I have
all the DIP switches in the Epson and on the back of the Trak set properly.
Has anyone had a problem like this? I am hoping it is a setup problem not
a problem with the printer interface in the Trak.

From -1703177069458474584
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25c3b1a1dc79ba3d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-02 08:55:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ritcv.UUCP

Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!panda!
talcott!harvard!seismo!rochester!ritcv!lbt3599
From: lbt3599@ritcv.UUCP (Lenny Tropiano)
Newsgroups: net.micro.atari
Subject: VT100 or VT52 Emulator for the 1030 and/or 835 modems
Message-ID: <1617@ritcv.UUCP>
Date: Tue, 2-Apr-85 11:55:20 EST
Article-I.D.: ritcv.1617
Posted: Tue Apr 2 11:55:20 1985
Date-Received: Fri, 5-Apr-85 02:43:51 EST
Distribution: net
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 11

Does anyone know of an emulator for the 1030 and/or 835 Atari modems
that emulates a VT52 or VT100 series. Does it have 80 columns? Is it
public domain? Where can I get it? Is it written in BASIC? 6502? etc..

              I would sure appreciate it!
                   Lenny Tropiano

----
uucp: ...!rochester!ritcv!lbt3599
     or
        ...!rochester!ritcv!ritiscd!vaxb::lbt3599

From -7719463408031789731
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4df04a70522c587d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-02 15:06:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!panda!
talcott!harvard!seismo!cmcl2!acf4!axk8358
From: axk8358@acf4.UUCP (>> Alex Kriger <<)
Newsgroups: net.micro.atari
Subject: language survey
Message-ID: <990013@acf4.UUCP>
Date: Tue, 2-Apr-85 18:06:00 EST
Article-I.D.: acf4.990013
Posted: Tue Apr 2 18:06:00 1985
Date-Received: Fri, 5-Apr-85 02:55:35 EST
Organization: New York University
Lines: 6

    If you were to write a program on the ATARI to handle floating point
numbers and strings (possibly arrays of chars), which language would you use?

                        curious, Alex Kriger.

From -8752557112800224297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25c3b1a1dc79ba3d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-02 16:47:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!panda!
talcott!harvard!seismo!cmcl2!acf4!axk8358
From: axk8358@acf4.UUCP (>> Alex Kriger <<)
Newsgroups: net.micro.atari
Subject: Re: VT100 or VT52 Emulator for the 1030 and/or 835 modems
Message-ID: <990014@acf4.UUCP>
Date: Tue, 2-Apr-85 19:47:00 EST
Article-I.D.: acf4.990014
Posted: Tue Apr 2 19:47:00 1985
Date-Received: Fri, 5-Apr-85 02:51:47 EST
References: <1617@ritcv.UUCP>
Organization: New York University
Lines: 23

/* acf4:net.micro.atari / lbt3599@ritcv.UUCP (Lenny Tropiano) / 11:55 am Apr 2,
1985 */
Does anyone know of an emulator for the 1030 and/or 835 Atari modems
that emulates a VT52 or VT100 series. Does it have 80 columns? Is it
public domain? Where can I get it? Is it written in BASIC? 6502? etc..

              I would sure appreciate it!
                   Lenny Tropiano

----
uucp: ...!rochester!ritcv!lbt3599
     or
        ...!rochester!ritcv!ritiscd!vaxb::lbt3599
/* ---------- */

Just recently I purchased CHAMELEON terminal emulator from APX through ANTIC
 magazine. So far I do not have too many comlaints (you make look a few notes
back for some of my complaints) but it emulates VT52, VT52xl, ADM3, GLASS TTY
and a test terminal. It has a capability of using 40, 80 and 132 columns,
BUT! you can only see 40 columns! (you have a window that can be moved
left and write 40 columns at a time. You do not need the 850 to upload and
download. That is why I was really happy about it! (for problems look back)
I use it with my 835. The first thing you see is a menu that lets you
pick which device you are going to use.

From -4479700186565800676
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25c3b1a1dc79ba3d
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-04-02 16:48:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!panda!
talcott!harvard!seismo!cmcl2!acf4!axk8358
From: axk8358@acf4.UUCP (>> Alex Kriger <<)
Newsgroups: net.micro.atari
Subject: Re: VT100 or VT52 Emulator for the 1030 and/or 835 modems
Message-ID: <990015@acf4.UUCP>
Date: Tue, 2-Apr-85 19:48:00 EST
Article-I.D.: acf4.990015
Posted: Tue Apr 2 19:48:00 1985
Date-Received: Fri, 5-Apr-85 02:51:13 EST
References: <1617@ritcv.UUCP>
Organization: New York University
Lines: 30

/* acf4:net.micro.atari / axk8358@acf4.UUCP (>> Alex Kriger <<) / 7:47 pm Apr
2, 1985 */
/* acf4:net.micro.atari / lbt3599@ritcv.UUCP (Lenny Tropiano) / 11:55 am Apr 2,
1985 */
Does anyone know of an emulator for the 1030 and/or 835 Atari modems
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     or
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download. That is why I was really happy about it! (for problems look back)
I use it with my 835. The first thing you see is a menu that lets you
pick which device you are going to use.

                          Alex Kriger (axk8358@acf4)

P.S.   email me if you have any specific questions about it.

From -4578552361932662481
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,fe4746aaa26c6013
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-02 17:00:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!panda!
talcott!harvard!seismo!cmcl2!acf4!axk8358
From: axk8358@acf4.UUCP (>> Alex Kriger <<)
Newsgroups: net.micro.atari
Subject: Re: Rogue and Empire for Atari
Message-ID: <990016@acf4.UUCP>
Date: Tue, 2-Apr-85 20:00:00 EST
Article-I.D.: acf4.990016
Posted: Tue Apr 2 20:00:00 1985
Date-Received: Fri, 5-Apr-85 02:56:08 EST
References: <711@voder.UUCP>
Organization: New York University
Lines: 30

/* acf4:net.micro.atari / peterw@reed.UUCP (Peter Williams) / 10:48 pm Mar 23,
1985 */
In article <212@ihu1n.UUCP> freak@ihu1n.UUCP (c e malloy) writes:
>1) Will the Epyx versions be *just* like the main-frame versions?
>   I think not. There is not enough memory on the Atari computers
>   to run a program as complex as Rogue or Empire. The code for Rogue
>   is over 250K. There are over 80 monsters in the version that I
>   play. Add to that: various weapons, armor, potions, scrolls, wands
>   staffs, rings, etc. And don't forget about the randomly generated
>   rooms, halls, traps, and other things. It just won't fit in 48K,
>   64K or even in the 160K (you can get that high if you have a 128K
>   RamPower).

I wrote a version of rogue 5.2 w/52 monsters and more armor/weapons/stuff,
and it fit (tightly) on one sssd disk. I wrote it in 6502 assembly, and
with a little disk action for the map generator, and the not-so-often used
strings, it worked fine. I even had about 3-4k left over for other stuff I
might add.

                  Peter Williams
                  tektronix!reed!peterw
/* ---------- */
 When I noticed your note and a question whether you market it, or give it
away, I eagerly looked through the rest of responces, but there was no answer
      Please answer. I would love to get a copy (trade?)

                        Alex Kriger.
                             axk8358@acf4 (sorry, I do not know the whole path)
but maybe my consequent notes would
                                          help!)
I hope you do respond.

From 1620256773647459427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe4746aaa26c6013
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-04-02 17:02:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!panda!
talcott!harvard!seismo!cmcl2!acf4!axk8358
From: axk8358@acf4.UUCP (>> Alex Kriger <<)
Newsgroups: net.micro.atari
Subject: Re: Rogue and Empire for Atari
Message-ID: <990017@acf4.UUCP>
Date: Tue, 2-Apr-85 20:02:00 EST
Article-I.D.: acf4.990017
Posted: Tue Apr 2 20:02:00 1985
Date-Received: Fri, 5-Apr-85 02:56:36 EST
References: <711@voder.UUCP>
Organization: New York University
Lines: 32

/* acf4:net.micro.atari / axk8358@acf4.UUCP (>> Alex Kriger <<) / 8:00 pm Apr
2, 1985 */
/* acf4:net.micro.atari / peterw@reed.UUCP (Peter Williams) / 10:48 pm Mar 23,
1985 */
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might add.

                  Peter Williams
                  tektronix!reed!peterw
/* ---------- */
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away, I eagerly looked through the rest of responces, but there was no answer
      Please answer. I would love to get a copy (trade?)

                        Alex Kriger.
                           axk8358@acf4 (sorry, I do not know the whole path)
                                        but maybe my consequent notes would

help!)
I hope you do respond.

From -9140890820218808958
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,48ce77a390de3404,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-18 10:17:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: ANTIC Magazine Software Catalog
Message-ID: <14911@mgweed.UUCP>
Date: Fri, 18-Jan-85 13:17:37 EST
Article-I.D.: mgweed.14911
Posted: Fri Jan 18 13:17:37 1985
Date-Received: Sat, 19-Jan-85 01:42:32 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 118

ANTIC Magazine Software Catalog

The following are programs that were formerly available from APX:

Cat #	Title	Price	Description
AP101	SPACE WAR	$15.95	A two player galactic shoot-out. ML.
AP102	CRIBBAGE	$12.95	One player game against the computer. An APX winner. BASIC with ML sub-routines.
AP103	LORD OF THE ORB	$15.95	New. Explore three vertically scrolling levels. ML.
AP104	SARATOGA	$15.95	An American Revolutionary War Simulation. APX winner. ML.
AP105	SNARK HUNT	$15.95	An underwater game. Up to 8 players can attempt the mission. An APX winner. BASIC with ML sub-routines.
AP106	STOCK MANAGEMENT	$19.95	An APX winner written in BASIC with ML sub-routines.
AP107	DIGGERBONK	$15.95	A one player vertical scrolling maze. ML.
AP108	DRAWIT	$19.95	An outstanding drawing program features

16 colors with 8 hues, automatic fill, 2 zoom levels, page wipes and an animator. ML.

AP109 BURGERS! $15.95 Designed for young children. Has light and spritely music. ML.

AP110 GALAHAD AND THE HOLY GRAIL $15.95 Graphics adventure. One of APX's all time best sellers. This and BURGERS! was written by Doug Crockford, one of Lucasfilm's top game programmers. ML.

AP111 DOG DAZE DELUXE $15.95 One or two player game with 3-D effects are said to be excellent. ML.

AP112 BUMPOMOV'S DOGS $15.95 A two player game featuring splitting/ recombining screen. ML.

AP113 CHAMELEON CRT TERMINAL EMULATOR $19.95 VERSION 4.2. Convert your Atari into a computer terminal. For five types, "Glass TTY", ADM-3A, DEC VT-52, IBM 3031 ASCII and a Test terminal, CHAMELEON supports most-used features (including Kermit protocol). The wide-screen 80-column emulation (displays 40 columns at a time with auto horizontal scrolling). Use with UNIX operating systems. All terminal characteristics are user-definable. Supports the Atari 835 & 1035 modems and now has autodial capability (for 16 phone numbers). CHAMELEON is now totally compatible with AMODEM. ML.

AP114 DEEP BLUE C COMPILER $19.95 This is a proper subset of version 7 C, which means that programs written for it will run almost without change on computers supporting the full language. Written in C, requires a non-line oriented text editor.

AP115 DEEP BLUE SECRETS $19.95 Source code for AP114. Requires AP114, Atari Macro Assembler and a non-line oriented text editor.

AP116 DANDY $15.95 A 26 level dungeon adventure game that features cooperation. Up to four people can play at once with separate joy sticks. Good family game. ML.

AP117 INSTEDIT $19.95 A character set editor that helps you make maximum use of the advanced

graphics capabilities of your Atari.
BASIC with ML subroutines.

AP118 CUSTOM BLEND $19.95 It gives you the power to create any combination of text and graphics modes--even Display List Interrupts-- automatically. ML.

Note: ML means written in machine language. BASIC means it is written in BASIC and requires the BASIC cartridge (on the 400 & 800).

ANTIC also is selling the PAPIE Disks. These 8 disks contain subroutines and utilities from the best of the Atari programmers including Russ Wetmore (Preppie I & II), Clinton Parker (creator of ACTION! and fellow netter), Jim Nangano (Flip & Flop), Sheldon Leemon, Jerry White and many others. These are of interest only to advanced programmers probably, but you get full disks for $12.95 or all 8 for $79.95.

There is also a listing of all the public domain disks that have been available from ANTIC for some time now.

There is a shipping and handling charge of $3.00 for each disk order, provided the order is for 10 disks or less and $3.00 for each book ordered. These can be ordered toll free at 800-227-1617 ext. 133 or by mail from : ANTIC Publishing
524 Second St.
San Francisco, CA. 94107

I'll update this catalog as it changes and post it every few months.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 618727418828354415
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,48ce77a390de3404
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-18 14:08:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: ANTIC Magazine Software Catalog
Message-ID: <14919@mgweed.UUCP>
Date: Fri, 18-Jan-85 17:08:26 EST
Article-I.D.: mgweed.14919
Posted: Fri Jan 18 17:08:26 1985
Date-Received: Sat, 19-Jan-85 04:28:56 EST

Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 118

ANTIC Magazine Software Catalog

The following are programs that were formerly available from APX:

Cat #	Title	Price	Description
AP101	SPACE WAR	$15.95	A two player galactic shoot-out. ML.
AP102	CRIBBAGE	$12.95	One player game against the computer. An APX winner. BASIC with ML sub-routines.
AP103	LORD OF THE ORB	$15.95	New. Explore three vertically scrolling levels. ML.
AP104	SARATOGA	$15.95	An American Revolutionary War Simulation. APX winner. ML.
AP105	SNARK HUNT	$15.95	An underwater game. Up to 8 players can attempt the mission. An APX winner. BASIC with ML sub-routines.
AP106	STOCK MANAGEMENT	$19.95	An APX winner written in BASIC with ML sub-routines.
AP107	DIGGERBONK	$15.95	A one player vertical scrolling maze. ML.
AP108	DRAWIT	$19.95	An outstanding drawing program features 16 colors with 8 hues, automatic fill, 2 zoom levels, page wipes and an animator. ML.
AP109	BURGERS!	$15.95	Designed for young children. Has light and spritely music. ML.
AP110	GALAHAD AND THE HOLY GRAIL	$15.95	Graphics adventure. One of APX's all time best sellers. This and BURGERS! was written by Doug Crockford, one of Lucasfilm's top game programmers. ML.
AP111	DOG DAZE DELUXE	$15.95	One or two player game with 3-D effects are said to be excellent. ML.
AP112	BUMPOMOV'S DOGS	$15.95	A two player game featuring splitting/ recombining screen. ML.
AP113	CHAMELEON CRT TERMINAL EMULATOR	$19.95	VERSION 4.2. Convert your Atari into a computer terminal. For five types,

			"Glass TTY", ADM-3A, DEC VT-52, IBM 3031 ASCII and a Test terminal, CHAM-ELEON supports most-used features (including Kermit protocol). The wide-screen 80-column emulation (displays 40 columns at a time with auto hori-zontal scrolling). Use with UNIX operating systems. All terminal characteristics are user-definable. Supports the Atari 835 & 1035 modems and now has autodial capability (for 16 phone numbers). CHAMELEON is now totally compatible with AMODEM. ML.
AP114	DEEP BLUE C COMPILER	$19.95	This is a proper subset of version 7 C, which means that programs written for it will run almost without change on computers supporting the full language. Written in C, requires a non-line oriented text editor.
AP115	DEEP BLUE SECRETS	$19.95	Source code for AP114. Requires AP114, Atari Macro Assembler and a non-line oriented text editor.
AP116	DANDY	$15.95	A 26 level dungeon adventure game that features cooperation. Up to four people can play at once with separate joy sticks. Good family game. ML.
AP117	INSTEDIT	$19.95	A character set editor that helps you make maximum use of the advanced graphics capabilities of your Atari. BASIC with ML subroutines.
AP118	CUSTOM BLEND	$19.95	It gives you the power to create any combination of text and graphics modes--even Display List Interrupts--automatically. ML.

Note: ML means written in machine language. BASIC means it is written in BASIC and requires the BASIC cartridge (on the 400 & 800).

ANTIC also is selling the PAPIE Disks. These 8 disks contain subroutines and utilities from the best of the Atari programmers including Russ Wetmore (Preppie I & II), Clinton Parker (creator of ACTION! and fellow netter), Jim Nangano (Flip & Flop), Sheldon Leemon, Jerry White and many others. These are of interest only to advanced programmers probably, but you get full disks for $12.95 or all 8 for $79.95.

There is also a listing of all the public domain disks that have been available from ANTIC for some time now.

There is a shipping and handling charge of $3.00 for each disk order, provided the order is for 10 disks or less and $3.00 for each book ordered. These can be ordered toll free at 800-227-1617 ext. 133 or by mail from : ANTIC Publishing
524 Second St.
San Francisco, CA. 94107

I'll update this catalog as it changes and post it every few months.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 4842412808568512969
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c220588e8b4b3af9
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,c220588e8b4b3af9
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-01-19 18:10:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/17/84 chuqui version 1.7 9/23/84; site nsc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!nsc!chuqui
From: chuqui@nsc.UUCP (Chuqui Q. Koala)
Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: Atari and Mac comparison
Message-ID: <2244@nsc.UUCP>
Date: Sat, 19-Jan-85 21:10:23 EST
Article-I.D.: nsc.2244
Posted: Sat Jan 19 21:10:23 1985
Date-Received: Mon, 21-Jan-85 00:47:48 EST
References: <223@eneevax.UUCP>
Reply-To: chuqui@nsc.UUCP (Chuqui Q. Koala)
Distribution: net
Organization: The Warlocks Cave
Lines: 16
Xref: watmath net.micro.atari:578 net.micro.mac:392
Summary:

>Atari has another machine in the
>works using the (rumored) 32032 that would bring the equivalent
>of a sun workstation to the home. If that really happened
>the entire micro market would be thrown into confusion.

the 32032 is not rumoured. I have touched them, held them, played with them and used them here at National. Whether or not Atari is using them is still a rumour, of course, but the chip exists.

chuq (*how's that for now saying anything?*)
--
From the ministry of silly talks: Chuq Von Rospach
{allegra,cbosgd,hplabs,ihnp4,seismo}!nsc!chuqui nsc!chuqui@decwrl.ARPA

National Semiconductor does not require useless disclaimers on posted
material that is obviously not posted by company spokesmen...

From 9039181968929321115
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,614562d11355e0bd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-21 09:46:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site desoto.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!desoto!benw
From: benw@desoto.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: Atari Explorer - a new old mag
Message-ID: <544@desoto.UUCP>
Date: Mon, 21-Jan-85 12:46:08 EST
Article-I.D.: desoto.544
Posted: Mon Jan 21 12:46:08 1985
Date-Received: Tue, 22-Jan-85 05:28:54 EST
Organization: AT&T Bell Laboratories, Piscataway
Lines: 65

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Well, Atari has kept one of their promises since Jack Tramiel took over.
Check your newsstands/bookstores for the magazine ATARI EXPLORER...this
is the updated and much improved successor to the ATARI CONNECTION, published
by Atari for their users.

The tone and audience of explorer is much the same as the Atari connection,
however, the layout and graphics are really slick and much improved. The
magazine is published bimonthly (6 times a year), whereas, I believe, the
Atari Connection was seasonal (4 times a year). Price is $3.00. At least
for this issue, it's worth it!

What's inside...

     The most striking thing about this issue is definitely the
9 page center spread describing (PICTURES AND ALL!!) the new Atari
machines. It looks like this will be their advertisement for
other mags, and it is a beauty. The first page has a dramatic
"Atari Proudly Presents", and the following pages very graphically
detail the ST line of machines. Full specs and feature details
are given. The last page has what will no doubt be Atari's
slogan..."Power Without the Price".

8-bit machine owners need not feel left out...there's an article
(with a picture of the 65XE) entitled "The new 8-Bit Products".
The article basically rehashes the specs that have been outlined
both here (in the CES reports) and in other mags.

Other features in the Mag:

"The Atari Commitment" - An introduction to the new management at Atari
"Atari Computers at NASA Users group" - What it says
"Telecomputing" - Intro to BBSs and the like (Compuserve, etc).

Departments:

Editorial - explains the magazine changes
Industry News - including article on the MIDI music interface
Letters
User Friendly - A column about (and by) various user groups. A.C.E., this month
Education - A column about the Atari in education
Games - Excerpts from "The Art of Computer Game Design" by Chris Crawford
     (kind of ironic, isn't it!)
Computer Classroom - Part II of intro to ML programming
Logo Notions - Manager for LOGO work space
Bits & Pieces - The "practical" short programs
Kinetic Graphic Art - yet another graphics demo
Product Reviews - Track & Field, Millipede, and the book "Moonlighting
     with your computer"
Dr. Wackos Word Processor - An excerpt from the book of almost the same
     name.

Nice going, Atari!

Ben Weber
AT&T Technologies
Piscataway, NJ

desoto!benw
bocar!benw
kato!benw

From -4552455250002099273
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c220588e8b4b3af9
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,c220588e8b4b3af9
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-01-21 10:11:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site terak.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!zehntel!hplabs!hao!noao!terak!doug
From: doug@terak.UUCP (Doug Pardee)

Newsgroups: net.micro.atari,net.micro.mac
Subject: Re: Atari and 32032
Message-ID: <274@terak.UUCP>
Date: Mon, 21-Jan-85 13:11:10 EST
Article-I.D.: terak.274
Posted: Mon Jan 21 13:11:10 1985
Date-Received: Thu, 24-Jan-85 19:32:58 EST
References: <223@eneevax.UUCP> <2244@nsc.UUCP>
Distribution: net
Organization: Terak Corporation, Scottsdale, AZ, USA
Lines: 12
Xref: watmath net.micro.atari:587 net.micro.mac:440

> the 32032 is not rumoured. I have touched them, held them, played with them
> and used them here at National. Whether or not Atari is using them is still
> a rumour, of course, but the chip exists.

Considering that Tektronix can't seem to get ahold of enough (any?)
fully operational 32032's to put their '032-based workstation into
production, and Tek is arguably National's best 32xxx account, I would
suggest that "existence" is a relative term.

(I had better add the "not my employer's opinion" disclaimer).
--
Doug Pardee -- Terak Corp. -- !{hao,ihnp4,decvax}!noao!terak!doug

From -7150059966031459284
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1e5c880ef7bfd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-21 13:18:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!zehntel!hplabs!sdcrdcf!trwrb!trwrba!
cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: Atari 800XL superior to c64?
Message-ID: <363@cadovax.UUCP>
Date: Mon, 21-Jan-85 16:18:50 EST
Article-I.D.: cadovax.363
Posted: Mon Jan 21 16:18:50 1985
Date-Received: Thu, 24-Jan-85 19:35:13 EST
References: <212@eneevax.UUCP> <340@cadovax.UUCP>, <260@terak.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 42

I neglected to mention, the Atari has a '4-color' character mode. In
this mode, 40x24 character cells of 4x8 4-color characters are presented.
With the proper construction of 'mosaic' characters, multi-screen backgrounds
can be constructed which take up no more than 960 bytes each. Scrolling

can be performed as usual in this mode, and with the use of display list and/or vertical interrupts, character sets can be switched to facilitate a more extended 'mosaic' set to work with, or to facilitate character set based animation.

The game 'Spelunker' is one of my more favorite examples of character set animation and is mixed with scrolling and player-missile graphics. The game background is peppered with little animations, Power packs undulate, little puffs of smoke pop up in various places, extra-life prizes rotate, sections of the terrain bounce up and down, vertical 'lifts' scroll up and down. With this type of animation, the use of these little movements are not any more costly if you have a screenful of them than if you only have one thing going on. I get the impression that a high percentage of the better Atari games use this mode. The list includes games such as Ali Baba and Return of Heracles, Miner 2049er, Shamus I & II, Zeppelin, Necromancer, Montezuma's Revenge, Seven Cities of Gold, Murder on the Zinderneuf, Gateway to Apshai, Lode Runner, Pharoah's Curse. I'm guessing on these, by the way, I don't know what they're actually using, but they LOOK like they are probably using the 4-color character mode, in addition to other effects.

Can the Commodore perform 'like' functions? I would expect it can, as I think some of the above-mentioned games are available for it. Is the resolution the same?

On the subject of sound, what capabilities does the Commodore have for generating different wave-shapes? The Atari is limited to 1 pure tone, and 7 noise tones. No sawtooth, squarewave, or programmable wave shapes. Some filtering, but rudimentary I think (haven't fully explored this). However, I am continually amazed by what some people have been able to do with what little there is.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
"You'll PAY to know what you REALLY think!"

From -4103392363693574239
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1e5c880ef7bfd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-21 13:58:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site spuxll.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!houxm!whuxlm!spuxll!pjm
From: pjm@spuxll.UUCP (PJ Maioriello)
Newsgroups: net.micro.atari
Subject: Re: Atari 800XL superior to c64?
Message-ID: <610@spuxll.UUCP>
Date: Mon, 21-Jan-85 16:58:01 EST
Article-I.D.: spuxll.610
Posted: Mon Jan 21 16:58:01 1985

Date-Received: Wed, 23-Jan-85 07:19:59 EST
References: <212@eneevax.UUCP> <340@cadovax.UUCP>, <330@snow.UUCP>
Organization: AT&T Information Systems, South Plainfield NJ
Lines: 45

OK OK OK

I have c64 and I think that it and the atari are
fairly similar although i give the edge to the 64 especially
since it is STILL a very popular machine and I think the
best in terms of both expansion and software is yet to come.

The comparision that everyone is missing, however is PRIIICE!!!
When I decided to buy a computer (the vic20 was out) the main
choices were between the apple 2 line and the atari 800 (the
400 was not even a cinsideration).

What did I face the apple for well over $1200 or the atari 800
at around $800. Yes, thats right. Lets not forget that when
CBM introduced the 64K c64 the 48K apples and ataris were
selling at the above prices.

Is it any wonder that it became so popular???

It was only after the 64 became fairly established that
atari and apple started coming out with their own
64K machines and then the famous price wars started.
Bt then, however, Commodore was already well on the way to
becoming king of the hill.

By the way the TI99/4a at the time was still pretty close
to a thousand dollars.

No matter what you like or dislike about the 64 lets give
credit where credit is due. Before it became available
apple and atari were charging twice as much for machines
that were at best very similar to the 64 and at worst
somewhat inferior.

I prsonally say thanks Commodore for giving me an affordable
alternative and for making everybody improve their computers
while lowering their prices.

If anyone disagrees I'd sure like to know why

Paul Maioriello
ATTIS
spuxll!pjm

From 3328060142890616192

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1e5c880ef7bfd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-21 18:58:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!zehntel!hplabs!sdcrdcf!trwrb!trwrba!
cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: Atari 800XL superior to c64?
Message-ID: <364@cadovax.UUCP>
Date: Mon, 21-Jan-85 21:58:20 EST
Article-I.D.: cadovax.364
Posted: Mon Jan 21 21:58:20 1985
Date-Received: Thu, 24-Jan-85 19:35:29 EST
References: <212@eneevax.UUCP> <340@cadovax.UUCP>, <330@snow.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 41

[]
>Commodore use their own video controller.
>Interrupts are a major feature in the video (raster,collision etc.)

not always necessary in the Atari except for basic vertical interrupt,
however other interrupts are available, and can be quite useful.

>There is collision checking,(background and foreground plus a possible
>foreground colour that is transparent for collisions).

Ditto Atari

>The sound chip (SID) has a (maybe more) 4 bit D to A output also.

Ditto Atari, however, display interrupts (including the vertical
required for basic display) will affect associated timing loops
when using this feature.

>It also has an input that gets filtered if you desire (i.e. tape).

Not sure about that on the Atari.

>I have had 48 24*21 sprites on the screen at the same time.

You could have 120 8*8 sprites, or 24 20*8, or 96 10*8 or....etc.
(odd sizes are possible) but not without some restrictions. I
would imagine the C64 would have some restrictions at these resolutions.

>The c64 has three Forth compilers available at my last count, plus
>one full Pascal implementation.

The Atari has AT LEAST 3 Forth compilers available, several of them
are public domain, At least 1 Pascal and at least 2 C's. Several

Macro Assemblers, Logo, Pilot, A Basic compiler, Lisp, etc. etc. etc...

>   Dave.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd

From -3450906618549428123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1e5c880ef7bfd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-21 19:27:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!zehntel!hplabs!sdcrdcf!trwrb!trwrba!
cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: Atari 800XL superior to c64?
Message-ID: <365@cadovax.UUCP>
Date: Mon, 21-Jan-85 22:27:42 EST
Article-I.D.: cadovax.365
Posted: Mon Jan 21 22:27:42 1985
Date-Received: Thu, 24-Jan-85 19:35:45 EST
References: <212@eneevax.UUCP> <340@cadovax.UUCP>, <329@snow.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 135

[]
>I've been reading all these comparisons and I own a c64.
>I think that straight comparison is out, there are too many
>basic differances.

Who cares? I'm learning a lot about the other guy.

>For a start the Atari machines have a display processor of sorts,
>that make the video very powerful, but the c64 has a versatile
>video controller that can tell the processor when to do things,
>via the raster interrupt, and thus if you wanted
>you could change video modes on every line also.
>This uses a lot of main processor time if used in many screen locations
>but can be used to give many effects not available using the display
>file on an Atari,for example a one line pixel scrolling message anywhere
>on the screen.

This is performed in almost exactly the same manner on the Atari. The
display list is a table of instructions for the display controller that
indicate what graphics (or text) mode is being displayed, and where the
data is coming from in memory. Each mode takes up some number of raster
lines, and at the end of that mode, a new display instruction is fetched
to determine what the next mode is. For example, the first display list

instruction can indicate a 2 color charater mode, starting from some
memory address. This mode would take up 8 raster lines. The next display
list instruction could specify a graphics mode that takes up a single
raster line. then another character mode, or several line graphics mode
line could be implemented. Scrolling can take place merely by modifying
the display-list table's address pointer to the data for the specific line.
A display list instruction has a bit to signify an interrupt on a given
mode line. The processor can then modify the color tables, move the pointer
to the character set data, move a players (sprites) horizontal location,
or some combinations thereof, and probably a few useful things I haven't
thought of. Interrupts are not required for scrolling, but the main
vertical interrupt is required as it sets up the initial pointer to the
display list table itself. Multiple display list tables can be kept
in memory, so vertical interrupt routines can alternate or 'page-flip'
or whatever very simply.

>The disk interface speed in now effectively cured, with small
>alternative loaders. It now takes about 20sec to load 32k instead of
>1min30sec that it takes normally, since Atari use serial interfacing
>as well, I would assume that their disk speed is slower than this.

I wouldn't assume this, but I haven't timed it.

>As for memory, I can't compare the XL machines with the c64 since
>I'm not sure of the facts, but almost all commercial software is capable
>of access to the entire 64k of memory.

With the Atari, access to the entire 64k is available, but many applications
may not use it as it may eliminate a large part of their market which may
be in the 48k 800's out there.

>Sound, the Atari relies on fixed oscillators with which one can only
>make beeping noises (directly), the c64 has a synth which does more
>than most other people mentioned. For a start you have a choice of wave-
>form on all voices, this is for harmonic control. Triangle waves produce
>the least harmonics and sound more like most wind instruments,
>Sawtooth are very quite high up in harmonics, and pulse wave forms
>are like most other micro beeps except you can change the step/mark
>ratio. Finally there is the white noise generator, this is just another
>optional wave form, so can be used on all voices(unlike what others
>said). Next are the filters, there are digitally controlled
>high,low and band pass filters which can be used to make tinny
>sounds or bass sounds or whatever. Other features include
>ring modulation, hard sync., envelope shaping, A to D converter
>on voice 3, plus much more. I have heard very good speach synthesis
>on the c64 with no extra hard-ware(it really sounds like a person.)

In general, the C64 sounds like it has better sound generation characteristics,
however there is a very good software-only speech synthesizer that sounds
quite good that runs on the Atari.

>Graphics are next, the Atari highest mode is higher than that of
>the c64 I think, but what makes graphics in games is colour.

>The Atari is lousy at having a good range of colour on the screen
>at once, with careful planning on a c64 there is no reason
>why you can't use all 16 colours where you want when you want them,
>i.e. no trouble getting more than 2 colours on one raster line.

WRONG, you can get all 128 Atari colors on the screen at the same time.
There are modes that allow 16 colors, or 16 shades of 1 color, and with
display list interrupts, the entire color table can be modified at each
display mode line. Color range is NOT a problem with the atari.

>The Atari sprites appear to be very limited too, why would one
>want a sprite filling the whole screen? Admittedly there are only
>8 sprites on the c64, but with the raster interrupts running
>then any number can be used, and they CAN move in both directions.

Rarely is a single 'sprite' used filling the whole screen. Using display-list
interrupts, a single 'sprite' vertical stripe, can be divided up into many
individual ones. (up to 192) with different horizontal positions. Granted
vertical movement takes a byte move of the sprite data, but many times this
is not a lot of data, and can be done quickly. With 4 vertical 'players'
(Atari's name for sprites) and 4 vertical 'missiles' (Atari's name for
2 bit wide sprites, can be combined to make a 5'th 8 bit wide player) this
adds up to a fair amount of graphics power.

>Software, this is where my favorite machine starts looking a
>little low, unfortunately where there are the same games on both
>the Atari and the c64 the c64 looks worse off, I can see no real
>reason why this is so, but I can only guess by saying that all of it
>was originally written on the Atari and then made to work on the c64.
>Thus when it designed all the graphics etc. were made to fit the Atari
>in particular and it was hard to move. Where software was made for
>the c64 (see Impossible Mission or Space Taxi) the quality is the
>best.

>In the case of support all I can say is that in England, where I live,
>Atari seems to have vanished, and there appears to be no support whatever
>despite all the Net News saying the 800XL is only about $120 over in
>America.

I must admit, even here in the U.S. (L.A. to be exact) support for Ataris
has kind of dried up. You used to be able to see Atari's for sale in the
computer stores, with all the associated support. However, this was back
when the 800's were selling for $600+. Now the main source for Ataris is
toy stores and discount houses. Up to date software supply is growing thin,
as the computer stores prefer the larger profit margin of IBM and Apple
wares. This may be a phenomenon we all have to live with, and perhaps resort
to mail order if all else fails. One hope, at least to Atari, would be the
success of their new 68000 product, which may re-inspire some stores to
carry the complete Atari line. I hope so. And/or perhaps the Amiga will
have a similar effect for C64 owners.

>   Dave (Maths @ Warwick University, UK)

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd

From -8321087745839077221
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d207075987e695b6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-22 06:08:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site wateng.UUCP
Path: utzoo!watmath!wateng!broehl
From: broehl@wateng.UUCP (Bernie Roehl)
Newsgroups: net.micro.atari
Subject: Atari:Mac comparison
Message-ID: <1895@wateng.UUCP>
Date: Tue, 22-Jan-85 09:08:38 EST
Article-I.D.: wateng.1895
Posted: Tue Jan 22 09:08:38 1985
Date-Received: Wed, 23-Jan-85 04:41:13 EST
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 38

[munch, munch... is this bug dead yet?]

Hmm... those prices seem a little off. True, people have been heavily discounting the Mac to get it to sell; this probably won't happen to the new Atari machines (at least not initially). Comparing a discounted price with manufacture's list is normally unfair, but we can probably accept it in this case.

However, comparing discounted prices on Macs with *inflated estimates* of Atari's announced prices is going too far. The *announced* price of the base system with 128k (same as the Mac) is $400. The *announced* price of the disk drive was $100 (!), and most people will initially opt for an RF modulator ($25) and their TV set rather than spending money on a high-res display. The total system price for a Mac is $1400 minimum; the price for an equivalent Atari is $525. Comparing fully-expanded systems is even more fun; $2400 for the Mac versus $725 for the high-end Atari system, or a factor of three difference in favor of the Atari machines. They also offer color, something you won't be seeing on the Macs for a while (and when you do, it'll cost almost as much as their memory upgrade for all the same reasons). Add to that the promise of lower-priced software and peripherals, and I wouldn't be at all surprised if the new machines blow the Mac out of the water.

WARNING: The prices quoted above for the Atari machines are *announced* prices; if you remember how the Macintoshes jumped in price by the time they became available, it's worth taking Atari's prices with a large grain of salt.

In many ways, Atari's prices are amazingly low... maybe too low.
I'll wait and see, but likely won't buy until the smoke clears.

Remember, Atari doesn't have Cabbage Patch Dolls to fall back on...
        -Bernie Roehl   (University of Waterloo)
     ...decvax!watmath!wateng!broehl

--
        -Bernie Roehl   (University of Waterloo)
     ...decvax!watmath!wateng!broehl

From -4408434154644167187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cd22eeda2d8a150a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-22 11:46:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site hou5h.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!houxm!vax135!ariel!hou5f!hou5g!
hou5h!aaa
From: aaa@hou5h.UUCP (Aaron Akman)
Newsgroups: net.micro.atari
Subject: ATARI 800 GRAPHICS
Message-ID: <379@hou5h.UUCP>
Date: Tue, 22-Jan-85 14:46:16 EST
Article-I.D.: hou5h.379
Posted: Tue Jan 22 14:46:16 1985
Date-Received: Thu, 24-Jan-85 05:52:27 EST
Organization: AT&T Information Systems Laboratories, Holmdel, NJ
Lines: 96

******

Here's my 2 cents concerning the Atari 800's graphics capabilities (the
800 and the 800XL use the same graphics hardware, I believe):

1. Any of the Atari's 16, or so, graphics modes can be mixed on the screen
simultaneously--the only restriction is that a single graphics mode must
extend from the left edge of the screen to the right. Some modes use a single
scan line, while others use multiple scan lines. In other words, it is
simple to mix text and high res graphics on the Atari's screen in different
orders. It is useful to think of these graphics modes as layers--some are
thicker than others, and they can be stacked on top of one another in any
order.

2. For each "layer" you can supply an address where the data for that layer
resides. So it is simple to have different parts of the screen's data in
different parts of memory. It is also possible, simply by changing the
address (WITHOUT MOVING A SINGLE BYTE OF DATA) to map different data to a
specific layer. If, for example, you add 1 to the address, that layer will
appear to scroll to the left by 8 pixels. Because screen data need not

reside in contiguous RAM, it is simple to define more data than will actually fit on the screen in a layer--and then by manipulating this single address you can scroll over the previously unseen data. If you do this for multiple layers that together describe some scenery, you can scroll past colorful scenery with almost no processor overhead!!

3. Since manipulating this address (its called the Load Memory Scan Address, or LMS) causes the scenery to "coarse" scroll by 8 pixels, there is another bit that can be use to cause the data to "fine" scroll by a single pixel. By combining 7 fine scrolls with a single "coarse" scroll, you can scroll smoothly over your "scenery".

4. Of course, the same mechanism can be used to scroll vertically--again with almost no processor overhead.

5. Although the Atari has only 5 color registers, it can be made to display many more colors. For each layer, you can instruct the computer to vector to the Display List Interrupt handler (DLI) of your choice. If you want the top half of the display to be blues and greens, but the bottom half to be yellows and reds, all you need is a DLI routine at the layer before you want the change to occur. The actual code will be approx. 5 lines. Of course, if you have lots of DLIs you could have lots of colors.

6. In addition to all of this "background" graphics stuff, you have "Player-Missile Graphics". These are like the C64's sprites, but probably not as powerful. They support all the usual collisions between players, other players, missiles, different background colors, etc. They can be 8 pixels wide (or bigger if you "stretch" them) and as tall as you like. They are only a single color, so if you need more than one color you must put 2 players on top of one another and move them in unison. Although there are only 4 players and 4 missiles, it is possible using DLIs and other stuff to make it look like there are lots more. This is not as easy as some of the othere techniques, but is successfully used in lots of atari games--like the one where the screen looks like a shooting gallery.

7. Two of the 16 graphics modes are of special interest. In addition to the regular character set (which by the way is easily bypassed and replaced with the character set of your choice, say, if you would prefer to see hebrew or greek characters appear on your screen), there are two "mosaic", multi-color character sets. You can define your own characters and each character can have 4 colors in it. These are really useful if you would like to define alot of "scenery" but you don't want to use up the large amount of RAM that high res requires. These characters give the same effect as high res, but whenever you want to repeat a pattern you reuse a previously defined character. Suppose there is some blue sky and some green grass in your scenery--using these modes you would only need 2 characters to display those parts of the scene. A few dozen more to describe the details of, say, the car, the person, and the house, and you are all set.

To sum up, using these techniques, it is pretty straightforward to create a busy screen that scrolls over a picturesque graphical scene that

is many times taller and wider than the viewport, with a stock market
ticker tape horizontally scrolling quickly past near the top.
You could have a few special purpose cursor running around the screen
controlled by joysticks. The whole thing might comfortably involve 20
or so colors on the screen simultaneously. Additionally, you could
instantly switch from this screen layout to a drastically different one
and back again.

A good example of all these techniques is the game "Eastern Front" which
is a war game that repeats the battle between the Germans and the Russians
along Germany's eastern front. The map of Europe is 4 times as wide as the
screen and 3 times as high. There are trees and rivers, Russian and German
troop markers, special purpose cursors, status lines with ascii text, and
changes of season that include color changes. Its pretty spectacular, and
the whole thing fits into 16K.

All this from an OLD box that sells for approx. $200.00 isn't bad.

aaron akman
allegra!hou5h!aaa

From 7474127435065045334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 159df4,dfc713f5e8818ff9,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 1517c1,dfc713f5e8818ff9,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,dfc713f5e8818ff9,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-01-23 10:11:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!houxm!whuxlm!harpo!decvax!
ittvax!dcdwest!sdcsvax!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari,net.micro,net.micro.68k
Subject: Atari's new 16 bit'r
Message-ID: <371@cadovax.UUCP>
Date: Wed, 23-Jan-85 13:11:46 EST
Article-I.D.: cadovax.371
Posted: Wed Jan 23 13:11:46 1985
Date-Received: Sat, 26-Jan-85 05:48:13 EST
Organization: Contel Cado, Torrance, CA
Lines: 32
Xref: watmath net.micro.atari:595 net.micro:9178 net.micro.68k:530

[.........]
I've recently read some Usenet articles expressing some doubt about
Atari's ability to produce these new claimed 16 bit products, i.e.
68000 with GEM for $399 etc. While they may be sticking their neck
out, I think many of us should HOPE they succeed. Otherwise, we'll
probably be looking at that 8086 family junk for the rest of our lives.

I think that both Motorola and Digital Research probably have a fair size stake in this matter. In order to capture a bigger piece of the 3rd party software market, they both benifit from a standardized operating system that is transportable to various 68000 based machines. Certainly Apple is not offering this with their Mac, (try running MacPaint or MacWhatever off the shelf on anything but an Apple product!). Software developers want to see an applications environment that provides object-code transportability to a variety of machines from different manufacturers. Right now, that means IBM and clones.

I certainly hope Atari succeeds, as the new products may finally establish an environment on the 68000 that is more condusive to applications growth.

Rather than take the 'It'll be a cold day in hell...' attitude about the new Atari (which may amount to saying 'It'll be a cold day in hell when you can find any 68000 generic applications'), I'd rather wish them luck and hope that their cutthroat marketing approach has the desired effect of establishing the 68000 de-facto standard.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
"You'll PAY to know what you REALLY think!"

From 8739779322533249016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1e5c880ef7bfd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-24 05:45:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: Atari 800XL superior to c64?
Message-ID: <15073@mgweed.UUCP>
Date: Thu, 24-Jan-85 08:45:40 EST
Article-I.D.: mgweed.15073
Posted: Thu Jan 24 08:45:40 1985
Date-Received: Fri, 25-Jan-85 07:53:52 EST
References: <212@eneevax.UUCP> <340@cadovax.UUCP>, <329@snow.UUCP>
<365@cadovax.UUCP>
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 23

Keith says that we may have to resort to mail order software as if it was a last resort. Actually, I prefer to deal with mail order houses because they seem to CARE about Atari and Atari owners. I agree that it is (or could be) a pain to have to send software back if it doesn't work but I have only had to do that once. 'Spy vs Spy' didn't load when I first got it but I had send in the warranty card already, so I sent it back to

FirstStar directly with a detailed letter. It was packed carefully and marked magnetic, do not X-ray, etc. When I got back my new copy, it was in a large envelope with no warning and no letter of any kind. To be fair, the package it is sold in is very sturdy and protects the disk very good.

I deal mostly with Software Unlimited (Disk of the Month Club) and Software Discounters of America. Both are excellent and I usually have the software in a week to 10 days from mailing my order. I say 'give the business to the person that wants it the most'. The prices are usually a lot better than I see locally and the shipping vs local tax is pretty close to a trade-off.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 1744116990546699908
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4eeefa877978e717,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-24 05:52:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: De Re Atari
Message-ID: <15074@mgweed.UUCP>
Date: Thu, 24-Jan-85 08:52:39 EST
Article-I.D.: mgweed.15074
Posted: Thu Jan 24 08:52:39 1985
Date-Received: Fri, 25-Jan-85 07:54:27 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 10

According to the new ANTIC magazine, De Re Atari is no longer available. They recommend the book 'Advanced Programming Techniques for the Atari' by Linda Schreiber. It is available from TAB books and is close to De Re Atari and is much clearer.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 8125508650677818592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e2853e63c4c2462

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-24 08:19:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site mot.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!teddy!panda!
talcott!harvard!seismo!ut-sally!oakhill!mot!fred
From: fred@mot.UUCP (Fred Christiansen)
Newsgroups: net.micro.atari
Subject: Re: New Atari machines (home UNIX at last?)
Message-ID: <87@mot.UUCP>
Date: Thu, 24-Jan-85 11:19:36 EST
Article-I.D.: mot.87
Posted: Thu Jan 24 11:19:36 1985
Date-Received: Mon, 28-Jan-85 07:00:51 EST
References: <262@vax2.fluke.UUCP>
Organization: Motorola Microsystems, Phoenix AZ
Lines: 19

[]
Computer Systems News for this week indicates that Atari, Commodore,
ACT, and Apricot (ACT USA) have all signed up for GEM. Moreover,
GEM and Concurrent DOS are being readied, the article continues, for
licensing by anybody for about anything. [Shades of Unix?]
     The story then says Atari's business machine will be based upon
the 68020. This is the first public reference I have seen on this,
and it is stated quite positively. Considering the previous press items
suggesting it would be Series 32000 based, it looks like the rumor mills
are about balanced between the two, now.

Fred Christiansen, Motorola Microsystems, 2900 S Diablo Way, Tempe, AZ 85282
{allegra,ihnp4}!sftig!mot!fred   {ihnp4,seismo}!ut-sally!oakhill!mot!fred
{ihnp4,amdahl}!drivax!mot!fred   ucbvax!arizona!asuvax!mot!fred
--

Fred Christiansen, Motorola Microsystems, 2900 S Diablo Way, Tempe, AZ 85282
{allegra,ihnp4}!sftig!mot!fred   {ihnp4,seismo}!ut-sally!oakhill!mot!fred
{ihnp4,amdahl}!drivax!mot!fred   ucbvax!arizona!asuvax!mot!fred

From -2023583990807999880
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3233b1dbd3cd567d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-24 10:39:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!inuxc!inuxd!kaz
From: kaz@inuxd.UUCP (K Zabriskie)
Newsgroups: net.micro.atari
Subject: advice on Atari 850
Message-ID: <687@inuxd.UUCP>
Date: Thu, 24-Jan-85 13:39:44 EST
Article-I.D.: inuxd.687

Posted: Thu Jan 24 13:39:44 1985
Date-Received: Fri, 25-Jan-85 21:32:29 EST
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 5

I want to add a printer and a modem to my Atari800XL.
Assuming that neither device is directly compatible with
the Atari do I have any other choice than to buy an 850
interface module? Thanks for the information.
Ken Zabriskie AT&T CP Indianapolis (inuxc!inuxd!kaz)

From 6854811348034249997
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,afda3b4965817d0f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-24 10:55:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!houxm!ihnp4!inuxc!inuxd!kaz
From: kaz@inuxd.UUCP (K Zabriskie)
Newsgroups: net.micro.atari
Subject: help on DOS3 incompatibility
Message-ID: <688@inuxd.UUCP>
Date: Thu, 24-Jan-85 13:55:30 EST
Article-I.D.: inuxd.688
Posted: Thu Jan 24 13:55:30 1985
Date-Received: Fri, 25-Jan-85 21:41:23 EST
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 5

Will someone please tell me what the problem
is with DOS3 and if it is correctable?
I've heard rumors that many existing programs
won't run under DOS3. (or is it a fault of the 800XL?)
Ken Zabriskie AT&T CP Indianapolis (inuxc!inuxd!kaz)

From -2282258908992487955
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ff5b7b36323644d7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-24 12:54:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.17 $; site uok.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!houxm!ihnp4!inuxc!pur-ee!
uiucdcs!uok!bsdaniel
From: bsdaniel@uok.UUCP
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response
Message-ID: <4600002@uok.UUCP>
Date: Thu, 24-Jan-85 15:54:00 EST
Article-I.D.: uok.4600002

Posted: Thu Jan 24 15:54:00 1985
Date-Received: Sun, 27-Jan-85 07:04:28 EST
References: <1449@emory.UUCP>
Lines: 17
Nf-ID: #R:emory:-144900:uok:4600002:37777777600:963
Nf-From: uok!bsdaniel   Jan 24 14:54:00 1985

The poke address that you mention controls the Direct Memory Access
of the graphics processor, ANTIC. Poking a 0 to this address turns
off the ANTIC processor and thus the screen goes black. There is
another value to poke to this address to turn the screen back on
but since I don't have my reference manual handy, you'll either
have to look in a manual (if you have one) or examine the program
listing for another poke to 559 (which may have been accidently
left out of the listing and is why your program won't work).
The purpose of turning off the screen is that when you redefine
the character set, the screen becomes rather messy during this
redefinition process, and a black screen is better than a messy
screen. You can leave the poke 559,0 out if you like. It is
there only for cosmetic purposes and is not neccesary to the
execution of the program. I hope this has helped you. I have
owned an ATARI since 1980 and am pretty familiar with this
machine.

From -6665214681713331396
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cbb07289756245f1
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-24 13:09:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.17 $; site uok.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!houxm!ihnp4!inuxc!pur-ee!
uiucdcs!uok!bsdaniel
From: bsdaniel@uok.UUCP
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response
Message-ID: <4600003@uok.UUCP>
Date: Thu, 24-Jan-85 16:09:00 EST
Article-I.D.: uok.4600003
Posted: Thu Jan 24 16:09:00 1985
Date-Received: Sun, 27-Jan-85 07:04:40 EST
References: <557@aluxe.UUCP>
Lines: 16
Nf-ID: #R:aluxe:-55700:uok:4600003:37777777600:914
Nf-From: uok!bsdaniel   Jan 24 15:09:00 1985

I own an Amdek Color I with one speaker and in the price range of
$250 to $300. This monitor is great for playing games on (which is
what you'll probably using an ATARI for anyway) but text is not
extremely clear on this monitor. For word processing capabilities
I'd recommend an amber or green screen monitor costing from $100 to

$200 generally. One word of warning. Before you spend ANY more money
on your ATARI, wait and see what the company does. You may well want
to sell your computer for an apple or a commodore 64. Atari's support
for their computer(s), both in hardware and software, has been
TERRIBLE!!! I would sell my machine today but I couldn't get a
good price for it based on the current low prices of ATARI computers.
Warner Communications, who has owned ATARI since it's start, recently
"got rid of" it's personal computer subsidiary and we don't know
what to expect. Just a word to the wise...

From -1462117493118088800
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3233b1dbd3cd567d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-25 08:31:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!houxm!ahuta!houxn!rb
From: rb@houxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: Re: advice on Atari 850
Message-ID: <599@houxn.UUCP>
Date: Fri, 25-Jan-85 11:31:33 EST
Article-I.D.: houxn.599
Posted: Fri Jan 25 11:31:33 1985
Date-Received: Sun, 27-Jan-85 05:56:05 EST
References: <687@inuxd.UUCP>
Organization: AT&T Information Systems, Holmdel NJ
Lines: 21

There WAS a unit called the 1850 from Convologic in Florida but they
went busto. There are several printer interfaces available that
either hook up to joysticks (you can build them yourself with about
10 transistors and some wire) or off the serial bus, but they are not
really software compatible.
Modems are available that hook into the joysticks also, and have the same
limitations....
About the only other choice that offers reasonable compatibility is the
SWP ATR-8000. It only has one RS232 port, but also offers buffering
(up to 64K) and can control standard drives (8", 5 1/2, or 3 1/2) as either
ATARI drives, or as CPM drives. Additional add-ons that are available are
a CO-processor board that will run 8086 (MS-DOS and CPM/86) as well as
the standard CPM on the Z80A that comes with the unit (can also
function as a RAM-DISK for CPM). This board can have up to 1 Meg.
All in all it's not a bad alternative if you are willing to pay a
little more for a LOT more functionality!!

Rob Botwin, N2FC
.....{utah-cs|seismo|decvax}!harpo!eagle!hogpc!houxn!rb
ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
FJ 1B-130

From -2920746378632726927
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e2853e63c4c2462
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-25 11:26:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site terak.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxb!mhuxn!mhuxm!mhuxj!houxm!vax135!
cornell!uw-beaver!tektronix!hplabs!sdcrdcf!sdcsvax!dcdwest!ittvax!decvax!genrad!
panda!talcott!harvard!seismo!hao!noao!terak!doug
From: doug@terak.UUCP (Doug Pardee)
Newsgroups: net.micro.atari
Subject: Re: New Atari machines
Message-ID: <302@terak.UUCP>
Date: Fri, 25-Jan-85 14:26:07 EST
Article-I.D.: terak.302
Posted: Fri Jan 25 14:26:07 1985
Date-Received: Sat, 2-Feb-85 11:25:07 EST
References: <262@vax2.fluke.UUCP>
Organization: Terak Corporation, Scottsdale, AZ, USA
Lines: 71

Before I get on about the business of supplying witty rejoinders,
a couple of questions --

  According to the press, the new "XE" systems are based on the
  6502C CPU chip. Question 1: is it indeed the 6502C, or is
  it the 65C02? Question 2: is there anybody producing the
  6502C chip, now that Honeywell has closed down Synertek?

> 1. Atari has been talking to National for years about the 32000.
> This doesn't mean Atari
> couldn't use the 68020.

I go out on a very thick and strong limb and predict that neither
Motorola nor National are capable of producing their 32-bit CPU's
in Atari-size quantities any time this year. Neither one is even
in *limited* production yet -- but you CAN get engineering samples.

> 2. A hard disk for $400 is quite reasonable.

Yes. As IBM is finding out with their PC-AT, cheap hard disks are
plentiful and terribly unreliable. I predict that this won't stop
Tramiel, who foisted the *cheap* but nearly unusable 1541 floppy disk
drive on C-64 users. And made a pile of loot on it.

> Fancy gate arrays have design
> times of a couple of man months

Wow! I'd better tell my boss about THIS! Here we've been ignoring
gate arrays because even the folks that make them claim best case
turn-around of 6 months to first prototype, and maybe a year or more

until a working design is stabilized.

> The only thing that could
> get expensive is VLSI for things like fancy video and sound chips. These
> designs may have been proceeding for some time now (it is pretty clear they
> have been)

Some (maybe all?) of the designs that were proceeding were being done
on contract by Amiga. Late last year Amiga returned all of the money
to Atari because they were "unable" to produce such chips. (A point
of contention between Atari and Commodore). Did Atari have any
"Plan B" going on? I don't know.

> No, I think this product is coming. I can hardly wait.

Well, you'll just have to.

Sure, the time WILL come when you'll be able to buy a 68K-based
system for a few hundred smackers. Somebody, whether Atari or
someone else, is bound to do it. But not this year. So why
not enjoy what you CAN get this year?

Even when such a system is actually available on your dealer's
shelves, ask yourself if you want one of the first units. Do YOU want
to be the first person to report every bug? Do you remember CTIA's?
If you had bought a Commodore 64 for $595 (the original price), how
would you feel about someone else buying one for $195 (10 months later)?
I, for one, wouldn't buy a micro manufactured in the first 6 months
of production. Why pay top dollar for the first-try design?
When you can't even buy software for it?

Not only that, but consider that by then Atari or someone else
already will have "announced" some even more stupendous product,
which will make the ST look obsolete. That's the way the game is
played. Each manufacturer tries to announce something that will
keep you, the consumer, from buying someone else's machine NOW.

"State-of-the-art means it'll be obsolete just as soon as somebody
comes out with something better."
--
Doug Pardee -- Terak Corp. -- !{hao,ihnp4,decvax}!noao!terak!doug

From 159210200484206954
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5060e9085c1c0af,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-25 12:54:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!houxm!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari

Subject: Need help on Infocom's HGTTG
Message-ID: <15126@mgweed.UUCP>
Date: Fri, 25-Jan-85 15:54:25 EST
Article-I.D.: mgweed.15126
Posted: Fri Jan 25 15:54:25 1985
Date-Received: Sun, 27-Jan-85 07:16:56 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 19

I am having a terrible time with Infocom's Hitchhiker's Guide to the
Galaxy. This is supposed to be a standard ranking game but I can't
seem to get started even though I have had a fair amount of adventure
games experience. Perhaps I am not doing all I should on the Earth
before trying to hitch a ride on the space ship. I either get killed
when the Earth is destroyed or I try to hitch a ride and end up in
the pitch dark with no way to go any farther. Any hints without
giving it completely away would be appreciated. If you are working
on the game and are farther than I am, drop me a line. I'll keep
a list and maybe we can keep in touch as we work our way along. I
know you can get the hint booklet but I feel that is cheating. Helping
each other out is only semi-cheating :-). I hope to hear from at
least a few people that are working on this game.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -2620829064838540808
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18941dee52745dde,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-25 13:08:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxb.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!houxm!ahuta!houxb!kfb
From: kfb@houxb.UUCP (K.BRAND)
Newsgroups: net.micro.atari
Subject: Business Software For ATtari 800 ???
Message-ID: <409@houxb.UUCP>
Date: Fri, 25-Jan-85 16:08:12 EST
Article-I.D.: houxb.409
Posted: Fri Jan 25 16:08:12 1985
Date-Received: Sun, 27-Jan-85 06:36:21 EST
Organization: AT&T Information Systems, Holmdel NJ
Lines: 12

My father-in-law recently picked up an Atari 800 (NOT an XL)
and a disk drive.
He is interested in running software to allow him to bill his
customers and track their payments (or lack of).

He does not need a highly sophisticated program (I'm sure
he can't get one anyway).
Does anybody know about software that may meet his requirements.
Please reply by mail (houxb!kfb) or phone (201-576-3073).

Thanks,
Kevin Brand

From 3324977936382240462
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d207075987e695b6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-26 20:25:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ecsvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!mcnc!ecsvax!calway
From: calway@ecsvax.UUCP (James Calloway)
Newsgroups: net.micro.atari
Subject: Re: Atari:Mac comparison
Message-ID: <567@ecsvax.UUCP>
Date: Sat, 26-Jan-85 23:25:41 EST
Article-I.D.: ecsvax.567
Posted: Sat Jan 26 23:25:41 1985
Date-Received: Mon, 28-Jan-85 07:38:45 EST
References: <1895@wateng.UUCP>
Organization: The News and Observer
Lines: 21

x
Atari already is hedging the prices of its newly announced peripherals,
although it seems to be firmer about the prices
of the computers themselves. Bryan Kerr, Atari's marketing manager,
put the price of the Sony drives at
"under $200" when asked. The
$400 15-megabyte hard disk drive reportedly annouced by Jack or Sam Tramiel
may turn out to be a $600 10-meg drive.

--

James Calloway
The News and Observer
Box 191
Raleigh, N.C. 27602
(919) 829-4570
{akgua,decvax}!mcnc!ecsvax!calway

From 868073842307648926
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,fdf7d29d79446a41,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-27 07:25:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxb!mhuxn!mhuxm!mhuxj!houxm!vax135!
cornell!uw-beaver!tektronix!hplabs!sdcrdcf!sdcsvax!dcdwest!ittvax!decvax!genrad!
panda!talcott!harvard!seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: Questions about the New Atari Machines
Message-ID: <226@eneevax.UUCP>
Date: Sun, 27-Jan-85 10:25:09 EST
Article-I.D.: eneevax.226
Posted: Sun Jan 27 10:25:09 1985
Date-Received: Sat, 2-Feb-85 11:09:50 EST
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 44

I heard that one could ask questions on compuserve about the new atari machines and Antic would submit them to Atari which would then respond on compuserve. I have a few questions that might be asked if someone can submit them on compuserve. Of course if anyone else can answer them that is ok too. These are about ST machines.

1. Is the 128k machine expandable to 512k by just adding in 64k chips and if so is there a jumper that can be changed so that it can accept 256k chips for future expandability to 2Mbytes.

2. Is there intelligent disk io that uses a dma controller and priotized interrupt structure ala the ibm pc? This is important when one has to handle interrupts from various sources.

3. Can hard disks and floppy disks be daisy chained or is one limited to just one hard disk and one floppy disk?

4. Is atari planning on supporting the new cd roms for access to large databases or reference guides, etc?

5. Is there any memory management hardware on the machine? This would be useful for porting operating systems like unix, os9, or gnu.

6. How does one go about becoming a software developer for the new machines. That is can anybody obtain technical info for hardware or software development.

7. What are Atari's plans for supporting some form of local area network?

8. Will the peripherals for the new machines be compatible with
Atari's forthcoming 32bit machine?

Note: I don't expect all of these features to be on the ST
machines. After all how much can you get for $400. But, it
should at least form some idea as to it's limitations.

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 6287002732979110626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dfc713f5e8818ff9
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,dfc713f5e8818ff9
X-Google-Attributes: gid159df4,public
X-Google-Thread: 129c11,dfc713f5e8818ff9
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-01-27 14:32:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rlgvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!godot!harvard!seismo!
rlgvax!guy
From: guy@rlgvax.UUCP (Guy Harris)
Newsgroups: net.micro.atari,net.micro,net.micro.68k
Subject: Re: Atari's new 16 bit'r
Message-ID: <395@rlgvax.UUCP>
Date: Sun, 27-Jan-85 17:32:07 EST
Article-I.D.: rlgvax.395
Posted: Sun Jan 27 17:32:07 1985
Date-Received: Tue, 29-Jan-85 06:55:26 EST
References: <371@cadovax.UUCP>
Organization: CCI Office Systems Group, Reston, VA
Lines: 12
Xref: watmath net.micro.atari:603 net.micro:9216 net.micro.68k:541

> I think that both Motorola and Digital Research probably have a fair
> size stake in this matter. In order to capture a bigger piece of the
> 3rd party software market, they both benifit from a standardized operating
> system that is transportable to various 68000 based machines. Certainly
> Apple is not offering this with their Mac, (try running MacPaint or
> MacWhatever off the shelf on anything but an Apple product!).

Is Atari? GEM may run on multiple machines, but I'd gotten the impression
that Atari was using a proprietary OS.

     Guy Harris
     {seismo,ihnp4,allegra}!rlgvax!guy

From -1479710598366460506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1e5c880ef7bfd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-28 11:37:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!zehntel!dual!amd!pesnta!hplabs!
sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: Atari 800XL superior to c64?
Message-ID: <383@cadovax.UUCP>
Date: Mon, 28-Jan-85 14:37:53 EST
Article-I.D.: cadovax.383
Posted: Mon Jan 28 14:37:53 1985
Date-Received: Sat, 2-Feb-85 14:37:01 EST
References: <212@eneevax.UUCP> <340@cadovax.UUCP>, <329@snow.UUCP>
<365@cadovax.UUCP>, <15073@mgweed.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 48

[........]
> .....'Spy vs Spy' didn't load when I first
>got it ....

> Kit Kimes

By the way, what did you think of 'Spy vs Spy', I've been thinking about
getting it (I was a MAD fan in the 60's).

My main problem with mail order (and Toys R Us for that matter) is that
I'd like to know a little more about the game before I buy. Used to be
able to demo software at the computer stores and at G.A.M.E.S. before they
went bankrupt. Maybe I just got spoiled, being able to get demos first.

On the subject of other games, has anyone seen any of the 'Alternate
Reality' series yet? A recent Antic (or was it Analog?) had a very
interesting review of the first one, but they only had a pre-release
demo. I've also been hearing about the series (I forget what it's called)
that is already out for Apple and C64, the one that has several adventures
based on various novels (I saw Farenheit 451 for the Apple at FEDCO).

Actually, this newsgroup is probably a good forum for discussing good games
and utilities etc. Here are some of my favorites:

Spelunker 'climbing' game, related to Miner 2049er but a lot better.
Gruds in Space Good graphic adventure, pay no attention to the dumb name
Necromancer Totally unique, 100% of your Atari's features are going
ALL the time. Wacky and hectic.
Montezuma's Revenge A cross between 'Shamus' and Miner 2049er, sort of.
multi-screen obstacle course.

Gateway to Apshai MUCH better than the original Basic 'Temple of Apshai'
            Graphic D&D type. Closest thing to ROGUE on any non-unix
            I've ever seen.
Return of Heracles Great sequel to Ali-Baba, a multi-player D&D type, you
            can add players at any time during the game, best example
            of what a 'user-friendly' interface is, great with several
            people, you're all against the computer and it inspires
            a lot of cameraderie.
Realm of Impossibility
            This used to be 'Zombies', is ONLY good with 2 people.
            One player play is boring, but 2 is wacky fun.
Zeppelin   Latest by the author of Shamus, lots going on, good graphics.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
"You'll PAY to know what you REALLY think!"

From -4406677368441984660
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dfc713f5e8818ff9
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,dfc713f5e8818ff9
X-Google-Attributes: gid159df4,public
X-Google-Thread: 129c11,dfc713f5e8818ff9
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-01-29 05:46:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watdcsu.UUCP
Path: utzoo!watmath!watdcsu!haapanen
From: haapanen@watdcsu.UUCP (Tom Haapanen [DCS])
Newsgroups: net.micro.atari,net.micro,net.micro.68k
Subject: Re: Atari's new 16 bit'r
Message-ID: <881@watdcsu.UUCP>
Date: Tue, 29-Jan-85 08:46:22 EST
Article-I.D.: watdcsu.881
Posted: Tue Jan 29 08:46:22 1985
Date-Received: Wed, 30-Jan-85 04:14:40 EST
References: <371@cadovax.UUCP> <395@rlgvax.UUCP>
Reply-To: haapanen@watdcsu.UUCP (Tom Haapanen [DCS])
Organization: U of Waterloo, Ontario
Lines: 17
Xref: watmath net.micro.atari:604 net.micro:9219 net.micro.68k:542

In article <395@rlgvax.UUCP> guy@rlgvax.UUCP (Guy Harris) writes:

>> I think that both Motorola and Digital Research probably have a fair
>> size stake in this matter. In order to capture a bigger piece of the
>> 3rd party software market, they both benifit from a standardized operating
>> system that is transportable to various 68000 based machines. Certainly
>> Apple is not offering this with their Mac, (try running MacPaint or
>> MacWhatever off the shelf on anything but an Apple product!).

>Is Atari? GEM may run on multiple machines, but I'd gotten the impression
>that Atari was using a proprietary OS.

In fact, the Ataris use the venerable CP/M-68K with the GSX graphics
kernel. Not exactly a proprietary operating system.

\tom haapanen
watmath!watdcsu!haapanen

From 8950228402003193043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b82de34f1ac52277,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-29 10:15:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!inuxc!inuxd!gls
From: gls@inuxd.UUCP (Gary Spahn)
Newsgroups: net.micro.atari
Subject: MMP-1150 printer interface
Message-ID: <693@inuxd.UUCP>
Date: Tue, 29-Jan-85 13:15:31 EST
Article-I.D.: inuxd.693
Posted: Tue Jan 29 13:15:31 1985
Date-Received: Wed, 30-Jan-85 07:15:47 EST
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 10

I have an MMP-1150 printer interface made by Microbits Peripheral Products.
I just found out that it can be modified to have a 2K buffer. The PWB has
three sockets, two 24 pin and one 14 pin. Does anyone out there in netland
know what devices and/or PWB mods are required? Thanks in advance.

de KA9MQI GARY

From 2856965978621823360
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,88243f56129a3017,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-29 10:18:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: March 1985 ANTIC TOC
Message-ID: <15197@mgweed.UUCP>
Date: Tue, 29-Jan-85 13:18:26 EST

Article-I.D.: mgweed.15197
Posted: Tue Jan 29 13:18:26 1985
Date-Received: Wed, 30-Jan-85 07:18:48 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 86

March 1985 ANTIC Magazine TOC
Theme: Printers

page article

10 COMMUNICATIONS: The Biggest on-line Public Domain Library
A discussion of what is available and of interest to Atari owners on CompuServe.

12 KWIK DUMP
This is a fast screen dump BASIC program that works with most graphics disk file formats, including MicroPainter, Graphics Master, uncompacted Micro Illustrator and your own Graphics 24 (8+16) files. Written by Jerry Allen the creator or PRINTWIZ.

16 FONT MAKER
Design custom font sets for downloading to your Epson FX-80 or Gemini 10X printer. Once the new fonts are installed in the printer, your Atari can be turned off without losing this new character set.

19 LABEL MAKER
Print tiny return address labels with fancy borders, just like the ones sold in mail order catalogs. BASIC. Written for the Gemini 10X printer but can be modified.

21 CUSTOM PRINT
With Custom Print you can make complete printouts of your programs or text files--printing any character in the Atari special set. 32K, BASIC and Disk Drive.

23 ANTIC 1985 PRINTER GUIDE
What to look for in a printer as well as a feature by feature comparison chart on 8 different printers.

30 NEW COLOR PRINTERS
A look at the Okimate 10 and the Seikosha GP-700A.

34 SECRETS OF ATARIWRITER (and Atari printers, too!)
An authoritative compendium of never-documented techniques for using AtariWriter word processing software, plus little-known methods for getting more out of Atari-made printers. Written by Cassie Stahl who used to run Atari's own bulletin board. She now writes documentation for a major Macintosh software publisher.

38 LETTER PERFECT--IMPROVED
A look at Version 6 of LJK's Letter Perfect.

46 THIEF (Game of the Month)
A scrolling graphics maze adventure. Pilot a spaceship through dangerous caverns to recover stolen treasure. BASIC. Runs on all Atari Computers.

48 ZURK (Bonus Game)

Enter the Laserfighting event of the Zurkian Olympics! Only the winner of the first-place Aluminum Medal of Zurk Survives. BASIC with ML sub-routines.

51 SOFTWARE LIBRARY
This is the listings for all the articles in the magazine. 7 programs this month.

67 ASSEMBLY LANGUAGE: KEYBOARD COMMANDER
One-key [control] [shift] commands. Great one-handed commands to aid the handicapped or us lazy typers.

69 THE TOOLBOX: PARALLEL BUS REVEALED
This is part 3 of 4. In this part we're ready to build a serial I/O board to take advantage of the 100,000 bytes per second data transfer speed of the parallel bus interface on the Atari XL computers.

74 PRODUCT REVIEWS
Software:
CUTTHROATS (Infocom)
DREADNAUGHT FACTOR (Activision, Inc)
BEAMRIDER (Activision, Inc)
HOMEPAK (Batteries Included) Great value for money
SUPER-TEXT (MUSE Software) "A living dinosaur"
WRITERS TOOL (Optimized Systems Software, Inc)

Comments: ANTIC says the subscription price is going up next month but they didn't say how much. Anyway, This is the last month at $24. There is an ad in the back for WOMBATS I from Dynamic Software Design. It is described as "new kind of adventure game where the action takes place mostly in your mind." I wonder if they have ever heard of Infocom. Anyway, it is supposed to be a spoof at adventure games and life in general. Sounds interesting but a little steep at $27.95 + $2.00 S&H. The ANTIC Software Catalog is the same as last month. Has anyone ordered anything yet?

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 6046813512157876015
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d207075987e695b6
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-29 12:01:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!zehntel!dual!amd!pesnta!hplabs!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: Atari:Mac comparison

Message-ID: <386@cadovax.UUCP>
Date: Tue, 29-Jan-85 15:01:21 EST
Article-I.D.: cadovax.386
Posted: Tue Jan 29 15:01:21 1985
Date-Received: Sat, 2-Feb-85 14:37:44 EST
References: <1895@wateng.UUCP>, <567@ecsvax.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 12

>The
>$400 15-megabyte hard disk drive reportedly annouced by Jack or Sam Tramiel
>may turn out to be a $600 10-meg drive.

What $400 15-meg drive? The only one I've heard of yet was the
$600 (or was it $699) 10-meg drive.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
"You'll PAY to know what you REALLY think!"

From 1913349351650321403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c483c67b4d76a21,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-30 03:57:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC830713); site snow.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!decvax!genrad!panda!talcott!harvard!
seismo!mcvax!ukc!qtlon!flame!ubu!snow!tjb
From: tjb@snow.UUCP (Timothy Bissell)
Newsgroups: net.micro.atari
Subject: Lets talk about R E A L Ataris
Message-ID: <345@snow.UUCP>
Date: Wed, 30-Jan-85 06:57:09 EST
Article-I.D.: snow.345
Posted: Wed Jan 30 06:57:09 1985
Date-Received: Mon, 4-Feb-85 04:16:33 EST
Organization: Computer Science Department, Warwick University, UK
Lines: 39

{ Is the line eating bug related to Elizabeth Taylor? }

    Come on folks, I'm getting bored (not to mention envious) of the
 endless discussion of what Atari is going to bring out this summer. Doesn't
anyone use the Ataris they have got now?

    Let's have some articles about the goodies we've got now. Here are
some suggestions:-

 o Reviews of interesting products- peripherals, utilities, languages, and
    games.

 o Discussions of programs and languages (e.g. the brain-damaged 'records'
    in Action.
 o Small programs, e.g. 25th line clocks, Typeahead Buffers etc.

 o Bugs and features of the Atari hardware and software.

     Here are some things I'd like to know:

1. How do you read the XL 'Help' Key? ((Strangely, under the 'Translator' OS,
   it produces a key-click when pressed)
2. Does anyone out there use QS Forth on an XL? Have they cured the
   compatability problem (It works, but no output reaches the display) ?
3. Let's whine about Action; I love the fact that it is in ROM, that it
   compiles fast, and *is* fast, but why can't you have pointers in records?
   I hate using CARDs. And why are all variables static? Just try writing
   recursive programs! (I know you can use arrays, but I want to be
   difficult) >-{
4. Has anyone out there got 'Deep Blue C' or whatever; I'd like to use 'C'
   on my Atari, and I'm not impressed by C/65. Appraisals, please.

If you mail me, I'll post all your spelling mistakes on the net, so come on
all you colonials, you invented the thing, get moving!!

     Yours sincerely (I kid you not),

          Tim Bissell

     "Honk if you hate IBM"

From -7014802210126555396
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4eeefa877978e717
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-30 11:34:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sjuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!astrovax!sjuvax!iannucci
From: iannucci@sjuvax.UUCP (iannucci)
Newsgroups: net.micro.atari
Subject: Re: De Re Atari
Message-ID: <778@sjuvax.UUCP>
Date: Wed, 30-Jan-85 14:34:03 EST
Article-I.D.: sjuvax.778
Posted: Wed Jan 30 14:34:03 1985
Date-Received: Fri, 1-Feb-85 00:59:51 EST
Reply-To: iannucci@sjuvax.UUCP (iannucci)
Organization: St. Josephs University, Phila. PA.
Lines: 29

[I've always been mad, I know I've been mad...]

>According to the new ANTIC magazine, De Re Atari is no longer available.
>They recommend the book 'Advanced Programming Techniques for the Atari'
>by Linda Schreiber. It is available from TAB books and is close to
>De Re Atari and is much clearer.
>
>   Kit Kimes
>   AT&T Consumer Products

                I never had De Re Atari, but I did buy Ms. Schreiber's book _Advanced_Programming_Techniques_for_the_Atari_. I found it to be one of the LEAST clear programming texts I have ever read. I pondered over some chapters for great lengths of time, trying to decipher her incoherent explanations. Now, I am not a graphically inclined person (I had the most trouble with the graphics sections), but I do consider myself to be sufficiently competent with computers in general to be able to understand a text like that. I found this book to be an extremely poor exposition of programming techniques, and I would recommend staying as clear of it as possible. If this book is clearer than De Re Atari, then I shudder to think what that latter book is like.

--
David J. Iannucci (the dirty vicar)   St. Joseph's University
{allegra | astrovax | bpa | burdvax}!sjuvax!iannucci   Philadelphia

"A witty saying proves nothing. "   --Voltaire
==========

From -69519199832950334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dfc713f5e8818ff9
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,dfc713f5e8818ff9
X-Google-Attributes: gid159df4,public
X-Google-Thread: 129c11,dfc713f5e8818ff9
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-01-30 20:36:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sjuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!princeton!astrovax!sjuvax!jss
From: jss@sjuvax.UUCP (J. Shapiro)
Newsgroups: net.micro.atari,net.micro,net.micro.68k
Subject: Re: Atari's new 16 bit'r
Message-ID: <779@sjuvax.UUCP>
Date: Wed, 30-Jan-85 23:36:57 EST
Article-I.D.: sjuvax.779
Posted: Wed Jan 30 23:36:57 1985
Date-Received: Fri, 1-Feb-85 01:00:05 EST
References: <371@cadovax.UUCP>
Organization: Saint Josephs Univ. Phila., Pa.
Lines: 9
Xref: watmath net.micro.atari:608 net.micro:9230 net.micro.68k:548

[Aren't you hungry...?]

     On the topic of standard environments - no one says you must use the Mac ROMS. I suspect that some of it is useful and that a GEM implementation might be done fairly painlessly for the Mac. Any thoughts?

Jon Shapiro

P.S. I am not volunteering.

From -1849505917307354556
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2f30ab7dbe212b61,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-31 14:33:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!dciem!nrcaero!pesnta!hplabs!sdcrdcf!trwrb!trwrba!mdf
From: mdf@trwrba.UUCP (Mark D. Falleroni)
Newsgroups: net.micro.atari
Subject: Starcross Question
Message-ID: <1254@trwrba.UUCP>
Date: Thu, 31-Jan-85 17:33:13 EST
Article-I.D.: trwrba.1254
Posted: Thu Jan 31 17:33:13 1985
Date-Received: Sun, 3-Feb-85 05:45:44 EST
Organization: TRW EDS, Redondo Beach, CA
Lines: 9

In the Infocom adventure Starcross, how does one enter the alien spaceship??? What significance do the 'bumps' have???
thanks in advance for any help given.

   Mark Falleroni
   TRW
   Ogden,Ut
    <mdf>

From -8332401631887474752
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,17615eff7d57dff,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,17615eff7d57dff,start
X-Google-Attributes: gid159df4,public
X-Google-Thread: 152df8,17615eff7d57dff,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-01-31 15:07:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site fortune.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!fortune!rburns

From: rburns@fortune.UUCP (Randyll Burns)
Newsgroups: net.micro.mac,net.micro.atari,net.micro.68k
Subject: GEM for Macintosh
Message-ID: <4944@fortune.UUCP>
Date: Thu, 31-Jan-85 18:07:10 EST
Article-I.D.: fortune.4944
Posted: Thu Jan 31 18:07:10 1985
Date-Received: Sat, 2-Feb-85 09:49:34 EST
Distribution: net
Organization: Fortune Systems, Redwood City, CA
Lines: 6
Xref: watmath net.micro.mac:520 net.micro.atari:609 net.micro.68k:554

Has anyone heard anything about GEM for the mac??? I know that it might be a
bit like hobbling a racehorse so it can pull a plow. But I'm curious
about the possibility of using my mac to develop software for these new machines
It seems to me like it should be awfully easy for anyone so inclined to put GEM
on the mac (or is it??)

From -6778747384380193781
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,38248fba38d81e32,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-01 05:55:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ut-ngp.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!whuxl!houxm!vax135!cornell!uw-
beaver!tektronix!hplabs!hao!seismo!ut-sally!ut-ngp!cerda
From: cerda@ut-ngp.UUCP (Michael Cerda)
Newsgroups: net.micro.atari
Subject: Want info about forth and logo.
Message-ID: <1264@ut-ngp.UUCP>
Date: Fri, 1-Feb-85 08:55:34 EST
Article-I.D.: ut-ngp.1264
Posted: Fri Feb 1 08:55:34 1985
Date-Received: Wed, 6-Feb-85 02:28:42 EST
Organization: U.Texas Computation Center, Austin, Texas
Lines: 14

I am intrested in forth on the atari. I know of the public domain Antic
forth, valforth, and PNS forth. Has anyone used these? If so, which do you
like and for what reasons.

I also bought logo yesterday. The documentation consists of a list of
valid commands. Does anyone know how different atari logo is from apple
logo. The logos were both written by the same company (LOGO inc.).

Recomendations for forth books and logo books welcome.

Michael Cerda (cerda@ut-ngp)
{ihnp4, allegra}!ut-ngp

From -6533401742245318931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dfc713f5e8818ff9
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 159df4,dfc713f5e8818ff9
X-Google-Attributes: gid159df4,public
X-Google-Thread: 129c11,dfc713f5e8818ff9
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-02-02 15:27:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ecsvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxb!mhuxr!ulysses!allegra!mit-eddie!godot!harvard!talcott!panda!genrad!decvax!mcnc!ecsvax!calway
From: calway@ecsvax.UUCP (James Calloway)
Newsgroups: net.micro.atari,net.micro,net.micro.68k
Subject: Re: Atari's new 16 bit'r
Message-ID: <639@ecsvax.UUCP>
Date: Sat, 2-Feb-85 18:27:32 EST
Article-I.D.: ecsvax.639
Posted: Sat Feb 2 18:27:32 1985
Date-Received: Wed, 6-Feb-85 04:45:03 EST
References: <371@cadovax.UUCP> <395@rlgvax.UUCP>, <881@watdcsu.UUCP>
Organization: The News and Observer
Lines: 16
Xref: watmath net.micro.atari:621 net.micro:9273 net.micro.68k:564

x
Contrary to early reports, the Atari ST computers will not use CP/M 68K,
rather an incompatible offspring of CP/M designed to take advantage of the
Graphics Environment Manager.

--

James Calloway
The News and Observer
Box 191
Raleigh, N.C. 27602
(919) 829-4570
{akgua,decvax}!mcnc!ecsvax!calway

From -5971761193416500378
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,552084eb870adcdc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-02 22:06:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP

Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxm!mhuxi!mhuxh!mhuxv!mhuxt!mhuxr!
ulysses!allegra!bellcore!decvax!decwrl!dec-rhea!dec-ny1mm!crean
From: crean@ny1mm.DEC
Newsgroups: net.micro.atari
Subject: Software for Atari 835 DC modem ???
Message-ID: <448@decwrl.UUCP>
Date: Sun, 3-Feb-85 01:06:14 EST
Article-I.D.: decwrl.448
Posted: Sun Feb 3 01:06:14 1985
Date-Received: Wed, 6-Feb-85 02:33:27 EST
Sender: daemon@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 24

I have an Atari 400 and Atari's 835 direct-connect modem.
What I DON'T have is terminal emulator software for this
configuration. Atari recommends (or used to) their
TeleLink II cartridge -- however, since both the cartridge
and the 835 modem have been discontinued, I haven't been
able to find a TeleLink II (plenty of TeleLink I's around,
though).

Does anybody know of any other terminal emulator software
for the 400 that supports the Atari 835 DC modem -- or,
miracle of miracles, know where I can get the TeleLink II
cartridge ???

Here's hoping. . .

 Kevin Crean
 DIGITAL Equipment Corp.
 Tarrytown, NY

==> This message, and the contents thereof, have nothing
     whatsoever to do with my job, my employer, or anything
     else I can think of.

From 600643010532157520
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9dcae96675f4801f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-02 23:50:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1   9/27/83; site hplabsc.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!crsp!pesnta!hplabsc!dsmith
From: dsmith@hplabsc.UUCP (David Smith)
Newsgroups: net.micro.atari
Subject: Where is Thorn EMI?
Message-ID: <2370@hplabsc.UUCP>
Date: Sun, 3-Feb-85 02:50:26 EST
Article-I.D.: hplabsc.2370

Posted: Sun Feb 3 02:50:26 1985
Date-Received: Mon, 4-Feb-85 05:45:02 EST
Organization: Hewlett Packard Labs, Palo Alto CA
Lines: 9

I just bought Thorn EMI's "Jumbo Jet Pilot," only to discover that
the directions were missing. The store (liquidator) I bought it
from says, "We don't make exchanges or refunds -- take it up with
the manufacturer." But without the direction sheet, I don't know
how to get in touch with Thorn EMI. Can someone help me out?

         David Smith
         Usenet: hplabs!dsmith
         Arpa: dsmith%hp-labs@csnet-relay

From -8621157731182127891
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c483c67b4d76a21
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-04 10:04:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!tektronix!
decvax!genrad!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: Re: Lets talk about R E A L Ataris
Message-ID: <334@enmasse.UUCP>
Date: Mon, 4-Feb-85 13:04:44 EST
Article-I.D.: enmasse.334
Posted: Mon Feb 4 13:04:44 1985
Date-Received: Fri, 8-Feb-85 01:49:57 EST
References: <345@snow.UUCP> <333@enmasse.UUCP>
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 13

[ddt]

>   I evaluated the operating systems by two sets of criteria.
>   First, they had to meet three requirements:
>
>   1) double-sided double density support;
>   2) ADOS compatibility- if it runs using the
>   Atari OS it has to run under the tested OS;
>   3) reliability- disks should not be routinly trashed;
>   4) Atari DOS file compatability (or conversion utilities;
>   5) accurate user documentation.

 ooops! try five requiremnts

From -1673512315940197658

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ffd3160d74a20f07,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-04 10:54:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ho95b.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!whuxl!houxm!ho95b!ran
From: ran@ho95b.UUCP (RANeinast)
Newsgroups: net.micro.atari
Subject: Re: REAL Ataris/Deep Blue C
Message-ID: <303@ho95b.UUCP>
Date: Mon, 4-Feb-85 13:54:10 EST
Article-I.D.: ho95b.303
Posted: Mon Feb 4 13:54:10 1985
Date-Received: Wed, 6-Feb-85 01:34:29 EST
Organization: AT&T-Bell Labs, Holmdel, NJ
Lines: 35

>4. Has anyone out there got 'Deep Blue C' or whatever; I'd like to use 'C'
>   on my Atari, and I'm not impressed by C/65. Appraisals, please.

I've got it. Not too bad (though my version has a bug in
setting graphics modes). However, I find I don't use it much.
Most things for which I want quick development, I just do in BASIC.
Two reasons:

1. Compile time. I write something, start compiling, and take a nap.
   Later (much later) I then have to link it all. Take another nap.
   Oops. I really want the output to look like this. Take two
   more naps. What if I change that? Take two more naps.
2. Run speed. When I ran a program, it didn't seem all that fast,
   so I tried running

```
10 look at atari built in clock
20 FOR I=1 TO 1000
30 FOR j=1 TO 1000
40 NEXT J
50 NEXT I
60 look at atari clock again
70 print difference
80 END
```

   and a C equivalent. Deep Blue C was faster by a factor of 3.
   Somehow, I thought a compiled vs interpreter should do better than that.

Anyways, C usually isn't worth the trouble. If I'm going to the trouble,
I'd just as soon do it in assembly, and make it *fast*.

--

". . . and shun the frumious Bandersnatch."
Robert Neinast (ihnp4!ho95c!ran)
AT&T-Bell Labs

From 3668452695083641899
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c483c67b4d76a21
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-04 14:13:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxb!mhuxr!ulysses!allegra!bellcore!
decvax!genrad!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Action! Brain damage
Message-ID: <335@enmasse.UUCP>
Date: Mon, 4-Feb-85 17:13:17 EST
Article-I.D.: enmasse.335
Posted: Mon Feb 4 17:13:17 1985
Date-Received: Sat, 9-Feb-85 04:37:21 EST
References: <345@snow.UUCP>
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 49

[squelch]

> o Discussions of programs and languages (e.g. the brain-damaged 'records'
> in Action.
> 3. Let's whine about Action; I love the fact that it is in ROM, that it
> compiles fast, and *is* fast, but why can't you have pointers in records?
> I hate using CARDs. And why are all variables static? Just try writing
> recursive programs! (I know you can use arrays, but I want to be
> difficult) >-{

Really the problem is that for fast code Action doesn't use
a stack frame- on a 6502 you only get 256 bytes of stack so
if you want truly recursive procedures you have to use the
hardware stack to hold pointers to a software stack. C65
does this, but as we all know, that language is truly brain
damaged, and SLOOOOOOWWWW.

Not only won't Action! let you have pointers in records, but
I ran into the following bug:

```
;* excuse syntax errors, I can never switch from c to action too well

CARD ARRAY dur(4)
BYTE count
          init_dur();
          FOR i=0 to 3 DO
               dur(count) == -1;
               if (dur(count) = 0) then
                 do_something();
```

```
                fi;
            OD
```

This code was supposed to decrement card values in the card array dur, except that the compiler got all confused... refused to byte reverse values in dur before decrementing. It didn't matter what I used to point into the array.... same results. I fixed it by calling a function to perform the decrement, i.e. decr(dur,count)!!!!!

WORSE YET- this was entirely context sensative!!!!! Similar code worked fine in different situations.

Add this to the inability of the compiler to operate on cardinal values greater than 0x7fff, and you have a piece of software that should never be used by anyone.

What really bugs me is that OSS has no intention of fixing any of this sh*t. And if they do... you can bet that it won't be the free upgrade that it should be.

From 309816304025352297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2f30ab7dbe212b61
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-04 23:33:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ukma.UUCP
Path: utzoo!watmath!clyde!cbosgd!hasmed!qusavx!ukma!sean
From: sean@ukma.UUCP (Sean Casey)
Newsgroups: net.micro.atari
Subject: Re: Starcross Question
Message-ID: <625@ukma.UUCP>
Date: Tue, 5-Feb-85 02:33:40 EST
Article-I.D.: ukma.625
Posted: Tue Feb 5 02:33:40 1985
Date-Received: Wed, 6-Feb-85 05:47:11 EST
References: <1254@trwrba.UUCP>
Organization: Univ. of KY Mathematical Sciences
Lines: 6

In regards to the "bumps". Think of them as a map. If you are
intelligent enough to know the significance of the map, and
indicate that fact by doing something to the map, the ship will
let you in.

Sean

From -7750036456067571643
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,552084eb870adcdc
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-02-05 08:26:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxn.UUCP
Path: utzoo!watmath!clyde!cbosgd!cbdkc1!desoto!packard!hoxna!houxm!ahuta!houxn!rb
From: rb@houxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: Re: Software for Atari 835 DC modem ???
Message-ID: <516@houxn.UUCP>
Date: Tue, 5-Feb-85 11:26:11 EST
Article-I.D.: houxn.516
Posted: Tue Feb 5 11:26:11 1985
Date-Received: Wed, 6-Feb-85 05:59:15 EST
References: <448@decwrl.UUCP>
Organization: AT&T Information Systems, Holmdel NJ
Lines: 2

Contact ANTIC magazine....they have an 800 number you can get from information
and they have a PD disk for the 835 modem for $15.

From 4277919040228801129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c483c67b4d76a21
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-05 14:22:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rochester.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxb!mhuxr!ulysses!allegra!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!rochester!parker
From: parker@rochester.UUCP (Clint Parker)
Newsgroups: net.micro.atari
Subject: Re: Action! Brain damage
Message-ID: <6192@rochester.UUCP>
Date: Tue, 5-Feb-85 17:22:43 EST
Article-I.D.: rocheste.6192
Posted: Tue Feb 5 17:22:43 1985
Date-Received: Fri, 8-Feb-85 03:27:07 EST
References: <345@snow.UUCP> <335@enmasse.UUCP>
Organization: U. of Rochester, CS Dept.
Lines: 109

> [squelch]
>
> > o Discussions of programs and languages (e.g. the brain-damaged 'records'
> >   in Action.
> > 3. Let's whine about Action; I love the fact that it is in ROM, that it
> >   compiles fast, and *is* fast, but why can't you have pointers in records?
> >   I hate using CARDs. And why are all variables static? Just try writing
> >   recursive programs! (I know you can use arrays, but I want to be
> >   difficult) >-{
>
>   Really the problem is that for fast code Action doesn't use
>   a stack frame- on a 6502 you only get 256 bytes of stack so

>   if you want truly recursive procedures you have to use the
>   hardware stack to hold pointers to a software stack. C65
>   does this, but as we all know, that language is truly brain
>   damaged, and SLOOOOOOWWWW.

The real problem is that the 6502 doesn't really support a stack. ACTION!
doesn't support recursion for just this reason. Come on now, how often do
you really write recursive routines? How many of them need to be? Not too
many I'll bet. I think most people would rather have the speed advantage.
If you don't, used Deap Blue C or C/65 (which are missing several other
features).

>   Not only won't Action! let you have pointers in records, but
>   I ran into the following bug:

True, ACTION! on the Atari doesn't support pointers in records, but there
were some features that had to be left out to fit it in the 16K cartridge.

```
>    ;* excuse syntax errors, I can never switch from c to action too well
>
>    CARD ARRAY dur(4)
>    BYTE count
>              init_dur();
>              FOR i=0 to 3 DO
>                   dur(count) == -1;
>                   if (dur(count) = 0) then
>                     do_something();
>                   fi;
>              OD
>
>    This code was supposed to decrement card values in the card array dur,
>    except that the compiler got all confused... refused to byte reverse
>    values in dur before decrementing. It didn't matter what I used to point
>    into the array.... same results. I fixed it by calling a function to
>    perform the decrement, i.e. decr(dur,count)!!!!!
>
>    WORSE YET- this was entirely context sensative!!!!! Similar code
>    worked fine in different situations.
```

I sure wish I knew what you did. My guess is that the program was incorrect
(like this one is). I tried the following and it works just fine:

```
  CARD ARRAY dur(4)
  BYTE count, i

  count = 1
  dur(count) = 3
  FOR i = 0 TO 3 DO
    dur(count) ==- 1
    IF  dur(count)=0 THEN
      PrintE("works")
    FI
```

OD

> Add this to the inability of the compiler to operate on cardinal
> values greater than 0x7fff, and you have a piece of software
> that should never be used by anyone.

I only know of one place where hex values do not work properly. That is for declaring the size of an array. This is a known (and documented by OSS) bug that has been fixed for the next revision of ACTION!. If you would like to provide an example (other than that mentioned above) where hex constants or CARDinals don't work properly, I would like to see it. Reported bugs in ACTION! ARE FIXED!!! But it is hard to fix a bug if you don't know that it exists.

> What really bugs me is that OSS has no intention of fixing any of
> this sh*t. And if they do... you can bet that it won't be the free
> upgrade that it should be.

I normally don't post messages here, but I could not let this one go by without a response. First, OSS does support its product. They have come out with 4 revisions to ACTION! since its initial release. The current version is 3.6. They also will give you a bug list if you request it and many of these have been described (with fixes) in their newsletter. If you didn't get a news letter, then you probably didn't send in the registration card (how are they going to send you a copy if they don't know who you are). They provide upgrades for old versions of the cartridge for $30.00. Now I know that isn't exactly cheap, but they do have to give you a whole new cartridge when they do it. (Let's face it, ACTION! isn't the biggest selling program in the world and low volume items carry a lot of overhead.)

- Clinton Parker
  Action Computer Services

ps: ACS really does like to here reports of bugs in ACTION!, but to be fair many of the reported bugs are actually programmer errors. I know this does not make the programmer feel too good when he/she is told this, but you should realize that it is very hard to fix something that isn't broken. Many reported bugs (that aren't) also deal with misunderstandings of what the user think ACTION! can do and what it really can do. For these, I am sorry, and again, would be willing to listen on how the manual could be improved (yes I know it's not that great) to correct these misunderstandings (specific examples would really help here). Thanks.

From 2447277862648936271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d2796eeb56242077,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-05 15:10:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site druky.UUCP

Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!druky!med
From: med@druky.UUCP (DrapalME)
Newsgroups: net.micro.atari
Subject: Allen Leigh... Are you out there somewhere?
Message-ID: <870@druky.UUCP>
Date: Tue, 5-Feb-85 18:10:59 EST
Article-I.D.: druky.870
Posted: Tue Feb 5 18:10:59 1985
Date-Received: Thu, 7-Feb-85 02:31:33 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 12

< yum, yum >

I'm trying to get in touch with Allen Leigh (he recently?
posted an article in this newsgroup regarding a relational
dbms for ataris). If any of you know how I can get in touch
with him, send me mail at drutx!druky!med or ask him to
call me at (303) 666-7180 (evenings only). Thanks in advance...

Myron Drapal
AT&T Information Systems
Denver
drutx!druky!med

From -6843064467865472324
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e2853e63c4c2462
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-06 07:08:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.17 $; site ccvaxa.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!inuxc!pur-ee!uiucdcs!ccvaxa!tucker
From: tucker@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Re: Re: New Atari machines (home UNIX at
Message-ID: <56600002@ccvaxa.UUCP>
Date: Wed, 6-Feb-85 10:08:00 EST
Article-I.D.: ccvaxa.56600002
Posted: Wed Feb 6 10:08:00 1985
Date-Received: Fri, 8-Feb-85 02:07:45 EST
References: <87@mot.UUCP>
Lines: 12
Nf-ID: #R:mot:-8700:ccvaxa:56600002:000:694
Nf-From: ccvaxa!tucker   Feb 6 09:08:00 1985

On the point of Atari designing there own Video chips for the ST, I don't think so. The specs given for the ST machine look exactly like those for Motorola's new RMS/X color video controller chip set. A nice chip set that has everything one could want for a personal computer. The only question of mine is availability. The chip set isn't going to

be available in production numbers for a few months still at least I
think. The same for the floppy/harddisk interface that is supposed to
come standard. Motorola has a new VLSI chip set designed to handle that
too. All these chips were designed with the 68000 in mind. Now if
someone like Atari would only use them for something...

From -397904823853947670
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c483c67b4d76a21
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-07 01:54:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ritcv.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxb!mhuxn!mhuxm!mhuxj!houxm!whuxlm!
akgua!sdcsvax!dcdwest!ittvax!decvax!genrad!panda!talcott!harvard!seismo!rochester!
ritcv!sah9577
From: sah9577@ritcv.UUCP (Scott Hossler)
Newsgroups: net.micro.atari
Subject: RE: Action! Brain damage
Message-ID: <1522@ritcv.UUCP>
Date: Thu, 7-Feb-85 04:54:12 EST
Article-I.D.: ritcv.1522
Posted: Thu Feb 7 04:54:12 1985
Date-Received: Sun, 10-Feb-85 04:36:44 EST
Distribution: net
Organization: Rochester Institute of Technology, Rochester, NY
Lines: 112

> 3. Let's whine about Action; I love the fact that it is in ROM, that it
>   compiles fast, and *is* fast, but why can't you have pointers in records?

Sure, it's easy to whine about a product, but do you really think
that it will really help. We could TALK about Action!, and any of it's
short commings and benefits, and then maybe get something useful out of
it.

Granted, Action! is not a full implementation of Pascal, C or Ada, but
neither is it BASIC. I don't want to argue about about BASIC, it has
it's uses on the Atari, but we all know it's disadvantages. One of
them being a complete lack of pointers. Having pinters available
makes programming some tasks so much easier. That, with the ability
to bind variables to a physical location, and bit-wise logical
operators give the programmer great control over their machine without
all the details that a complete assembly language program would require.

As an example, here is a procedure that I wrote to overcome a feature
of the Sound procedure in the library that came with the early versions.

```
     ;************************************
```

```
;* PROC: sound                          *
;* PURPOSE: Loads the sound registers *
;*   with desired values for channel, *
;*   frequency, distortion and volume *
;*   as compatible with the BASIC     *
;*   sound function.                  *
;* CALLED BY: any PROC or FUNC        *
;* CALLS: nothing                     *
;*************************************

PROC sound(BYTE chan, freq, dist, vol)

DEFINE AUDIOBASE = $D200    ; Beginning of sound register table

BYTE AUDCTL = $D208,        ; Audio control option byte
     SKCTL = $D20F     ; Serial control byte

BYTE POINTER audio     ; An index into the sound table

AUDCTL=0           ; Set no options
SKTL=3                  ;  ditto

vol = vol & $F              ;Strip off volume bits
dist = dist RSH 1      ; Divide by 2 to adjust for 3 bit value
dist = dist LSH 5      ; Align to proper bit locations

chan = chan & $3       ; Strip off channel info
audio = AUDIOBASE + 2*chan  ; Align to proper channel in table
                   ;  of sound control bytes.

audio^ = freq          ; Store an 8 bit value
audio==+1          ; Point to next control byte
audio^ = dist + vol         ; Store concatenated bits into byte

RETURN
```

I wrote this a year ago December in about twenty minutes, including the time needed to read through "MAPPING THE ATARI" to figure out where the sound channel bytes were located, how they were used .... Now, try doing this in BASIC, sure it could be done, but I wouldn't want to. Assembly, sure possible here too, but this is certainly clearer to read and understand, and was much easier for me to write. What also made it so easy to do was:

1) Bind variables to memory locations. No POKEs here, (POKEing in Action! IS Brain Damaged) I used the Atari's hardware registers as any other variable would have been.

2) Bit-wise operators. The sound registers store the three parameters into two bytes, so the two have to be isolated and then combined. Is there really any

other way you would want to do this?

3) Pointers. This made getting into the table a simple offset problem. But in fact this may not have been needed, I probably would have been able to declare a byte array to reside there and then used the array index for access. I have not tried this here, but I like the pointer it makes sense.

So I think the language is very useful for a variety of tasks. Sure, the manual SUCKS!, Clint admits this but he didn't write it so he has to live with it too. It is misleading and in certain instances WRONG.

Action! is not a complete language, full of everything you would want, but it has enough to get by. If you play with it awhile you start to learn it's peculiarities and can make adjustments to them.

MY big gripe is the cartridge itself. It is a piece of ****. I have had my cartridge a little over a year and the tin-foil that OSS tries to pass for contacts on the board are a joke. Mine are already worn out so that when I boot the system the cartridge is NOT RECOGNIZED. I end up in DOS-XL and when I try to go to it I get some sort of "NO CARTRIDGE" error message. This little trick is really irritating when the cartridge "DISAPPEARS" while I am using it. No amount of cleaning helps and this does not happen with any other cartridge. What really sets me off about this is that I really have not used it that much. In fact I didn't touch it at all during September - November. I could not have had it in and out of the machine more than 100 times if that. I do not think that it's life should have been entirely consumed already. I imagine this is a common problem but I do not know for sure. This just started 5 weeks ago and I have not tried to contact OSS about it yet.

Scott Hossler
rochester!ritcv!sah9577

From -4491580133675198385
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c483c67b4d76a21
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-07 09:42:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxb!mhuxn!mhuxm!mhuxj!houxm!whuxlm!
akgua!sdcsvax!dcdwest!ittvax!decvax!genrad!panda!enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari
Subject: Re: Re: Action! Brain damage
Message-ID: <339@enmasse.UUCP>
Date: Thu, 7-Feb-85 12:42:15 EST
Article-I.D.: enmasse.339
Posted: Thu Feb 7 12:42:15 1985

Date-Received: Sun, 10-Feb-85 04:36:14 EST
References: <345@snow.UUCP> <335@enmasse.UUCP> <6192@rochester.UUCP>
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 26

 [squelch]
>
> I normally don't post messages here, but I could not let this one go by
> without a response. First, OSS does support its product. They have come
> out with 4 revisions to ACTION! since its initial release. The current
> version is 3.6.
>
     The version 3.6 has been out for about a year. It has numerous
     bugs. Given the state of the 800 series, I really doubt that
     a new version will be released. I don't think that asking
     $30.00 for a new cartridge to replace the previous bug infested
     version qualifies as support. Not when the stuff comes with the
     standard shrink wrap disclaimer "this product not guarenteed to
     function."

     Despite my non-recommendation of Action, it's still the best
     high level language available for home computers. I accept that
     most software has bugs, but companies that sell software tools,
     such as compilers, operating systems, word processors, etc.
     should be responsible enough to provide support. Presumably, thats
     why this kind of product demands a higher price than pac-man.

                              Mark Roddy
>

From -207301647766512883
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,95fd10372d4558ee,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,95fd10372d4558ee,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 129c11,95fd10372d4558ee,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 1622d3,95fd10372d4558ee,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1984-12-16 18:37:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site brl-tgr.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!wjh12!talcott!
harvard!seismo!brl-tgr!abc
From: abc@brl-tgr.ARPA (Brint Cooper)
Newsgroups: net.micro,net.micro.apple,net.micro.cbm,net.micro.atari
Subject: Keyboards for Handicapped Needed
Message-ID: <6600@brl-tgr.ARPA>
Date: Sun, 16-Dec-84 21:37:07 EST

Article-I.D.: brl-tgr.6600
Posted: Sun Dec 16 21:37:07 1984
Date-Received: Tue, 18-Dec-84 02:19:35 EST
Distribution: net
Organization: Ballistic Research Lab
Lines: 29
Xref: watmath net.micro:8921 net.micro.apple:1536 net.micro.cbm:1006
net.micro.atari:525

I am helping someone whose niece, age 6, is a victim of cerebral palsey
and who has shown interest in having a small computer. For financial
reasons, we are looking at the popular 8-bit machines for which a broad
software base exists (Apple, C64, Atari).

Apparently, the child has severe fine motor impairment; she cannot write
and probably has little dexterity with her fingers.

Therefore, we are looking for microcomputer add-on keyboards made for
such folks. Please keep in mind that the "keyboard" has to be
interfaced to the computer and we'd prefer not to have an R&D project as
the aunt, the niece, and I are on west coast, central US, and east
coast, respectively.

Please mail or post replies to net.

Thanks,

Brint
      ARPA: abc@brl.arpa
      UUCP: ...{decvax,cbosgd}!brl-bmd!abc

            Dr Brinton Cooper
            U.S. Army Ballistic Research Laboratory
            Attn: AMXBR-SECAD (Cooper)
            Aberdeen Proving Ground, MD 21005-5066

Offc: 301 278-6883   AV: 283-6883   FTS: 939-6883
Home: 301-879-8927

From 7130793150402695160
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1e5c880ef7bfd0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-17 14:26:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!godot!harvard!seismo!
umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: Atari 800XL superior to c64?
Message-ID: <212@eneevax.UUCP>

Date: Mon, 17-Dec-84 17:26:58 EST
Article-I.D.: eneevax.212
Posted: Mon Dec 17 17:26:58 1984
Date-Received: Wed, 19-Dec-84 02:16:55 EST
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 26

I have noticed several comments in this newsgroup stating that
the graphics on the atari is superior to the c64. I personally
have a c64 although today the atari is a better buy. However, I
always thought that the c64 had better graphics and sound
hardware than the atari. I realize that for basic programming
the atari graphics and sound is very easy to use since the
keywords are built into basic. But for applications programs
and games the c64 seems to have the edge. It has 16 colors in
the hi res mode (limited to two different colors in any 8x8 block)
vs only 2 shades for the atari. The sprites in the c64 can be
moved in the x and y directions where as the player missiles
in the atari can only be moved horizontally. The sound chip on
the c64 is a real synthesizer with ADSR features, filtering, the
ability to modulate one voice with another, and external input
as compared with atari's more primitive distortion parameters.
I have heard that the 800XL's have a newer antic chip that
allows more graphics modes, but on the surface at least the
c64 seems to have the edge. I am sure that there are some arguments
for the atari that I may have missed and I would enjoy hearing
more pro's and con's about the two machines.

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 5855308895716328836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bf1204a2935e4e8b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-19 07:13:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2.fluke 9/24/84; site fluke.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!mhuxj!houxm!vax135!cornell!uw-beaver!ssc-vax!fluke!jeepcj2a
From: jeepcj2a@fluke.UUCP (Dale Chaudiere)
Newsgroups: net.micro.atari
Subject: Wanted: Atari 1030 modem
Message-ID: <841@vax1.fluke.UUCP>
Date: Wed, 19-Dec-84 10:13:59 EST
Article-I.D.: vax1.841
Posted: Wed Dec 19 10:13:59 1984
Date-Received: Fri, 21-Dec-84 02:26:41 EST

Distribution: net
Organization: John Fluke Mfg. Co., Inc., Everett, WA
Lines: 10

Help! I had two 1030 modems on order from a local Atari dealer. After a charging my VISA and waiting a month, he says he can not get them. One was a birthday present for Nov. 21st. The other for my boss. During the wait I saw the 1030 come and go at Toys-R-Us for $59.00. Nowone here in the Seattle area seems to have any. I am willing to mail order as long as deliver can be assured.

Thanx in advance.

From 6289971249164377846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,40e03658fa910967,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-19 09:22:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site mot.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!wjh12!talcott!harvard!seismo!ut-sally!oakhill!mot!fred
From: fred@mot.UUCP
Newsgroups: net.micro.atari
Subject: Atari and 68000
Message-ID: <53@mot.UUCP>
Date: Wed, 19-Dec-84 12:22:08 EST
Article-I.D.: mot.53
Posted: Wed Dec 19 12:22:08 1984
Date-Received: Sat, 22-Dec-84 01:26:14 EST
Organization: Motorola Microsystems, Phoenix AZ
Lines: 10

[]
Computer System News for Dec 17 indicates that Jack Tramiel has announced the ST130, a 68000-based system under $400 to compete with the MacIntosh. The operating system (supposedly called TOS, Tramiel O.S., but I have my doubts that it will be marketed that way) was developed with Digital Research.

That's what the article said. A little short on specifics. But guessing from the ubiquitous GEM showings at Comdex, I suspect that this is the MacIntosh-like interface involved. The OS is, then, likely to be related to CP/M or Concurrent DOS.

From -3644217769385184255
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1e5c880ef7bfd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-19 13:03:35 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 7/17/84; site piggy.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!mhuxj!houxm!piggy!dlm
From: dlm@piggy.UUCP (Daryl Monge)
Newsgroups: net.micro.atari
Subject: Re: Atari 800XL superior to c64?
Message-ID: <282@piggy.UUCP>
Date: Wed, 19-Dec-84 16:03:35 EST
Article-I.D.: piggy.282
Posted: Wed Dec 19 16:03:35 1984
Date-Received: Thu, 20-Dec-84 23:40:22 EST
References: <212@eneevax.UUCP>
Distribution: net
Organization: AT&T Bell Laboratories - Holmdel, NJ
Lines: 23

Couldn't let this go by...

The ATARI player/missle graphics may not scroll vertically, but they have
the 'feature' of being able to cover the entire screen, top to bottom, in
the 8 pixel horizontal range. Although this is more difficult to scroll
up and down, it is more flexible.

It is true that there is no attack/decay in the atari voice system, but
there are 4 true voices vs the c64 3+1 white noise. The atari voices can
also be clocked by various sources, and can even be combined into fewer
voices for a wider range.

The c64 8x8 block garbage is hardly flexible. I prefer a standard bit map,
although less colorful, and work with artifacting in a straight forward
manner. I have seen the documentation on the c64 graphics system and
the 800 is far superior in capability overall, especially the display
list system. I don't believe the c64 has anything like the powerful atari
display list processor.

Daryl Monge
AT&T Bell Labs
Holmdel, NJ
..!ihnp4!piggy!dlm

From 6182041833261093715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1e5c880ef7bfd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-20 12:01:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: Atari 800XL superior to c64?
Message-ID: <340@cadovax.UUCP>

Date: Thu, 20-Dec-84 15:01:57 EST
Article-I.D.: cadovax.340
Posted: Thu Dec 20 15:01:57 1984
Date-Received: Sun, 23-Dec-84 01:22:03 EST
References: <212@eneevax.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 77

>I have noticed several comments in this newsgroup stating that
>the graphics on the atari is superior to the c64. I personally
>have a c64 although today the atari is a better buy. However, I
>always thought that the c64 had better graphics and sound
>hardware than the atari. I realize that for basic programming
>the atari graphics and sound is very easy to use since the
>keywords are built into basic. But for applications programs
>and games the c64 seems to have the edge. It has 16 colors in
>the hi res mode (limited to two different colors in any 8x8 block)
>vs only 2 shades for the atari. The sprites in the c64 can be
>moved in the x and y directions where as the player missiles
>in the atari can only be moved horizontally. The sound chip on
>the c64 is a real synthesizer with ADSR features, filtering, the
>ability to modulate one voice with another, and external input
>as compared with atari's more primitive distortion parameters.
>I have heard that the 800XL's have a newer antic chip that
>allows more graphics modes, but on the surface at least the
>c64 seems to have the edge. I am sure that there are some arguments
>for the atari that I may have missed and I would enjoy hearing
>more pro's and con's about the two machines.

Some of these features are hard to compare. Your description of
the Commodore '16 colors in hi res' obviously has limitations,
(only 2 in any 8x8 etc.) The Atari features are different and
may also have limitations. True, the Atari technically only has
2 colors in hi-res, but with proper use of the display list, you
can have 128 colors (or is it 256?), limited to two different
shades on any raster line. With the display list, you can mix
graphics and text modes on the screen like crazy, ie: a screen
with 1. four raster lines of hi-res, then 2. a text line, then
3. 20 pixel lines at medium res, etc. ad infinitum (or at least
until the bottom of the screen) The display list will also
facilitate scrolling of all or part of the screen either
horizontally or vertically without moving any of the actual
data. Display list interrupts can be used to divide the 4 (actually
5) players into seperate entities, provided they only move horizontally.
(actually you might even be able to do vertical movement like this with
some cute tricks). In this way, each of the 5 players could be divided
into up to 192 individual horizontal moving 'sprites'. Of course at
192, each sprite is 8 horizontal by 1 vertical. Collision detection
is built in for player-player, player-background, etc. but I suppose
the Commodore may have this feature. I've heard nothing about any
display-list type features in the C64. If there are any, I'd like to
hear about them.

I must admit though, the Atari sound generators are not particularly impressive. The best feature is that there are 4 of them and you can combine them for more sophisticated effects. The worst feature is that there is only 1 'tone' while there are 7 'noises'. The 1 'tone' is approximately a sine wave, so you don't have much control over timber. You can change the clock rate to the generators in order to drop to lower octaves (more bass!) and you can inter-combine them in some odd ways that I haven't gotten around to experimenting with. I don't particularly miss an ADSR, as this is a slow enough function that it can be 'simulated' with a clock interrupt routine. (nice not to have to do it that way though) One feature however, is the volume-only mode, where you turn off the sound generators, and use the volume control as a 4 bit D/A. S.A.M. uses this for it's speech synthesis output, and does an excellent job, however, you have to turn off all interrupts and DMA etc. because they affect the timing adversely. This means a blank screen when you use this sound feature.

I don't know much about the C64 except it has 32 sprites. I guess it just uses the T.I. 9918? (no display list or associated interrupts). All I know about the sound generators is what was said in the above referenced article.

I would like to know what versions of FORTH people are using on the C64. I use it exclusively for Atari programs, and would like to know what the best commercially available C64 version is.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
"You'll PAY to know what you REALLY think!"

From 1049856011140585005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,40e03658fa910967
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-21 11:05:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: Atari and 68000
Message-ID: <347@cadovax.UUCP>
Date: Fri, 21-Dec-84 14:05:33 EST
Article-I.D.: cadovax.347
Posted: Fri Dec 21 14:05:33 1984
Date-Received: Mon, 24-Dec-84 03:01:13 EST
References: <53@mot.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 20

[]
>Computer System News for Dec 17 indicates that Jack Tramiel has announced
>the ST130, a 68000-based system under $400 to compete with the MacIntosh.
>The operating system (supposedly called TOS, Tramiel O.S., but I have my
>doubts that it will be marketed that way) was developed with Digital
>Research.
>   That's what the article said. A little short on specifics. But
>guessing from the ubiquitous GEM showings at Comdex, I suspect that this
>is the MacIntosh-like interface involved. The OS is, then, likely to be
>related to CP/M or Concurrent DOS.

Boy that'd be nice! Where does the line start? If its a 68000 for
under $400, I don't care if it dosen't have ANY operating system!
Gimme Gimme!

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
"You'll PAY to know what you REALLY think!"

From 2921039855171589479
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,efaaee580d29a16a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-21 12:21:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site aluxe.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!aluxe!david1
From: david1@aluxe.UUCP (nelson)
Newsgroups: net.micro.atari
Subject: Monitor request results
Message-ID: <583@aluxe.UUCP>
Date: Fri, 21-Dec-84 15:21:13 EST
Article-I.D.: aluxe.583
Posted: Fri Dec 21 15:21:13 1984
Date-Received: Sat, 22-Dec-84 02:29:27 EST
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 8

I received 5 replies to my request for monitor recommendations for
an Atari 800: 3 firmly recommended Commodore, model 1702, because
it has separate luma and chroma inputs, 1 recommended an Amdek Color 1+,
and 1 recommended the Amdek Color 3+.

Thanks for everyone's input. I'll probably buy the
Commodore 1702 for $247.93 and the proper cable for the Atari
for $9.95.

From -9155658884408040436
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b3ff75020139994b,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1984-12-26 10:26:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cepu.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!trwrb!trwrba!cepu!mitch
From: mitch@cepu.UUCP (Bob Mitchell)
Newsgroups: net.micro.atari
Subject: Translator disk for 800XL
Message-ID: <420@cepu.UUCP>
Date: Wed, 26-Dec-84 13:26:40 EST
Article-I.D.: cepu.420
Posted: Wed Dec 26 13:26:40 1984
Date-Received: Fri, 28-Dec-84 08:08:39 EST
Organization: VA Wadsworth Med. Center; LA CA
Lines: 13

My uncle just got a 1050 disk drive for his 800XL. He needs to
find out about the translator disk. Can someone out there
please tell me what this is/does and where it can be found? Is
it PD?

Thanks!!

--
Bob Mitchell
UCLA Dept of Neurology
uucp: { {ihnp4, uiucdcs}!bradley, hao, trwrb}!cepu!mitch
ARPA: cepu!mitch@ucla-cs

From 5406751097870287506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b3ff75020139994b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-28 06:35:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihu1n.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihu1n!freak
From: freak@ihu1n.UUCP
Newsgroups: net.micro.atari
Subject: Re: Translator disk for 800XL
Message-ID: <135@ihu1n.UUCP>
Date: Fri, 28-Dec-84 09:35:10 EST
Article-I.D.: ihu1n.135
Posted: Fri Dec 28 09:35:10 1984
Date-Received: Sat, 29-Dec-84 03:03:42 EST
References: <420@cepu.UUCP>
Organization: AT&T Bell Labs, Naperville, IL
Lines: 7

The Translator disk is not in the public domain. It is available
from most Atari software dealers. If you can't find it, let me know.
It is not expensive, it only costs $15.00.

Clancy Malloy
AT&T Bell Labs
(..ihu1n!freak)

From 3106007986581957650
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,588d85d98dcde09f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-02 10:14:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!cbosgd!cbdkc1!desoto!packard!edsel!bentley!hoxna!houxm!
ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Updates from the Winter CES via CompuServe
Message-ID: <14621@mgweed.UUCP>
Date: Wed, 2-Jan-85 13:14:13 EST
Article-I.D.: mgweed.14621
Posted: Wed Jan 2 13:14:13 1985
Date-Received: Thu, 3-Jan-85 04:25:27 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 13

According to the latest issue of ANTIC, they are now on CompuServe. Does
anyone here log on to CompuServe regularly? The reason I ask, is because
Antic is going to provide nightly updates for Atari fans during the
Winter CES. The show is Jan. 5-8. If anyone can log on, you can
go directly to the Antic area by typing GO ANTIC. If anyone can get the
updates, please summarize them for the net. Thanks.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 2180077700933975339
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e76fba1e22260e57,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-02 13:26:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site aluxe.UUCP
Path: utzoo!watmath!clyde!cbosgd!cbdkc1!desoto!packard!edsel!bentley!hoxna!houxm!
mhuxj!mhuxr!aluxe!david1
From: david1@aluxe.UUCP (nelson)
Newsgroups: net.micro.atari
Subject: 64 vs Atari

Message-ID: <594@aluxe.UUCP>
Date: Wed, 2-Jan-85 16:26:17 EST
Article-I.D.: aluxe.594
Posted: Wed Jan 2 16:26:17 1985
Date-Received: Thu, 3-Jan-85 04:46:03 EST
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 8

While picking up my Commodore color monitor last week, the
dealer told me that Commodore has been having reliability
problems. He said that Commodore has a 20% return
rate for their 64 versus Atari at about 5%. He also said
the return rate for the coleco adam was 80% and that he no longer
will sell it.

These numbers weren't just for his store, but for sales nationwide.

From 4616818382634301437
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,257ea4dc6c5ea80b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-02 15:20:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ttidcb.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!mcnc!philabs!
ttidca!ttidcb!loco
From: loco@ttidcb.UUCP (CM Dev. Group)
Newsgroups: net.micro.atari
Subject: 1200XL
Message-ID: <231@ttidcb.UUCP>
Date: Wed, 2-Jan-85 18:20:38 EST
Article-I.D.: ttidcb.231
Posted: Wed Jan 2 18:20:38 1985
Date-Received: Mon, 7-Jan-85 01:48:01 EST
Organization: TTI, Santa Monica, CA.
Lines: 10

I haven't seen anything about the ill fated 1200XL. I have noticed
these in the store again, have they been reintroduced or did someone
buy the atari closeout.   I am unfortunate owner of one (through
    no fault
of my own) and have had a lot of trouble with software that doesn't
run right. What are differences between the 1200XL and the other XL
computers? Am I doomed (at least to have to buy a newer one (^:)?
Any comments would be appreciated, Thanks.

             -Pete-

From 1927208525950519594
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,efaaee580d29a16a

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-02 21:59:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site crystal.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!mit-eddie!
godot!harvard!seismo!uwvax!crystal!bill
From: bill@crystal.UUCP
Newsgroups: net.micro.atari
Subject: Re: Monitor request results
Message-ID: <388@crystal.UUCP>
Date: Thu, 3-Jan-85 00:59:09 EST
Article-I.D.: crystal.388
Posted: Thu Jan 3 00:59:09 1985
Date-Received: Sat, 5-Jan-85 01:56:18 EST
References: <583@aluxe.UUCP>
Organization: U of Wisconsin CS Dept
Lines: 22

> I received 5 replies to my request for monitor recommendations for
> an Atari 800: 3 firmly recommended Commodore, model 1702, because
> it has separate luma and chroma inputs, 1 recommended an Amdek Color 1+,
> and 1 recommended the Amdek Color 3+.

I looked at the Commodore monitor today at my friendly local Kmart;
used with a commodore 64 (I don't know if it has separate luminance and
chroma outputs) the flicker was UNBEARABLE. I couldn't adjust it away...
Is this a problem with this monitor, or is the C64 not a good test machine
for it? The sharpness was excellent, which leads me to believe that
the luma/chroma WAS separate. If it weren't for the flicker, I would
consider one for use with my 800.

By the way, does the 1702 take standard composite video through the front
panel jack? The salesperson was, ahem, not exactly on top of things.

--
     William Cox
     Computer Sciences Department
     University of Wisconsin, Madison WI
     bill@uwisc
     ...{ihnp4,seismo,allegra}!uwvax!bill

From -4371749496524461169
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,aed73ff523c5f7a6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-03 05:39:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site bonnie.UUCP
Path: utzoo!watmath!clyde!bonnie!danoc
From: danoc@bonnie.UUCP (Dan O'Connell)
Newsgroups: net.micro.atari
Subject: is De Re Atari available?

Message-ID: <339@bonnie.UUCP>
Date: Thu, 3-Jan-85 08:39:27 EST
Article-I.D.: bonnie.339
Posted: Thu Jan 3 08:39:27 1985
Date-Received: Fri, 4-Jan-85 00:20:59 EST
Distribution: net
Organization: AT&T Bell Laboratories Whippany NJ
Lines: 20

I've seen many references to the book "De Re Atari," which is
apparently the Atari technical bible. Does anyone know a source from
which De Re Atari is available?

The Atari Program Exchange, which once sold the book, is reportedly
no longer in existence.   It was also excerpted in Byte in 1981/82,
but that series of articles is probably not as complete as the book.

I'm surprised that there are no advertisements in Antic or Analog from
someone who feels the need to provide the Atari user community with
this seemingly invaluable document. If there is no commercial source,
I'll have to find a local Atari expert who would be willing to loan me
the book.

Thanks,
Dan O'Connell
ihnp4!{floyd,bonnie,clyde}!danoc
--
Dan O'Connell
ihnp4!{floyd,bonnie,clyde}!danoc

From 6261929249429029500
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,efaaee580d29a16a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-03 10:23:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cvl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!mit-eddie!
godot!harvard!seismo!umcp-cs!cvl!hsu
From: hsu@cvl.UUCP
Newsgroups: net.micro.atari
Subject: Re: Re: Monitor request results
Message-ID: <1589@cvl.UUCP>
Date: Thu, 3-Jan-85 13:23:52 EST
Article-I.D.: cvl.1589
Posted: Thu Jan 3 13:23:52 1985
Date-Received: Sat, 5-Jan-85 02:02:28 EST
References: <583@aluxe.UUCP> <388@crystal.UUCP>
Organization: Computer Vision Lab, U. of Maryland, College Park
Lines: 43

> > I received 5 replies to my request for monitor recommendations for

> > an Atari 800: 3 firmly recommended Commodore, model 1702, because
> > it has separate luma and chroma inputs, 1 recommended an Amdek Color 1+,
> > and 1 recommended the Amdek Color 3+.
>
> I looked at the Commodore monitor today at my friendly local Kmart;
> used with a commodore 64 (I don't know if it has separate luminance and
> chroma outputs) the flicker was UNBEARABLE. I couldn't adjust it away...
> Is this a problem with this monitor, or is the C64 not a good test machine
> for it? The sharpness was excellent, which leads me to believe that
> the luma/chroma WAS separate. If it weren't for the flicker, I would
> consider one for use with my 800.
>
> By the way, does the 1702 take standard composite video through the front
> panel jack? The salesperson was, ahem, not exactly on top of things.
>
> --
>   William Cox
>   Computer Sciences Department
>   University of Wisconsin, Madison WI
>   bill@uwisc
>   ...{ihnp4,seismo,allegra}!uwvax!bill

As far as I can tell, this flicker isn't a common feature in any of the several dozen 1702s I've seen, and is probably indicative of a faulty monitor, or rotten Commodore software. Incidentally, per somebody's previous question, the Commodore DOESN'T use the 9918. This is fairly obvious from the resolution of 256x192 for the 9918 vs 320x192 for Commodore's part, numbered something like the 6567-II.

(the following is an editorial comment)
   Doesn't really matter, since I hate Commodore to the core. (Of course I do, I've got an apple. And I'm just waiting for Tramiel's 68000 machine.)

And yes, the front jacks on the 1702 are in fact normal NTSC video. And they look wonderful plugged into a Betamax.

Hopefully useful

Dave Hsu
< hsu @ cvl >
University of Maryland Computer Vision Laboratory
(which has nothing to do with Ataris)

From -5051916764494232083
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1e86e72366716b4d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-03 14:06:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site trwrba.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!trwrb!trwrba!mdf
From: mdf@trwrba.UUCP (Mark D. Falleroni)

Newsgroups: net.micro.atari
Subject: ATR8000/Turbo Pascal Problem
Message-ID: <1205@trwrba.UUCP>
Date: Thu, 3-Jan-85 17:06:50 EST
Article-I.D.: trwrba.1205
Posted: Thu Jan 3 17:06:50 1985
Date-Received: Sat, 5-Jan-85 03:57:01 EST
Organization: TRW EDS, Redondo Beach, CA
Lines: 12

Can anyone give me instructions for screen installation of Turbo Pascal
on my ATR8000?
Specifically, my problem is this:
     From the Turbo editor, whenever I do a CTRL-Y(delete line),
     the bottom screen border increases in size by one line
     in length. This throws the whole display off.
thanks in advance for any help given.
     Mark Falleroni
     TRW
     Ogden,Ut.
        801.625.8048

From -3282467769036686193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5e8408e76926430d,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,5e8408e76926430d,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-01-03 17:31:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site voder.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!ittvax!dcdwest!
sdcsvax!sdcrdcf!hplabs!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari,net.micro
Subject: New Atari Computers
Message-ID: <582@voder.UUCP>
Date: Thu, 3-Jan-85 20:31:52 EST
Article-I.D.: voder.582
Posted: Thu Jan 3 20:31:52 1985
Date-Received: Mon, 7-Jan-85 02:38:21 EST
Distribution: net
Organization: National Semiconductor, Santa Clara
Lines: 25
Xref: watmath net.micro.atari:546 net.micro:9010

*** I am not a bug but a feature you havn't met yet ***

   The February `85 issue of ANALOG Computing mentions the new Atari
computers in the editorial. The 16-bit machine will use Motorola's
68000 chip which although called a 32-bit chip by some, it's the same

CPU used in Apple's Macintosh, uses a 16-bit data and address bus.
   It will not be IBM compatible but use an in-house operating system developed by Atari. The machine will feature GEM (Graphics Environment Manager) by Digital Research which will enable it to use such Macintosh-like features as pull-down menus and windowing. Specifications have already gone out to software developers. If everything is on schedule the new computer will be shown this weekend at the Consumers Electronic Show in Las Vegas this weekend. Stay tuned!
   The 32-bit machine will use National Semiconductor's own NS32032 microprocessor makeing it a true 32-bit machine and will be the first home 32-bit computer (although there are 32-bit machines available that you can fit on your desk they cost more than you make in a year!).
   It is still scheduled to be shown at the European electronics fair in Hanover, West Germany in April.

--
Kevin Thompson   {ucbvax,ihnp4!nsc}!voder!kevin

"It's sort of a threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From 635934858192969935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,556a934f791e60f6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-04 13:30:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site clyde.UUCP
Path: utzoo!watmath!clyde!gjw
From: gjw@clyde.UUCP (Gregory J. Wroclawski)
Newsgroups: net.micro.atari
Subject: MPP-1000C modem questions
Message-ID: <698@clyde.UUCP>
Date: Fri, 4-Jan-85 16:30:03 EST
Article-I.D.: clyde.698
Posted: Fri Jan 4 16:30:03 1985
Date-Received: Sat, 5-Jan-85 02:08:02 EST
Organization: AT&T Bell Laboratories Whippany NJ
Lines: 6

 I have recently acquired a MPP-1000C modem. The smart terminal software
 supplied with it does not indicate what type of terminal it emulates.
 Does anybody know what terminal type I can specify when I log in on
 unix that would send the correct control characters so that vi would not
 work in the open mode.

From 4773202005950107342
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9fbcf450b730930,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-01-05 21:58:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!cbosgd!cbdkc1!desoto!cord!hudson!bentley!hoxna!houxm!
mhuxj!mhuxr!ulysses!allegra!bellcore!decvax!genrad!mit-eddie!godot!harvard!seismo!
umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: New Atari Products at CES
Message-ID: <216@eneevax.UUCP>
Date: Sun, 6-Jan-85 00:58:08 EST
Article-I.D.: eneevax.216
Posted: Sun Jan 6 00:58:08 1985
Date-Received: Tue, 8-Jan-85 03:56:26 EST
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 188

I had a free hour of connect time on compuserve when I bought my
vicmodem about a year ago. I had never used it, but now seemed
like a good time to find out about the new atari products, so I
pulled this preview from compuserve's online magazine. The
details still seem sketchy but at least they are official
statements by atari. I hope you find this useful.

ANTIC ONLINE NEWS **SPECIAL BULLETIN**

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EXCLUSIVE ANTIC PRE-CES ATARI PREVIEW:

5 NEW '85 COMPUTERS -- PLUS MONITOR WITH 80-COL CARD, 500K DISK DRIVE, PRINTERS, MODEM, MOUSE...

1/2/85 by NAT FRIEDLAND, ANTIC EDITOR

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--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From -4401944860803159996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,821e52ab48c59e00,start
X-Google-Attributes: gid1517c1,public

X-Google-Thread: 129c11,821e52ab48c59e00,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 15f443,821e52ab48c59e00,start
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1985-01-06 18:30:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site gitpyr.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!gatech!gitpyr!scott
From: scott@gitpyr.UUCP (Scott Holt)
Newsgroups: net.micro,net.micro.atari,net.wanted
Subject: Manuals for 800 needed.
Message-ID: <454@gitpyr.UUCP>
Date: Sun, 6-Jan-85 21:30:24 EST
Article-I.D.: gitpyr.454
Posted: Sun Jan 6 21:30:24 1985
Date-Received: Tue, 8-Jan-85 05:10:55 EST
Distribution: net
Organization: Georgia Institute of Technology, Atlanta, GA
Lines: 26
Xref: watmath net.micro:9019 net.micro.atari:550 net.wanted:5489

Well, Christmas has come and gone and with it has come an increase in the number of micro computer users...including my roommate, who now has a monitor for the Atari 800 he has had since fall. Unfortunately he does not have any manuals, the person who gave him the computer forgot to give him the manuals.

The equipment he has includes the 800 basic system unit, the BASIC cartrige, a centipede cartrige, a tape unit and one game stick. If anyone knows where the documentation can be obatined, I would appreciated the info.

- Scott Holt
Ga. Tech.

--

Yes, I'm allright....ayeeee Haaa Haaa Haaa!!!!

Scott Holt
Po Box 36199
Georgia Institute of Technology
Atlanta, GA 30332

...!{akgua,allegra,amd,hplabs,ihnp4,masscomp,ut-ngp}!gatech!gitpyr!scott
...!{rlgvax,sb1,uf-cgrl,unmvax,ut-sally}!gatech!gitpyr!scott

From -6289895951419262537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,93d24b0623a6309,start
X-Google-Attributes: gid1517c1,public

X-Google-Thread: 12c65a,93d24b0623a6309,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 129c11,93d24b0623a6309,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-01-07 09:14:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ucla-cs.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!houxm!whuxlm!akgua!sdcsvax!
sdcrdcf!trwrb!trwrba!cepu!ucla-cs!cc
From: cc@ucla-cs.UUCP
Newsgroups: net.micro,net.micro.cbm,net.micro.atari
Subject: New Atari machines (home UNIX at last?)
Message-ID: <3097@ucla-cs.ARPA>
Date: Mon, 7-Jan-85 12:14:08 EST
Article-I.D.: ucla-cs.3097
Posted: Mon Jan 7 12:14:08 1985
Date-Received: Fri, 11-Jan-85 23:41:21 EST
Organization: UCLA Computer Club
Lines: 103
Xref: watmath net.micro:9029 net.micro.cbm:1064 net.micro.atari:556

Here's more speculation with which to fuel the rumor mills:

Infoworld, Jan. 7 & 14, 1985

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Atari Awash In Product Rumors
Several Machines Expected at January Show

With the Consumer Electronics Show only a week away, the home computer industry is awash in speculation concerning Atari Corp.'s promised line of 8-, 16-, and 32-bit machines. But Atari, through marketing manager Bryan Kerr, will confirm only that the 8-bit computers are a continuation of the XL series and will be fully compatible with the Atari 800XL, which was recently reduced in price from $180 to less than $120.

While Kerr would not comment further, sources close to the Sunnyvale, California, firm say Atari is preparing an 8-bit, 128K computer, probably to cost less than $250. To cut costs, Atari will not put a parallel bus on the new machine. This means that users won't be able to plug in an 80-column card but will have to settle for a 40-column monitor display. (The Atari 800XL comes with a parallel bus). The new machine will use a Motorola chip from the 6500 family, probably the 6509, says a software manufacturer. The 800XL uses the 6502.

Several other 8-bit machines are also being developed. Atari boss Jack Tramiel may revive the Atari 1450XLD, one of Atari's higher end computers

with a built-in modem, a project killed by former Atari chairman James Morgan. Sources overseas say that on Tramiel's recent trip to Amsterdam, Holland, he told developers he was working on a portable computer as well as a microcomputer with outstanding music capabilities. These machines will sell for between $100 and $300.

The greatest interest among industry observers has been concentrated on the firm's more powerful 16-bit "Jackintosh" computer, a system based on the Motorola 68000 chip used in Apple's Macintosh. Pundits are calling the Atari brainchild a "color Macintosh". The computer will feature a version of Graphics Environment Manager (GEM), Digital Research's newly announced software operating environment. GEM features icons, pull-down menus, and overlapping windows. It is not yet known whether the 16-bit system will include a mouse. Developers at the Pacific Grove, California, software firm say the operating environment works best with one. Digital Research says it has also worked on the Atari proprietary operating system.

The new 16-bit machines, which will have either 128K or 192K of random-access memory, is expected to be sold in three configurations: the basic computer for $399; the second unit with a built-in, 3-1/2 inch Sony disk drive for $599; and the third package, with a disk drive and color monitor, for $799. By comparison, the 128K IBM PCjr with one disk drive and color monitor and the 128K Apple IIc with one disk drive and no monitor both sell for about $900. Atari's computer will feature "full synthesizer sound," says one East Coast software executive.

Yet another Atari machine is reportedly in the works. According to one Atari insider, the firm is planning to license the technology from Mindset, a start-up company based in Sunnyvale, California. In March, Mindset announced the Mindset micro, and IBM PC compatible offering superior graphics capabilities as a result of two custom graphics coprocessors made from VLSI technology. The machine, however, never made a dent in the market, and Tramiel has been interested in the Mindset computer since he came to Atari in July. Atari may show the Mindset micro with an Atari label on it at the Consumer Electronics Show.

Atari executives remain tight-lipped about their high-performance, 32-bit computer scheduled to be unveiled in April at a Hanover, West Germany, computer show. Some sources say the computer will run on the National Semiconductor 32032 chip, a chip so powerful that it will make the computer "functionally equivalent to a DEC VAX." Other sources at Atari insist the 68020 chip will be used.

Meanwhile, Atari reports that the 800XL sales have been astronomical since the November price cut. Stores such as Service Merchandise in San Jose, California, say they have sold out. By the end of 1984, the Atari 800XL will have sold more than 600,000 units since its introduction more than a year ago, according to Kenneth Lim of Dataquest, a market research firm in San Jose.

"Our top accountants are telling us that the computer is outselling the Commodore 64," says Atari's Kerr. "We've had to expand our volume shipments to our distributors."

Since November, orders for Atari software have been exceptionally strong, according to Michael Reichmann, director of product development at Batteries Included, a Toronto software firm. "The demand has been unbelievable," Reichmann says. "I think Commodore is really running scared. Tramiel shows that he is willing to fight tooth and nail with Commodore." Stores that didn't want to carry Atari software are now placing orders.

Tom Bennett, head of an Atari users group in San Leandro, California, says he gets calls daily from owners who bought the 800XL because of the price and now want to know what can be done with it.

Let's hope Atari makes its new high-end machines open and expandable (gimme slots! Lots o' slots!), increases the 128K RAM to AT LEAST 512K, and uses FAST AND RELIABLE disk drives. After all, Atari should have learned from the complaints about Apple's Mac. Let's hope Commodore pays attention when it comes out with its new machines, too. We certainly don't need a repeat of the 1541 disk drive troubles (slow and unreliable).

From -2733296515332209302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,db85fce0009d0887,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-07 11:31:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!inuxc!inuxa!tob
From: tob@inuxa.UUCP (T Burger)
Newsgroups: net.micro.atari
Subject: ATARI at CES
Message-ID: <302@inuxa.UUCP>
Date: Mon, 7-Jan-85 14:31:40 EST
Article-I.D.: inuxa.302
Posted: Mon Jan 7 14:31:40 1985
Date-Received: Tue, 8-Jan-85 05:44:09 EST
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 265

This exclusive preview of the new ATARI products has been made available to SIG*ATARI members thru the courtesy of ANTIC Magazine. (formatted for a 40 col. printer or easy viewing online)

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From 1862236931575632803
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,81672c7b5f998842,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-07 20:12:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!inuxc!inuxa!tob
From: tob@inuxa.UUCP (T Burger)
Newsgroups: net.micro.atari
Subject: ANTIC-1 AT CES
Message-ID: <305@inuxa.UUCP>
Date: Mon, 7-Jan-85 23:12:23 EST
Article-I.D.: inuxa.305
Posted: Mon Jan 7 23:12:23 1985
Date-Received: Wed, 9-Jan-85 02:07:26 EST
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 158

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Atari Corp. unveils new products and image

Saturday, 5 January 1985

by MICHAEL CIRAOLO, Associate Editor, Antic

Las Vegas--The new Atari Corp. unveiled a new product line and a new image today--all intended to compete with Apple and IBM.

"We are not a game company. We are a microcomputer company," said Sig Hartmann, president of Atari Software, at the Winter Consumer Electronics Show. "We will produce productivity software and educational material."

Atari will now carry complete lines of 8-bit and 16-bit machines, as well as an array of printers, monitors and other peripherals intended for users of Atari, Apple, IBM, Commodore and Texas Instruments equipment.

The XE line of 8-bit personal computers will include a portable 64K machine with built-in 5" monitor and 3-1/2 inch disk drive priced under $400, a 128K computer priced under $200, and a redressed

version of the 800XL priced around $100. All are said to be compatible with existing Atari software.

Two 16-bit computers, the 130ST and 520ST, are based on an 8 MHz MC68000 microprocessor, according to the company's announcement.

Packaged in sleek, low-profile cases similar to the Apple IIc case, thelong-awaited "Jackintosh" Atari ST computers come with 128K RAM or 512K RAM, priced under $400 and $600 respectively.

Today's press conference was introduced by Nevada governor Richard Bryan, who has been negotiating with Atari President Jack Tramiel to establish an Atari semiconductor factory in Nevada.

Negotiations for such an Atari plant are going well, according to Jack Tramiel, but have not been finalized.

Atari will also be actively entering the computer education area, tradionally the domain of Apple, according to Hartmann.

According to Atari, both machines will have 32K bit mapped screens. There will be a choice of three graphics modes: a 320 x 200 pixel, 16 color mode, a 640 x 200 pixel, 4 color mode, and a monochrome 640 x 400 pixel mode.

Atari claims both machines will have a range of 512 colors, with 8 levels each of red, green and blue.

According to the Atari, both computers will have a special sound chip capable of producing controllable frequencies from 30 Hz to super-sonic. There will be three channels, with separate frequency and volume control. Both machines will have interfaces to Musical Instrument Digital Interface.

The central processing units feature 8 32-bit data registers, 8 32-bit address registers, a 16-bit data bus, a 24-bit address bus, according to the Atari.

The operating system uses a graphics kernel developed by Digital Research (Pacific Grove, California), and the Graphics Environment Manager user interface from the same company.

The GEM gives users access to icons, windows, mouse control, a memory management system and a real-time clock.

Atari claims that both machines have a Centronics port, an RS232 port, interfaces for disk controllers, joysticks and mice. In addition, there are apparently four video ports --television, composite video, RGB and high-resolution monochrome.

Accoring to Atari's director of marketing, James Copland, the XE machines will be shipped "as soon as the old 800XLs are out of the pipeline," and the 16-bit computers will be on store shelves by April 1. The company is taking orders now.

From -4826701086665933989

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c89756152ced5794,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-07 20:13:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!inuxc!inuxa!tob
From: tob@inuxa.UUCP (T Burger)
Newsgroups: net.micro.atari
Subject: ANTIC-2 AT CES
Message-ID: <306@inuxa.UUCP>
Date: Mon, 7-Jan-85 23:13:03 EST
Article-I.D.: inuxa.306
Posted: Mon Jan 7 23:13:03 1985
Date-Received: Wed, 9-Jan-85 02:07:47 EST
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 76

Another CES report from the staff of ANTIC magazine. This report talks of the new EPYX and LUCASFILM partnership.

ANTIC ONLINE NEWS
SPECIAL BULLETIN

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Epyx Software teams up with Lucasfilm Games.

Saturday, 5 January 1985

by MICHAEL CIRAOLO, Associate Editor, Antic

Las Vegas--A new partnership was announced today as Epyx Software unveiled two games from Lucasfilm for the Atari

market.

Ballblazer and Rescue on Fractalus, originally developed by Lucasfilm for the old Atari Inc, will now be marketed on 64K disks at a suggested retail price between $29 and $39, according to Epyx marketing director Robert Botch.

Although the two games were just announced, Epyx and Lucasfilm discussed a partnership for several months, signing the final agreement on New Year's Day, Botch said.

Both games were developed over six months ago, and there are numerous bootlegged copies around the country. However, those copies are not final products and differ from the games now being sold, said Botch.

Botch promised that the new partnership will produce further games from Lucasfilm. Two Atari games are currently under development and will be shown in June, he said.

What can we expect next? "All I can say is that they will be in the Lucas style --graphically different from anything currently on the market."

From 7484427195850686321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e33e24915b86596,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-07 20:13:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!inuxc!inuxa!tob
From: tob@inuxa.UUCP (T Burger)
Newsgroups: net.micro.atari

Subject: ANTIC-3 AT CES
Message-ID: <307@inuxa.UUCP>
Date: Mon, 7-Jan-85 23:13:32 EST
Article-I.D.: inuxa.307
Posted: Mon Jan 7 23:13:32 1985
Date-Received: Wed, 9-Jan-85 02:08:09 EST
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 144

Another report from CES85 by the staff of ANTIC magazine. This file is a report on the GEM operating environment, developed by Digital Research for the new ST line of ATARI computers based upon the MC68000 cpu.

ANTIC ONLINE NEWS
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Sunday, 6 January 1985

by MICHAEL CIRAOLO, Associate Editor, Antic

Las Vegas--Officials from Digital Research Inc. said today their company has signed the first in a series of agreements with the new Atari Corp for DRI's GEM operating system extension.

This move, combined with DRI's commitment to independent software developers, is expected to bring a wide variety of software to the top-of-the-line

Atari computers.

GEM (for Graphics Environment Manager) will run on the Atari ST line of 16-bit microcomputers, which are based on the 68000 microprocessor

Noted for its ability to enable icons, pull-down menus, windows and mice, GEM also simplifies the job of the software developer, according to DRI's Tom Byers.

"Digital Research has taken graphics abilities into the software realm," said Byers. "With the new Atari, the furnishings--the windows, menues and so on-- are included in GEM. The technological barriers to programming are gone."

Digital Research is currently working with about 10 independent software developers now, and will be hosting a seminar in February for about 150 major software developers.

Following next month's seminar, attendees, attendees will be given GEM toolkits to aid in the development of 68000 software.

DRI's development software will allow independent software vendors to write software for the Atari ST machines on any MS-DOS computer.

Thorn EMI/Perfect Software, Chang Labs, Lifetree Software and Matrix have all agreed to write GEM software to take advantage of GEM's user interface, according to DRI officials.

Future software developers can look forward to seminars across the country, toolkits from DRI and one-year access to a toll-free telephone number for immediate technical support.

Because GEM works independently of operating systems and languages, it is compatible with PC-DOS (version 2.0 and up), MS-DOS and Concurrent DOS.

There is no specific development language for the new Ataris, although Byers recommended C.

Part of the GEM package is the Application Environment Services (AES) supplement. AES includes subroutine libraries to monitor and respond to user input from mouse movement, mouse button clicks, keyboard entry and so on.

Libraries also include software that lets a programmer write a menu in text form and have it translated into pull-down menu form, and several storage/retrieval managers to keep track of graphics, icons and the screen under a pulled menu.

Contrary to earlier reports, the ST operating system was developed specifically for the Atari, although it did have its roots in CPM 68000, according to Byers.

From 5696655425420664869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5a606ddad0e6200d,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-01-07 20:14:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!inuxc!inuxa!tob
From: tob@inuxa.UUCP (T Burger)
Newsgroups: net.micro.atari
Subject: ANTIC-4 AT CES
Message-ID: <308@inuxa.UUCP>
Date: Mon, 7-Jan-85 23:14:01 EST
Article-I.D.: inuxa.308
Posted: Mon Jan 7 23:14:01 1985
Date-Received: Wed, 9-Jan-85 02:08:31 EST
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 119

Another ANTIC report from CES85.
This report is of special interest
to software developers. Jack
Tramiel comments on the ATARI
philosophy toward software
development support and the new
line in statements before the
Software Publishers Association.

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Tramiel opens Atari up to
software artists

Sunday, 6 January 1985

by MICHAEL CIRAOLO, Associate
Editor, Antic

Las Vegas--Atari chief Jack
Tramiel promised the Software
Publishers Association that he
would open Atari up to software
developers.

"I'll open the new Atari machines up the way Apple opened up the Apple II," Tramiel said. "I need your help, and will give you any support you need."

Tramiel promised technical and financial support for those writing software for his new ST line of 16-bit, 68000-based personal computers.

The former head of Commodore also said he would try to put the new ST machines in the hands of software developers by the end of January, three months before the computers are available on retail store shelves.

Software publishers reacted with a wait-and-see, yet warm attitude to Tramiel's announcement.

Tramiel said he was expecting entertainment, business, educational and scientific software.

"We are serving everyone," Tramiel said, stressing that the ST line was a series of personal computers, not home machines.

Tramiel said he would give financial support to "any young man with good ideas who is starting a business. I'll give him some money for the work he's doing for us."

When asked about continued support for the 8-bit XE series, Tramiel told publishers that he would support an entire line of XE computers and peripherals as

long as the consumer continued buying them.

Tramiel said that he had been working with Digital Research for over nine months on the ST design. He stated that Tramiel Technologies Ltd. would have brought the ST series to market, even if he had not bought Atari from Warner Communications. Tramiel said that the sophisticated consumer was "bored with the 6502 technology," and that the ST series was the "most exciting upgrade path" available at the lowest possible price.

At the end of the conference, Tramiel answered a question regarding disk drives with a very surprising quote. "Atari will be introducing a 15 Megabyte hard disk compatible for the ST series for under $400 before June CES."

From -5017021408733216168
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3fa31a13f8470424,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,3fa31a13f8470424,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-01-09 10:33:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rlgvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!teddy!panda!talcott!harvard!seismo!rlgvax!geller
From: geller@rlgvax.UUCP (David Geller)
Newsgroups: net.micro,net.micro.atari
Subject: ATARI - poised to take us by storm?
Message-ID: <337@rlgvax.UUCP>
Date: Wed, 9-Jan-85 13:33:20 EST
Article-I.D.: rlgvax.337
Posted: Wed Jan 9 13:33:20 1985
Date-Received: Sat, 12-Jan-85 07:02:01 EST
Distribution: net
Organization: CCI Office Systems Group, Reston, VA
Lines: 52
Xref: watmath net.micro:9040 net.micro.atari:560

Is ATARI poised to once again take the computer field by storm. They did it once with superbly engineered highly graphical 6502 machines five years ago. Despite slow initial sales and the name ATARI (games...) the line of machines eventually took off. Today you can't find a better bargain than an Atari 800XL (~$125). Is ATARI going to amaze us once again? I suspect that they will and that their new line of 68000 based machines featuring Digital Research's GEM facility will do very well. After all, Tramail has made business magic before. He can do it again.

With ATARI entering into the fierce battle of the techno-giants we are likely to see a few things occur. For one, I predict that the price of the Apple MAC will plummet considerably. This will, perhaps, delight some and likely frustrate others. Sales may also be impacted although this may be considerably less likely. The new ATARI line, when it is released, will be highly significant and trend setting. Some have said that such actions have stopped within the micrcomputer industry. I don't agree.

ATARI will be able to dazzle the world because it will be bringing out very competively priced 68000 based microcomputers. These machines will feature CP/M 68K by DGI as well as GEM - an operating system independent graphics environment manager based in part, I'm told, on GKS. GEM will be availble for MS-DOS machines as well. You can expect these new machines to be prices in the $500 range with an ample supply of accessories. Jack Tramail was quoted as saying that by the June CES he will release a 15 meg hard drive for the new line priced at $400. Wow! Good overseas buying can do the trick. That's what Tramail is good at. By the way - ATARI is touting its 68000 machines as 16 bit systems rather than Apple's market nonsense of having 32 bit machines. (It is said that ATARI will be the first to have a home based 32 bit machine. It will likely be based on the NS 32032 - who knows for sure, though.) One other neat product due out from ATARI is a voice/music synthesizer that has phenomenal sound capabilites. Mix that with the new line's MIDI interface (pretty amazing, eh?) and you have got a new choice system for high tech musicians.

I've said it before and I'll reiterate it again now. Apple has a great product. It is not, as many think, god's gift to hobbyist or business computing. It nice that there will soon be some strong competition. It will be to the betterment of the consumer. Let's hope a few of the amazing ATARI engineers made it this far and that ATARI really revives itself. As for Apple - let's hope their prices drop and that they continue to do well.

David Geller
rlgvax!geller

(all of this stuff is my own and doesn't, in any way, represent the sentiments or ideas of my employer)

From 5978313531406173858
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4d8da385b624ef93,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-10 05:54:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: February 1985 ANTIC TOC
Message-ID: <14778@mgweed.UUCP>
Date: Thu, 10-Jan-85 08:54:54 EST
Article-I.D.: mgweed.14778
Posted: Thu Jan 10 08:54:54 1985
Date-Received: Sat, 12-Jan-85 00:39:00 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 82

February 1985 TOC ANTIC Magazine
Theme: Money Mastery

page article

14 SYNTEGRATED SOFTWARE
A discussion of the six part business application series from Synapse.

18 HOME LOAN ANALYZER
This is the program that won the APX summer 1983 first prize. Antic is endevoring to keep alive the best of the APX software (see comments below). This program was written by Jim Skinner of AT&T, Information Systems in Orlando, Fl. (are you on the net Jim?)

22 INCOME TAX SPREADSHEET
If you have Synapse's SynCalc, you can use this program to take over the unpleasant duty of preparing your annual income tax return.

26 DRUM SYNTH/BASS SYNTH
This is the most realistic Atari musical instrument simulation that ANTIC said they had ever heard. It includes a tutorial on how to use the AUDCTL memory address.

31 CURRENCY CHANGER
Exchange international money like a seasoned traveler. BASIC program runs on all Atari computers.

33 BEAT THE BEEPS
If you're one of those people who gets irritated by the keyclicks on the Atari 400 and 800, this BASIC program turns off the sound without hardware modifications.

35 SOFTWARE LIBRARY
All the program listings are contained in the center

of the magazine.

56 KOOKY'S QUEST (Game of the Month)
A windowed scrolling maze adventure where you fight monsters while searching for the magic key that's your only escape from a multi-level dungeon. BASIC, 32K disk.

59 COMMUNICATIONS: 200+ Atari BBS List
The biggest and most accurate list of Atari bulletin boards in North America.

63 ASSEMBLY LANGUAGE: S.A.M. Handler
Owners of S.A.M. can use this program to define the voice synthesizer as an I/O device--much like a printer. This allows you to program S.A.M. commands with less typing. BASIC. Need S.A.M. and a disk drive.

66 EDUCATION: Music Flash Cards
A drill program that helps students learn the names of notes on the musical staff. BASIC. All Atari computers.

68 THE TOOLBOX: Parallel Bus Revealed
This is part 2 of a 4 part series on the XL's parallel bus.

72 JACK TRAMIEL DECLARES WAR!
An interview with Jack Tramiel.

74 PRODUCT REVIEW
Software:
Archon II: Adept--(Electronic Arts)
Bridgepro--(Computer Management Corp.)
Tink's Adventure, Tuk goes to Town--(Mindscape, Inc.)
Stealth--(Broderbund)
Chancellor of the Exchequer--(Mach-ina)
Hardware:
XL Boss--(Allen Macroware) This is a chip that eliminates the need for a translator disk.
Books:
Sams Atari Photofacts--(Howard W. Sams, Inc.)

Comments: Included in this issue of ANTIC is their new software catalog. This includes several programs from the now defunct APX catalog as well as several exclusively written for ANTIC. I will review the catalog in a separate article. ANTIC is continuing to hold their price at $24 per year ($30 for Canada and Mexico, $42 for overseas). It will go up soon they say. If you want to subscribe by phone using a credit card, call 800-227-1617 ext 133 (outside California) or 800-772-3545 ext 133 (inside Califronia). You can also write to ANTIC, Editorial Offices, 524 Second St., San Francisco, Ca. 94107.

Happy reading...

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 6892600784099883434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1e5c880ef7bfd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-10 16:09:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site terak.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!teddy!panda!
talcott!harvard!seismo!hao!noao!terak!doug
From: doug@terak.UUCP (Doug Pardee)
Newsgroups: net.micro.atari
Subject: Re: Atari 800XL superior to c64?
Message-ID: <260@terak.UUCP>
Date: Thu, 10-Jan-85 19:09:47 EST
Article-I.D.: terak.260
Posted: Thu Jan 10 19:09:47 1985
Date-Received: Mon, 14-Jan-85 02:47:33 EST
References: <212@eneevax.UUCP> <340@cadovax.UUCP>
Organization: Terak Corporation, Scottsdale, AZ, USA
Lines: 84

Since nobody else jumped in...

> the Commodore '16 colors in hi res' obviously has limitations,
> (only 2 in any 8x8 etc.) The Atari features are different and
> may also have limitations. True, the Atari technically only has
> 2 colors in hi-res, but with proper use of the display list, you
> can have 128 colors (or is it 256?), limited to two different
> shades on any raster line.

In the max-resolution mode (320X200 bit-mapped) the C-64 is as noted.
Since the color data is picked up by the video chip only once every
8 raster lines, there is no way to change it on a per-raster-line basis.
Also, the bit-map is NOT in a logical order.

> With the display list, you can mix
> graphics and text modes on the screen like crazy, ie: a screen
> with 1. four raster lines of hi-res, then 2. a text line, then
> 3. 20 pixel lines at medium res, etc. ad infinitum (or at least
> until the bottom of the screen)

Ditto on the C-64.

> The display list will also
> facilitate scrolling of all or part of the screen either
> horizontally or vertically without moving any of the actual
> data.

The C-64 can do this without display lists. It does require that
the screen be "shrunk" -- 24 lines for vertical smooth scroll,
38 columns for horizontal smooth scroll.

> Display list interrupts can be used to divide the 4 (actually

> 5) players into seperate entities, provided they only move horizontally.
> (actually you might even be able to do vertical movement like this with
> some cute tricks). In this way, each of the 5 players could be divided
> into up to 192 individual horizontal moving 'sprites'. Of course at
> 192, each sprite is 8 horizontal by 1 vertical.

The C-64 has 8 sprites which can be moved vertically as well as
horizontally, each sprite being up to 24 pixels wide by 21 high, with
the ability to "double" pixels in either or both dimensions. "High
res" sprites have only one color each, (the "second" color being
"transparent"), medium-res sprites (where the 24 pixels are made
into 12 double-width pixels) can have 3 colors, one for each
sprite plus two "common" colors shared by all sprites. All of the
things that an Atari display list can do are also applicable to
the C-64.

> Collision detection
> is built in for player-player, player-background, etc. but I suppose
> the Commodore may have this feature.

It does. Also priority -- what is seen when sprites overlap each
other. Sprite 0 always covers sprite 1 ... sprite 6 covers sprite 7.
Normally any sprite covers background, but this can be changed for
any and all sprites.

> I've heard nothing about any
> display-list type features in the C64. If there are any, I'd like to
> hear about them.

The C-64 has a "raster line interrupt" which will produce an interrupt
at any selected raster line. This gives essentially the same facility
as Atari display lists.

While this all sounds very impressive on the C-64 side, I feel obliged
to point out that "features" and "quality" don't necessarily go
together. The quality of the video that the C-64 presents is
terrible. The only way to get a watchable picture is to use the
Commodore monitor.

> I don't know much about the C64 except it has 32 sprites. I guess it
> just uses the T.I. 9918? (no display list or associated interrupts).

Only 8 sprites. It uses the MOS Techonology (a division of Commodore)
6567 VIC-II video chip.

> All I know about the sound generators is what was said in the above
> referenced article.

The sound synthesizers in the C-64 really are the best there is. If
sound is what matters to you, you needn't look farther.

Doug Pardee -- Terak Corp. -- !{hao,ihnp4,decvax}!noao!terak!doug

From -4159361361333819420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5e8408e76926430d
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,5e8408e76926430d
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-01-10 16:38:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site terak.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!teddy!panda!
talcott!harvard!seismo!hao!noao!terak!doug
From: doug@terak.UUCP (Doug Pardee)
Newsgroups: net.micro.atari,net.micro
Subject: Re: New Atari Computers
Message-ID: <261@terak.UUCP>
Date: Thu, 10-Jan-85 19:38:17 EST
Article-I.D.: terak.261
Posted: Thu Jan 10 19:38:17 1985
Date-Received: Mon, 14-Jan-85 02:48:01 EST
References: <582@voder.UUCP>
Distribution: net
Organization: Terak Corporation, Scottsdale, AZ, USA
Lines: 19
Xref: watmath net.micro.atari:563 net.micro:9043

Er, um, say folks, but has it occurred to anybody that all of
the great announcements from Atari are a smokescreen to cover
up their financial troubles?

ANYBODY can announce anything they dang please. I think I'll
announce a system based on a VAX 11/780, with 2048X2048 pixels
in 16 million colors, voice response and speech synthesis,
priced at $49.95, to be available later this year. Wow!
What a deal!

The indications are that Atari will be in bankruptcy court very
soon. Whether they avoid it or not, a reasonable observer would
have to ask "Where are they going to get the money to design
these great and wonderful machines, when they can't pay the
bills they've already got?"

Talk is cheap. It's all that Atari can afford right now.

Doug Pardee -- Terak Corp. -- !{hao,ihnp4,decvax}!noao!terak!doug

From 8150954340476852559
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,93d24b0623a6309
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,93d24b0623a6309
X-Google-Attributes: gid12c65a,public

X-Google-Thread: 129c11,93d24b0623a6309
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-01-10 20:58:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ecsvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!genrad!decvax!mcnc!
ecsvax!calway
From: calway@ecsvax.UUCP (James Calloway)
Newsgroups: net.micro,net.micro.cbm,net.micro.atari
Subject: Re: New Atari machines (home UNIX at last?)
Message-ID: <482@ecsvax.UUCP>
Date: Thu, 10-Jan-85 23:58:34 EST
Article-I.D.: ecsvax.482
Posted: Thu Jan 10 23:58:34 1985
Date-Received: Sat, 12-Jan-85 07:46:21 EST
References: <3097@ucla-cs.ARPA>
Organization: The News and Observer
Lines: 29
Xref: watmath net.micro:9039 net.micro.cbm:1072 net.micro.atari:559

x
The InfoWorld article came pretty close. Here is what Atari's marketing manager,
Bryan Kerr, described
during and after the Las Vegas Consumer Electronics Show:

Atari's new ST line is based on the 68000 chip, running at 8 megahertz.
The 130ST will have 128K and sell for $399. The 520ST will have 512K, $599.
If there is demand, there may be an in-between model, the 260ST.
These machines will use external Sony 3 1/2-inch drives, priced at about $150
each. The computers will have build-in interfaces for floppy disk AND hard disk.
 The hard disk is due later in the year, 10 megabytes, $600.
The operating system was developed jointly by Atari and Digital Research and
is stored with DR's Graphics Environment Manager in 192K of ROM.

The new low-end machines are the 65XE, a replacement for the 800XL, the 130XE
with 128K and the 65XEP, a portable with a small CRT screen.

If Atari can deliver the goods, this should be an interesting year.

--

James Calloway
The News and Observer
Box 191
Raleigh, N.C. 27602
(919) 829-4570
{akgua,decvax}!mcnc!ecsvax!calway

From -5127574566892632606
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,ddc85dbd9dd676e7,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15f443,ddc85dbd9dd676e7,start
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1985-01-11 06:40:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!inuxc!inuxd!gat
From: gat@inuxd.UUCP (G Taylor)
Newsgroups: net.micro.atari,net.wanted
Subject: Wanted: Chameleon 4.0
Message-ID: <683@inuxd.UUCP>
Date: Fri, 11-Jan-85 09:40:06 EST
Article-I.D.: inuxd.683
Posted: Fri Jan 11 09:40:06 1985
Date-Received: Sat, 12-Jan-85 05:47:44 EST
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 22
Xref: watmath net.micro.atari:558 net.wanted:5509

A recent article discussing telecommunications with the ATARI listed
several terminal emulation programs including "Chameleon 4.0". I
have used Chameleon 2.0 for more than a year now and find it the best
program for talking to Unix. It was available from APX and included
the executable plus macro source. Version 2.0 handles 80 columns by
providing horizontal screen scrolling (a mixed blessing) and provides
a reasonable emulation of a DEC VT52 or ADM 3A which makes using vi
easy. It also provides a simple text-file upload/download capability.
The description of Chameleon 4.0 really caused me to drool--it has all
the enhancements I've been wanting including XMODEM and KERMIT file
transfer protocols, disk management functions, and support for
smart modems.

My problem is simply that the article gave no clue as to where I
could get Chameleon 4.0. The article simply stated "[it] is a popular
terminal program in the public domain ..." If anyone knows where I
can get the program (preferably with the source), I would really
appreciate it if you would send mail letting me know where!!

Glen A. Taylor
AT&T/Consumer Products
Indianapolis,IN

From -4314295806900984844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,93d24b0623a6309
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-11 06:53:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site mot.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!zehntel!hplabs!hao!seismo!ut-
sally!oakhill!mot!fred

From: fred@mot.UUCP (Fred Christiansen)
Newsgroups: net.micro.atari
Subject: Re: New Atari machines (home UNIX at last?)
Message-ID: <77@mot.UUCP>
Date: Fri, 11-Jan-85 09:53:49 EST
Article-I.D.: mot.77
Posted: Fri Jan 11 09:53:49 1985
Date-Received: Mon, 14-Jan-85 00:53:42 EST
References: <3097@ucla-cs.ARPA>
Organization: Motorola Microsystems, Phoenix AZ
Lines: 21

there have been references to the Atari 130ST for $299 on the net,
but i don't think i've yet seen mention of the 520ST (with 512K RAM)
which, as i recall, will come in around $599. the printers are from
$150 and up, and the disk drives (3 1/2" floppy or hard) also from
$150 and up. color and hi-res monochrome monitors will also be available.
perhaps someone who actually went to CES can correct my figures in case
my recall of what i heard 3rd or 4th hand is inaccurate.
     GEM and the CP/M-68k derived TOS are in 192K ROM. interesting thing
about this architecture is that it does admit cloning, something much more
difficult to achieve with the Mac (due to proprietary OS).
     speculation about the unit to be revealed at Hanover will probably
continue to vacillate between 32032 and 68020. National people are saying
the 32032, but then again there's what we're hearing ...
     home UNIX? quite possibly with the 520ST or the next model. in the
mean time, there is HP's Integral PC, a portable UNIX machine for $5K.

     p.s. it's the 6809, not the 6509, that comes from Motorola's 6800 family.

Fred Christiansen, Motorola Microsystems, 2900 S Diablo Way, Tempe, AZ 85282
{allegra,ihnp4}!sftig!mot!fred   {ihnp4,seismo}!ut-sally!oakhill!mot!fred
{ihnp4,amdahl}!drivax!mot!fred   arizona!asuvax!mot!fred

From -8675447844569218074
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5e8408e76926430d
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,5e8408e76926430d
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-01-12 08:01:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site enmasse.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!teddy!panda!
enmasse!mroddy
From: mroddy@enmasse.UUCP (Mark Roddy)
Newsgroups: net.micro.atari,net.micro
Subject: Re: Re: New Atari Computers
Message-ID: <280@enmasse.UUCP>
Date: Sat, 12-Jan-85 11:01:16 EST
Article-I.D.: enmasse.280
Posted: Sat Jan 12 11:01:16 1985

Date-Received: Mon, 14-Jan-85 03:04:23 EST
References: <582@voder.UUCP> <261@terak.UUCP>
Distribution: net
Organization: Enmasse Computer Corp., Acton, Mass.
Lines: 8
Xref: watmath net.micro.atari:564 net.micro:9044

> The indications are that Atari will be in bankruptcy court very
> soon. Whether they avoid it or not, a reasonable observer would
> have to ask "Where are they going to get the money to design
> these great and wonderful machines, when they can't pay the
> bills they've already got?"

Atari has apparantly sold 600,000 800xl's since the price cut, which is
how J.T. is financing development.

From 683698954253267886
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5e8408e76926430d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-12 13:27:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!zehntel!hplabs!hao!seismo!umcp-
cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: Re: New Atari Computers
Message-ID: <221@eneevax.UUCP>
Date: Sat, 12-Jan-85 16:27:29 EST
Article-I.D.: eneevax.221
Posted: Sat Jan 12 16:27:29 1985
Date-Received: Mon, 14-Jan-85 04:46:20 EST
References: <582@voder.UUCP> <261@terak.UUCP>
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 26

>Er, um, say folks, but has it occurred to anybody that all of
>the great announcements from Atari are a smokescreen to cover
>up their financial troubles?

This is certainly a possibility. However, I don't think Jack
Tramiel took over Atari to preside over a Chapter 11 bankruptcy.
I think he will at least try to make a go of it with his new
68000 machine.

>ANYBODY can announce anything they dang please. I think I'll
>announce a system based on a VAX 11/780, with 2048X2048 pixels
>in 16 million colors, voice response and speech synthesis,
>priced at $49.95, to be available later this year. Wow!
>What a deal!

From what I understand Atari has actually shown the machines at
the winter ces. Of course it would be better if someone posted
a review based on hands on experience. Based on the specs that
were posted I certainly think it is possible to design such a
machine. After all a 68000 doesn't cost that much these days and
atari is buying them in volume. I certainly hope atari gets a
chance to market these machines as it will introduce some much
needed competition into the home computer industry.
--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 4706618973826100427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ddc85dbd9dd676e7
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15f443,ddc85dbd9dd676e7
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1985-01-13 08:16:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihu1n.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!ihu1n!freak
From: freak@ihu1n.UUCP
Newsgroups: net.micro.atari,net.wanted
Subject: Re: Wanted: Chameleon 4.0
Message-ID: <141@ihu1n.UUCP>
Date: Sun, 13-Jan-85 11:16:28 EST
Article-I.D.: ihu1n.141
Posted: Sun Jan 13 11:16:28 1985
Date-Received: Mon, 14-Jan-85 03:42:56 EST
References: <683@inuxd.UUCP>
Organization: AT&T Bell Labs, Naperville, IL
Lines: 20
Xref: watmath net.micro.atari:565 net.wanted:5531

The new version of the old favorite is not in the public
domain. But, read the latest issue of Antic magazine. In
it there is a small catalog of software that is available
from them that used to be from the now defunct APX. They
have made arrangements with several of the old APX authors
to market their stuff. Among them is Chameleon 4.2. It may
be order from them by calling thier toll free number and
asking for #AP113. It is priced at $19.95 + $3.00 s&h.
The number is 1-800-227-1617 Ext. 133. The catalog is
included in the magazine by subscription only and is not
in the ones available by single copy in the stores, so as
a service I will post the entire catalog, if there is any
interest. Let me know either by post or mail if you would
like it posted on a regular basis.

Clancy Malloy
AT&T Bell Labs
Indian Hill
(..!ihu1n!freak)

From -1537619841571322389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5e8408e76926430d
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,5e8408e76926430d
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-01-14 10:09:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site rlgvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!teddy!panda!
talcott!harvard!seismo!rlgvax!geller
From: geller@rlgvax.UUCP (David Geller)
Newsgroups: net.micro.atari,net.micro
Subject: Re: New Atari Computers
Message-ID: <350@rlgvax.UUCP>
Date: Mon, 14-Jan-85 13:09:52 EST
Article-I.D.: rlgvax.350
Posted: Mon Jan 14 13:09:52 1985
Date-Received: Wed, 16-Jan-85 16:23:25 EST
References: <582@voder.UUCP> <261@terak.UUCP>
Distribution: net
Organization: CCI Office Systems Group, Reston, VA
Lines: 14
Xref: watmath net.micro.atari:569 net.micro:9066

> The indications are that Atari will be in bankruptcy court very
> soon. Whether they avoid it or not, a reasonable observer would
> have to ask "Where are they going to get the money to design
> these great and wonderful machines, when they can't pay the
> bills they've already got?"

I think that are probably wrong. I read last week that Jack T was seeking
50 million in financing. Apparently the machines has already been designed.
If he managed to find cheap labor and facilities abroad he can likely
begin production. Let's give him a chance. It is far better to encourage
people in their business/financial endeavors than to label them
failures before startings. I hope the ATARI company succeeds.

geller!rlgvax

From -9131567235386410077
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5e8408e76926430d
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,5e8408e76926430d
X-Google-Attributes: gid129c11,public

X-Google-ArrivalTime: 1985-01-14 10:24:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watdcsu.UUCP
Path: utzoo!watmath!watdcsu!rsellens
From: rsellens@watdcsu.UUCP (Rick Sellens - Mech. Eng.)
Newsgroups: net.micro.atari,net.micro
Subject: Re: New Atari Computers
Message-ID: <828@watdcsu.UUCP>
Date: Mon, 14-Jan-85 13:24:32 EST
Article-I.D.: watdcsu.828
Posted: Mon Jan 14 13:24:32 1985
Date-Received: Tue, 15-Jan-85 01:37:15 EST
References: <582@voder.UUCP> <261@terak.UUCP>
Distribution: net
Organization: U of Waterloo, Ontario
Lines: 29
Xref: watmath net.micro.atari:567 net.micro:9055

Re: talk is cheap

I spoke to a local dealer on Friday who was at CES. He said that Atari
was showing a functioning model of the 68000 machine *and* letting
people touch it and mess around. Atari does have a little more than
just talk going for them. It remains to be seen whether they can do
it at the stated prices, but they have done it in prototype!

I for one hope they can do it. As announced it will be an amazing home
machine. I have one of their glossy handouts -- highlights are:

- 68000 based with 128 or 512K (C$500 and C$700 respectively)
- GEM graphics system (apparently similar to a colour Mac)
- 3 graphics modes - 320x200x16 colour
                   - 640x200x4 colour
                   - 640x400 monochrome
                   - output to tv, composite or RGB monitor
- built in interfaces for hard and floppy disks
- 1 each, serial and parallel ports
- mouse (standard equipment)
- 3 voice music synthesizer plus MIDI interface

All of the above are on their list of *standard* features!

Rick Sellens
UUCP: watmath!watdcsu!rsellens
CSNET: rsellens%watdcsu@waterloo.csnet
ARPA: rsellens%watdcsu%waterloo.csnet@csnet-relay.arpa

From 5305949714233165628
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ddc85dbd9dd676e7
X-Google-Attributes: gid1517c1,public

X-Google-Thread: 15f443,ddc85dbd9dd676e7
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1985-01-14 11:35:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site bonnie.UUCP
Path: utzoo!watmath!clyde!bonnie!danoc
From: danoc@bonnie.UUCP (Dan O'Connell)
Newsgroups: net.micro.atari,net.wanted
Subject: Re: Wanted: Chameleon 4.0
Message-ID: <373@bonnie.UUCP>
Date: Mon, 14-Jan-85 14:35:23 EST
Article-I.D.: bonnie.373
Posted: Mon Jan 14 14:35:23 1985
Date-Received: Tue, 15-Jan-85 02:18:26 EST
References: <683@inuxd.UUCP> <141@ihu1n.UUCP>
Organization: AT&T Bell Laboratories, Whippany NJ
Lines: 51
Xref: watmath net.micro.atari:568 net.wanted:5541

> ... the latest issue of Antic magazine. In
> it there is a small catalog of software that is available
> from them that used to be from the now defunct APX. ...
> The catalog is included in the magazine by subscription only and is not
> in the ones available by single copy in the stores, ...
>
> Clancy Malloy
> AT&T Bell Labs
> Indian Hill
> (..!ihu1n!freak)

I bought the February issue of Antic at a local computer store, not with a subscription, and it did indeed include the APX catalog, so you may want to save yourself some typing.

There is a terminal emulator for the ATARI that was written by John Palevich (Chameleon author) and that apparently is in the public domain. It supports the KERMIT protocol, the Hayes Smartmodem, the Atari 1030 modem, and has smooth horizontal scrolling (which is NOT automatic). It emulates the VT52. I have successfully used this with vi on UN*X and for transferring files (at 1200 baud) between the Atari and KERMIT running on a UN*X system, and (at 9600 baud) between the Atari and a DEC Rainbow running KERMIT.

This program is written in ACTION!, so you need the ACTION! cartridge. It works beautifully, and is an outstanding example of an ACTION! program. (Yes, it is in source code form.)

I got it from a DEC public access system in MA. FYI, this is how to contact the DEC system. Note that it only supports KERMIT file transfers, but the files you need are all ASCII. The files all start with "ATA", and they are in the KERMIT: directory, so you can see them by typing "TYPE KERMIT:ATA*.*" (or something similar - on-line help is available).

To get onto DEC's market machine, phone (617) 467-7437 Once you get a connection, (1200 or 300 baud) type control-C twice. This enables auto-baud. then:

LCG LCG-KERMIT KERMIT

This gets you on. The system is primarily a KERMIT system, but it has MS-DOS and CP/M areas from which files can be downloaded using KERMIT.

BTW, also in the APX catalog is a disk full of ACTION! utilities, though they don't describe what exactly is on it.

--
Dan O'Connell
ihnp4!{floyd,bonnie,clyde}!danoc

From 7656412576637588122
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,43a382e9b8a73c9a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-16 06:21:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!inuxc!inuxa!tob
From: tob@inuxa.UUCP (T Burger)
Newsgroups: net.micro.atari
Subject: ANTIC-5 at CES
Message-ID: <309@inuxa.UUCP>
Date: Wed, 16-Jan-85 09:21:12 EST
Article-I.D.: inuxa.309
Posted: Wed Jan 16 09:21:12 1985
Date-Received: Thu, 17-Jan-85 04:48:39 EST
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 141

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CES-ATARI FINAL WRAP-UP

by NAT FRIEDLAND, Antic Editor

LAS VEGAS - The January 1985 CES show looked like the arrival of vindication for those who believed in the Atari Computer. The spectacular hardware and software shown at the crowded Atari exhibit was clearly superior and dramatically lower priced than anything brought by Commodore or the Japanese MSX contingent.

Model numbers - and to some extent, prices - still seem to be in a state of flux. But here is the best information ANTIC has as of now.

16-BIT COMPUTERS - The 130ST (128K) is $399. A suddenly announced 260ST (256K) will be $499. And the top of the line 520ST (512K) is $599. The ST operating environment, GEM by Digital Research, will make it easy for software developers to transport programs originally written for the Macintosh and IBM PC environments.

8-BIT COMPUTERS - The 65XE which replaces the 800XL will continue at under $120. The 130XE is "well under $200" - or approaching $150. We also had our first look at the 65XEP luggable, under $400, including a 3 1/2" disk drive and a very clear 5" green monitor. These computers are all compatible with Atari's earlier 8-bits. When the polyphonic AMIE sound chip is finished around March, it's supposed to go into an alternate 64K machine to be called the 65XEM.

DELIVERY DATES for everything in this story is supposed to fall between 30 days and the start of the second quarter.

PRINTERS - $150 for the slow (12 cps) but true letter-quality daisywheel, $150 for the 80 cps dot matrix that produces graphics virtually as sharp as the Apple Imagewriter.
$150 for the 50 cps non-impact color printer that produces very clear text,

and $99 for a black-only 20-cps non-impact model. All of these printers seem much sturdier and more professional than any printer that has ever carried the Atari name. They all work with both the 8-bit and the 16-bit lines, under different interfaces and model numbers.

In fact, Atari printers and monitors will now be marketed for IBM, Apple and Commodore computers, under the Atarisoft name.

MONITORS - The XC1411 composite color 14" is under $200. The XM128, about $150, is the crisp 12" green monitor with built-in 80-column card that works with the new Atari software on XE computers. Specifically for the 16-bit ST line is the very impressive 12" RGB analog color monitor, SC1224 under $300, that's capable of showing 512 colors onscreen. You can also get this model with a built-in 3 1/2" disk drive attachment. And there's an extra high resolution monochrome monitor, the SM124, for the STs at under $200.

The Atari exhibit area featured a wall of color monitors, which often displayed the spectacular graphics demos which Atari has been making available to users groups. Doug Crockford's BALL1 has been put on CompuServe by ANTIC. And Jim St. Louis' & Russ Karas' animated high-res robot and rocket ship are starting to be seen nationwide.

DISK DRIVES - The 500K SF354 3 1/2" drive is under $200. And they are now also talking about a 250K 3 1/2" drive, the SF324, for around $150. Not yet shown was the under-$600 SH317 hard disk with 10MB, and there's also some discussion of a 15MB hard disk. Speed of all these new drives is announced as a phenomenal 1.3 megabytes per second for the STs. For the XEs they're hoping to boost the speed to 30,000 from the current 19,200.

The 1050 disk drive will be gradually replaced for 5 1/4" floppies by the compatible XF521, around $150, which

has true double density and matches the new XE look. The new compatible Disk Operating System 2.5 was developed by Bill Wilkinson of OSS, the father of Atari DOS.

TELECOMMUNICATIONS - The $49.95 XM301 direct-connect 300-baud modem is slightly larger than a cigarette pack and comes bundled with software for uploading and downloading. The long-awaited Learning Phone cartridge for accessing Plato was featured, in-store availability should begin in February and the price may be as low as $25. The Plato cartridge was also being demonstrated with MPP's new low-cost 1,200-baud modem.

From -8968664562934948304
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6bcb179cf4a49d90,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-16 06:21:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!inuxc!inuxa!tob
From: tob@inuxa.UUCP (T Burger)
Newsgroups: net.micro.atari
Subject: ANTIC-6 at CES
Message-ID: <310@inuxa.UUCP>
Date: Wed, 16-Jan-85 09:21:31 EST
Article-I.D.: inuxa.310
Posted: Wed Jan 16 09:21:31 1985
Date-Received: Thu, 17-Jan-85 12:41:15 EST
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 118

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CES-ATARI FINAL WRAP-UP

by NAT FRIEDLAND, Antic Editor

SOFTWARE BREAKTHROUGHS

LAS VEGAS-

Atari's CES software was in its own right as spectacular as the hardware breakthroughs on display. The star attraction was undoubtedly INFINITY - which is the next generation of sleek, powerful integrated programs.

Infinity has specs that are more than a match for Lotus 1-2-3 and Symphony. Yet it can run in as little as 64K (even on the old 800) with only the loss of a few extra features. And incredibly, it will be sold at only $49.95 for 8-bit Ataris, the 16-bit version will be about $70.

The Tramiel Atari Corp. has shown that it is serious about holding software prices to $49.95, which is what virtually all the advanced productivity software described in this article will cost.

I realize that Infinity sounds almost too good to be true. But Antic has seen it in operation. On one disk it contains a spreadsheet, relational database, a word processor that looks like MacWrite, a telecommunications package, graphics, icons and pull-down menus, and integrated printing. It runs in virtual memory, which means that file size is more dependent on disk capacity than on RAM.

Infinity will support the upcoming Atari local area networking (LAN) capability. And it includes multitasking -- up to 6 simultaneous operations on the ST series, 3 on the 130 XE and 2 on the 65XE.

Vincent Garafolo of Cambridge's Matrix Software, developers of Infinity, explained that they were able to get so much into a 64K memory program by

two-step "optimizing" of the assembly language compilation. This procedure is usually only used in advanced military and government software.

"Most software companies don't do optimization because it's so tedious, even though it's possible to drastically reduce the size of most programs," explained Garafolo. "You don't have to be a programming genius to optimize. You just have to be willing to put in a few hundred hours of boring, painstaking line-by-line analysis."

Other impressive new software from Atari includes Silent Butler, a personal finance program that balances multiple checking and credit card accounts, and tracks tax deductions. It's most unique feature is the ability to print on your own personalized checks, using a plastic check-holder that fits into your printer.

Shopkeeper is an easy-to-use small business accounting package that also tracks inventory and generally emulates an electronic cash register. It also compiles daily reports which will be automatically transferable to the upcoming (2nd quarter) general ledger module. There will be six modules in the series.

Song Painter is a very user-friendly music construction program that replaces standard musical notation with self-explanatory colored line patterns and icons. Its three instrumental voices can be controlled almost entirely from the joystick.

In another Atari musical development, the in/out MIDI ports on the ST computers were being demonstrated driving the new Casio CZ101 $499 synthesizer.

From -671403985429641455
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,ddc85dbd9dd676e7
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15f443,ddc85dbd9dd676e7
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1985-01-16 15:22:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site topaz.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!teddy!panda!
talcott!harvard!seismo!topaz!eric
From: eric@topaz.ARPA (Eric Lavitsky)
Newsgroups: net.micro.atari,net.wanted
Subject: Re: Wanted: Chameleon 4.0
Message-ID: <290@topaz.ARPA>
Date: Wed, 16-Jan-85 18:22:58 EST
Article-I.D.: topaz.290
Posted: Wed Jan 16 18:22:58 1985
Date-Received: Sun, 20-Jan-85 01:37:34 EST
References: <683@inuxd.UUCP> <141@ihu1n.UUCP> <373@bonnie.UUCP>
Organization: Rutgers Univ., New Brunswick, N.J.
Lines: 38
Xref: watmath net.micro.atari:576 net.wanted:5582

> I got it from a DEC public access system in MA. FYI, this is how to
> contact the DEC system. Note that it only supports KERMIT file
> transfers, but the files you need are all ASCII. The files all start
> with "ATA", and they are in the KERMIT: directory, so you can see them
> by typing "TYPE KERMIT:ATA*.*" (or something similar - on-line help is
> available).
>
>   To get onto DEC's market machine, phone (617) 467-7437 Once you
>   get a connection, (1200 or 300 baud) type control-C twice.
>   This enables auto-baud. then:
>
>   LCG LCG-KERMIT KERMIT
>
>   This gets you on. The system is primarily a KERMIT system,
>   but it has MS-DOS and CP/M areas from which files can be
>   downloaded using KERMIT.
>
> BTW, also in the APX catalog is a disk full of ACTION! utilities, though
> they don't describe what exactly is on it.
>
> --
> Dan O'Connell
> ihnp4!{floyd,bonnie,clyde}!danoc

Hi,

 You are reffering to Atari Kermit written in Action! Chameleon
supports Modem protocol as well and was written By John Palevich
in assembly language using a cross compiler on a PC.

 He can be contacted at 175 Calvert Drive #F211

Cupertino, CA 95014

I believe he is at hplabs somewhere out there and probably is reachable
on the net. He is very helpful and has even sent me some of the sources
to his Kermit code.

Eric

From -2935012283305646982
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c220588e8b4b3af9,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 152df8,c220588e8b4b3af9,start
X-Google-Attributes: gid152df8,public
X-Google-ArrivalTime: 1985-01-16 15:25:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!teddy!panda!
talcott!harvard!seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari,net.micro.mac
Subject: Atari and Mac comparison
Message-ID: <223@eneevax.UUCP>
Date: Wed, 16-Jan-85 18:25:22 EST
Article-I.D.: eneevax.223
Posted: Wed Jan 16 18:25:22 1985
Date-Received: Sun, 20-Jan-85 01:38:02 EST
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 46
Xref: watmath net.micro.atari:577 net.micro.mac:383

Now that we have a fairly good idea of the features and price
of the new 68000 atari machines, we can compare them and see
if it will put some price pressure on the mac.

The basic mac has a 512x342 bitmapped display,internal disk
drive and 128k plus a mouse and a couple of high speed serial
ports and an applebus local network interface. The lowest
advertised price I have seen is about $1400 for this basic
configuration. There are also rumors that apple may drop
this by another few hundred dollars so we can assume that the
price will be around $1200 by the time atari ships it's
machines. The 512k upgrade is about $1000.

The equivalent atari configuration would be the basic
machine + mouse for $500 plus $200 for a disk drive and
another $150 for a high res monochrome monitor, for a total
of $850. The atari has a little higher resolution 640x400.
I am assuming the most common configuration is with a
monochrome monitor.

So the mac will be about $350 more than a similarly configured
atari. This is not such a huge difference and probably won't
force apple to lower it's price as it can claim a "large"
software base and a machine that is of professional quality
with support vs atari's marketing it to zero support people
like kmart and toys r us. However, the 512k upgrade will
probably be much cheaper since atari's is only $200 more than
the base machine. Whether apple could maintain this position
depends solely on the quality or percieved quality of atari's
machine. A repeat of commodore's problem with the c64 would
probably spell disaster. If atari can grab a reasonable
market share I think they can only get better since they
have a few additional features such as color, a fast hard
disk interface with dma, no wait state memory at 8Mhz vs
the equivalent 4Mhz for apple because of display refreshing,
3 voice synthesizer that will eventually be upgraded to
16 independent voices and a midi interface. Of course apple
won't be sitting idly by, but it should make for an interesting
year with commodore jumping into the fray with their amiga
machine later in the year. Atari has another machine in the
works using the (rumored) 32032 that would bring the equivalent
of a sun workstation to the home. If that really happened
the entire micro market would be thrown into confusion.
--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 4983609964957819856
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1e5c880ef7bfd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-16 20:22:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC830713); site snow.UUCP
Path: utzoo!watmath!clyde!cbosgd!cbdkc1!desoto!packard!edsel!bentley!hoxna!houxm!
whuxlm!akgua!mcnc!decvax!genrad!mit-eddie!godot!harvard!seismo!mcvax!ukc!qtlon!
flame!ubu!snow!dpa
From: dpa@snow.UUCP (David Angier)
Newsgroups: net.micro.atari
Subject: Re: Atari 800XL superior to c64?
Message-ID: <329@snow.UUCP>
Date: Wed, 16-Jan-85 23:22:44 EST
Article-I.D.: snow.329
Posted: Wed Jan 16 23:22:44 1985
Date-Received: Wed, 23-Jan-85 08:01:44 EST
References: <212@eneevax.UUCP> <340@cadovax.UUCP>
Organization: Computer Science Department, Warwick University, UK
Lines: 62

I've been reading all these comparisons and I own a c64.
I think that straight comparison is out, there are too many
basic differances.

For a start the Atari machines have a display processor of sorts,
that make the video very powerful, but the c64 has a versatile
video controller that can tell the processor when to do things,
via the raster interrupt, and thus if you wanted
you could change video modes on every line also.
This uses a lot of main processor time if used in many screen locations
but can be used to give many effects not available using the display
file on an Atari,for example a one line pixel scrolling message anywhere
on the screen.
The disk interface speed in now effectively cured, with small
alternative loaders. It now takes about 20sec to load 32k instead of
1min30sec that it takes normally, since Atari use serial interfacing
as well, I would assume that their disk speed is slower than this.
As for memory, I can't compare the XL machines with the c64 since
I'm not sure of the facts, but almost all commercial software is capable
of access to the entire 64k of memory.
Sound, the Atari relies on fixed oscillators with which one can only
make beeping noises (directly), the c64 has a synth which does more
than most other people mentioned. For a start you have a choice of wave-
form on all voices, this is for harmonic control. Triangle waves produce
the least harmonics and sound more like most wind instruments,
Sawtooth are very quite high up in harmonics, and pulse wave forms
are like most other micro beeps except you can change the step/mark
ratio. Finally there is the white noise generator, this is just another
optional wave form, so can be used on all voices(unlike what others
said). Next are the filters, there are digitally controlled
high,low and band pass filters which can be used to make tinny
sounds or bass sounds or whatever. Other features include
ring modulation, hard sync., envelope shaping, A to D converter
on voice 3, plus much more. I have heard very good speach synthesis
on the c64 with no extra hard-ware(it really sounds like a person.)
Graphics are next, the Atari highest mode is higher than that of
the c64 I think, but what makes graphics in games is colour.
The Atari is lousy at having a good range of colour on the screen
at once, with careful planning on a c64 there is no reason
why you can't use all 16 colours where you want when you want them,
i.e. no trouble getting more than 2 colours on one raster line.
The Atari sprites appear to be very limited too, why would one
want a sprite filling the whole screen? Admittedly there are only
8 sprites on the c64, but with the raster interrupts running
then any number can be used, and they CAN move in both directions.
Software, this is where my favorite machine starts looking a
little low, unfortunately where there are the same games on both
the Atari and the c64 the c64 looks worse off, I can see no real
reason why this is so, but I can only guess by saying that all of it
was originally written on the Atari and then made to work on the c64.
Thus when it designed all the graphics etc. were made to fit the Atari
in particular and it was hard to move. Where software was made for
the c64 (see Impossible Mission or Space Taxi) the quality is the
best.
In the case of support all I can say is that in England, where I live,
Atari seems to have vanished, and there appears to be no support whatever
despite all the Net News saying the 800XL is only about $120 over in

America.

Dave (Maths @ Warwick University, UK)

P.S. These views are probably very biased. Who cares, flame me, I love
seeing pages of mail to me, etc..

From -7369951391088715784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e1e5c880ef7bfd0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-16 20:31:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC830713); site snow.UUCP
Path: utzoo!watmath!clyde!cbosgd!cbdkc1!desoto!packard!edsel!bentley!hoxna!houxm!
whuxlm!akgua!mcnc!decvax!genrad!mit-eddie!godot!harvard!seismo!mcvax!ukc!qtlon!
flame!ubu!snow!dpa
From: dpa@snow.UUCP (David Angier)
Newsgroups: net.micro.atari
Subject: Re: Atari 800XL superior to c64?
Message-ID: <330@snow.UUCP>
Date: Wed, 16-Jan-85 23:31:40 EST
Article-I.D.: snow.330
Posted: Wed Jan 16 23:31:40 1985
Date-Received: Wed, 23-Jan-85 08:30:44 EST
References: <212@eneevax.UUCP> <340@cadovax.UUCP>
Organization: Computer Science Department, Warwick University, UK
Lines: 13

A few points I missed:-

Commodore use their own video controller.
Interrupts are a major feature in the video (raster,collision etc.)
There is collision checking,(background and foreground plus a possible
foreground colour that is transparent for collisions).
The sound chip (SID) has a (maybe more) 4 bit D to A output also.
It also has an input that gets filtered if you desire (i.e. tape).
I have had 48 24*21 sprites on the screen at the same time.
The c64 has three Forth compilers available at my last count, plus
one full Pascal implementation.

Dave.

From -4329270266530678118
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5e8408e76926430d
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,5e8408e76926430d
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-01-17 08:58:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.2 9/5/84; site terak.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!teddy!panda!
talcott!harvard!seismo!hao!noao!terak!doug
From: doug@terak.UUCP (Doug Pardee)
Newsgroups: net.micro.atari,net.micro
Subject: Re: New Atari Computers
Message-ID: <264@terak.UUCP>
Date: Thu, 17-Jan-85 11:58:41 EST
Article-I.D.: terak.264
Posted: Thu Jan 17 11:58:41 1985
Date-Received: Mon, 21-Jan-85 02:36:51 EST
References: <582@voder.UUCP> <261@terak.UUCP> <828@watdcsu.UUCP>
Distribution: net
Organization: Terak Corporation, Scottsdale, AZ, USA
Lines: 38
Xref: watmath net.micro.atari:579 net.micro:9103

[included quotes follow my comments]

I also hope that Atari succeeds. But it's one thing to hope, and
something else again to (as a bunch of people have) get terribly
excited about wild announcements from a company that is in deep
financial trouble.

Especially when that company is headed by Jack Tramiel. In the years
that Tramiel ran Commodore, Commodore announced a ton of new machines
ranging from the Max-Machine super-video-game to a Z-8000 based
Unix machine. They demonstrated prototypes of all of these at
the time of announcement. The only one they ever produced was
the SX-64 "portable C-64". And Commodore was even making money!

By the way, "seeking 50 million in financing" is not the same as
"getting 50 million in financing". And Tramiel would never seek
any outside financing if he had any choice.

We can all hope for Atari's recovery, but in the meantime I intend
to keep my feet on the ground and not get excited about new computers
until AFTER they're on the dealer's shelves. There'll be plenty
of time then.

--- Quotes:
> I think that are probably wrong. I read last week that Jack T was seeking
> 50 million in financing. Apparently the machines has already been designed.
> If he managed to find cheap labor and facilities abroad he can likely
> begin production. Let's give him a chance. It is far better to encourage
> people in their business/financial endeavors than to label them
> failures before startings. I hope the ATARI company succeeds.
......
> I spoke to a local dealer on Friday who was at CES. He said that Atari
> was showing a functioning model of the 68000 machine *and* letting
> people touch it and mess around. Atari does have a little more than
> just talk going for them. It remains to be seen whether they can do
> it at the stated prices, but they have done it in prototype!

--
Doug Pardee -- Terak Corp. -- !{hao,ihnp4,decvax}!noao!terak!doug

From 8476803416753103730
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,728c80fc0e9ab4ad,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-17 13:58:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!lshum
From: lshum@utzoo.UUCP (Jerry Zarycky)
Newsgroups: net.micro.atari
Subject: Indus disk drive owners re: SynchroMesh
Message-ID: <4949@utzoo.UUCP>
Date: Thu, 17-Jan-85 16:58:28 EST
Article-I.D.: utzoo.4949
Posted: Thu Jan 17 16:58:28 1985
Date-Received: Thu, 17-Jan-85 16:58:28 EST
Organization: U of Toronto Zoology
Lines: 17

This message is directed to all owners of Indus disk drives.
I bought my drive almost a year ago, and only received 2 out of the 3
promised programs. A friend of mine bought one even earlier, and only
had one of them included. After filling out the warranty card (which
promised delivery of programs when available), we have heard nothing from
Indus. We have heard from other sources that the third program is now
available.
My question is this: has anyone heard about the promised SynchroMesh,
which would speed up the functioning of the drive?
Any information on this topic would be much appreciated.

Jerry Zarycky
USENET:
{cornell,uw-beaver,linus,ihnp4,allegra,decvax,floyd}!utcsrgv!drz
{allegra,ihnp4,linus,decvax}!utzoo!lshum
CSNET: drz@Toronto
ARPA: drz%Toronto@CSNet-Relay

From -2444823203956076704
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ac143d397a2d2da,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-17 17:50:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site bonnie.UUCP
Path: utzoo!watmath!clyde!bonnie!danoc
From: danoc@bonnie.UUCP (Dan O'Connell)
Newsgroups: net.micro.atari
Subject: typos in DEC MARKET login string

Message-ID: <379@bonnie.UUCP>
Date: Thu, 17-Jan-85 20:50:12 EST
Article-I.D.: bonnie.379
Posted: Thu Jan 17 20:50:12 1985
Date-Received: Fri, 18-Jan-85 03:23:01 EST
Distribution: net
Organization: AT&T Bell Laboratories, Whippany NJ
Lines: 20

I recently submitted login instructions for the DEC public access
TOPS-20 machine in MA; however, there were two typos in the
the login sequence that prevented successful login. Here is the corrected
version:

To get onto DEC's market machine, phone (617) 467-7437
Once you get a connection, (1200 or 300 baud)
type control-C twice. This enables auto-baud.
then:
     LOG LCG.KERMIT KERMIT

This gets you on. The system is primarily a KERMIT system, but it
has MS-DOS and CP/M areas from which files can be downloaded using KERMIT.

Thanks to Ken Dye (pur-ee!dye) for bringing this to my attention.

--
Dan O'Connell
ihnp4!{floyd,bonnie,clyde}!danoc

From -8329454667721314172
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6e2853e63c4c2462,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-01-18 09:38:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2.fluke 9/24/84; site fluke.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!houxm!vax135!cornell!uw-beaver!
ssc-vax!fluke!kurt
From: kurt@fluke.UUCP (Kurt Guntheroth)
Newsgroups: net.micro.atari
Subject: Re: New Atari machines (home UNIX at last?)
Message-ID: <262@vax2.fluke.UUCP>
Date: Fri, 18-Jan-85 12:38:51 EST
Article-I.D.: vax2.262
Posted: Fri Jan 18 12:38:51 1985
Date-Received: Thu, 24-Jan-85 05:56:30 EST
Reply-To: kurt@fluke.UUCP (Kurt Guntheroth)
Organization: John Fluke Mfg. Co., Inc., Everett, WA
Lines: 48

[go ahead bug, make my day]

Some notes on the 'possibility' of Atari marketing those new machines.

1. Atari has been talking to National for years about the 32000. When I was talking to National, there was always this one particular company in California who was going to produce a consumer machine based on the 32000. Of course they could not tell me who it was, but it couldn't have been Apple and they said (indirectly) it wasn't IBM sooo..... This doesn't mean Atari couldn't use the 68020. That's the neat thing about the 32-bit processors. If you have a C compiler, they're all alike.

2. A hard disk for $400 is quite reasonable. Just because the IBM crowd wants a minimum $1000 for a 10Mb disk doesn't mean that represents a reasonable markup. We were able to buy a 10Mb disk (drive+drive electronics only) for $300 in quantity one. If you want to talk about volumes of 500K units/year I bet the price gets even lower. Also, the consumer industry operates on a relatively narrow markup over factory cost.

Apple can sell Macintoshes to the universities for $1000. You can bet they aren't selling at a loss. The Atari's don't have an expensive high quality CRT included either, so they should be cheaper. The pricing is reasonable, assuming a high volume product.

3. What design to finance? They bought the OS from DRI. No development there. I bet they could even get DRI to do the port for them (wouldn't you, for the kind of volume they could deliver? Remember, this is the product that could make CP/M-68K and GEM household words.) Designing the PCB's is not that big a deal, the plastic case couldn't cost more than $5 million if it was the most intricate possible design. Fancy gate arrays have design times of a couple of man months and the production cost for prototypes is really negligable for a company of Atari's size. The only thing that could get expensive is VLSI for things like fancy video and sound chips. These designs may have been proceeding for some time now (it is pretty clear they have been) so unless Atari goes belly-up this morning they will not be affected.

Besides, remember Traniel fired most of the staff when he took over. The engineering design may have been nearly complete when he came in. All Atari has to worry about is keeping their current products profitable (even in bankruptcy, the creditors won't close him down if it looks like he has turned the corner and might pay them back).

No, I think this product is coming. I can hardly wait.
--
Kurt Guntheroth
John Fluke Mfg. Co., Inc.
{uw-beaver,decvax!microsof,ucbvax!lbl-csam,allegra,ssc-vax}!fluke!kurt

From -6826865206041062017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,248d08787494c952,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1984-11-12 05:42:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site homxa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!homxa!men
From: men@homxa.UUCP (M.NIGH)
Newsgroups: net.micro.atari
Subject: Atari price update
Message-ID: <485@homxa.UUCP>
Date: Mon, 12-Nov-84 08:42:39 EST
Article-I.D.: homxa.485
Posted: Mon Nov 12 08:42:39 1984
Date-Received: Tue, 13-Nov-84 07:46:03 EST
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 16

ATARI PRICE UPDATE!!!!

In the Sunday edition of the Trenton Times (NJ), the following adds and prices were seen:

800XL -- $130.00 !! Kiddie-City Stores
Koala Pad w/ Software -- ~$50.00 Clover Stores

I have also heard (at an Atari user group meeting) that a 1050 Disk drive can be had for ~$180.00.

Just passing info on,

Mark Nigh
houxm!homxa!men

From -8319042504328680945
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,248d08787494c952
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-12 09:50:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!houxu!jhv
From: jhv@houxu.UUCP (James Van Ornum)
Newsgroups: net.micro.atari
Subject: Re: Atari price update
Message-ID: <472@houxu.UUCP>
Date: Mon, 12-Nov-84 12:50:04 EST
Article-I.D.: houxu.472
Posted: Mon Nov 12 12:50:04 1984
Date-Received: Tue, 13-Nov-84 08:12:31 EST
References: <485@homxa.UUCP>
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 18

Child World in Hazlet,NJ and Eatontown, NJ advertised in a 11/11/84 paper:

     800XL $119.95
     1050 $179.95
At the JACG club meeting Saturday, 11/10/84, an Atari dealer in Cedar Knolls
advertised in a printed handout:
     800XL $129.95
     1050 $179.95
An "electronics" store in Woodbridge Mall (NJ) was observed on 11/11/84 with:
     800XL $129.95
These seem to be the new prices, not just one day only sale prices!!

The Cedar Knolls dealer advertised a modification kit for the 1050 that
add true double density capability, and a claimed three times speed up in
transfer rate. I have forgotten the manufacturer. Has anybody had any
experience with such a modification??

     James Van Ornum, AT&T Bell Laboratories, inhp4!houxu!jhv

From 1547813876120562674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d51450ef8e15bf63,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-13 15:45:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site megatest
Path: utzoo!linus!decvax!decwrl!amd!cae780!ubvax!megatest!yip
From: yip@megatest (Mike Yip)
Newsgroups: net.micro.atari
Subject: Where to find memory module
Message-ID: <13@megatest>
Date: Tue, 13-Nov-84 18:45:14 EST
Article-I.D.: megatest.13
Posted: Tue Nov 13 18:45:14 1984
Date-Received: Sat, 17-Nov-84 03:12:21 EST
Organization: Megatest Corp., San Jose, CA
Lines: 29

I have this atari 600XL which I use to play video games. The
long awaited game that I always wanted Flight Simulator II by
SubLogic) finally came out but I also found that I could not
play it on the 600XL since it requires 48K of memory.

I tried to find an extended memory module for the 600XL but
couldn't find it anywhere.

Questions: [1] What is the maximum limit of how much
            memory I can add to the 600XL?

        [2] Where can I find/buy an extended memory
            module?

I couldn't get any info in the San Jose/Sunnyvale area. I even

called the current atari service number but for six hours I tried,
the phone was always busy, and the atari operator told me that they
are always that busy.

Thanks in advance.

Michael E. Yip
Megatest Corporation,
San Jose, California.

--
UUCP: {decvax!decwrl, ucbvax, ihnp4} !sun!megatest!yip
     {lbl-csam, amd, ubvax} !megatest!yip
ARPA: megatest!yip@{Glacier||Shasta}.ARPA

From 4261859053839718006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,75f8464a8b2b50be,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-14 12:15:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sjuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!sjuvax!iannucci
From: iannucci@sjuvax.UUCP (iannucci)
Newsgroups: net.micro.atari
Subject: Disk Drive-Indus GT
Message-ID: <650@sjuvax.UUCP>
Date: Wed, 14-Nov-84 15:15:20 EST
Article-I.D.: sjuvax.650
Posted: Wed Nov 14 15:15:20 1984
Date-Received: Fri, 16-Nov-84 04:42:55 EST
Reply-To: iannucci@sjuvax.UUCP (iannucci)
Organization: St. Josephs University, Phila. PA.
Lines: 26

            I don't know who is being replied to here, as I missed the
initial question, but I have to agree with keithd at cadovax on the Indus
G.T.. I have one with my old time Atari 800, and am completely pleased with
its performance. It reads and writes fast, and has a lot of neat little
extra features. There is only one complaint I have, and I have been told
that mine is a common problem. A couple of the LED's on the track display
flicker or go out completely often for long periods of time. Fortunately,
the ones that go out normally do not prevent you from reading the display,
but it is an annoyance. With the quality of most consumer products these days,
though, I don't let that worry me. I still highly recommend the Indus. If you
can afford the ATR-8000, I might recommend that also, but that's a different
story. I now regret the loss of all that wonderful CP/M software that I could
have had, so if you consider CP/M an important option, and don't mind the cost
and trouble, consider ATR too. Let me emphasize, however, that Indus is a
first-rate drive. Have fun.

--
    "Our primary weapon is surprise..surprise and fear..our TWO weapons..."

                -- David Iannucci (oh, what a giveaway!)
                -- St. Joseph's University, Philadelphia
                   {allegra | astrovax | bpa | burdvax}!sjuvax!iannucci

From -6604549704720354132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2b16f1a932bf02d5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-15 06:46:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site cwruecmp.UUCP
Path: utzoo!linus!decvax!cwruecmp!pjd
From: pjd@cwruecmp.UUCP (dr. funk)
Newsgroups: net.micro.atari
Subject: AP story.
Message-ID: <1218@cwruecmp.UUCP>
Date: Thu, 15-Nov-84 09:46:03 EST
Article-I.D.: cwruecmp.1218
Posted: Thu Nov 15 09:46:03 1984
Date-Received: Sat, 17-Nov-84 04:04:03 EST
Organization: CWRU Computer Engr. Cleveland, Ohio
Lines: 24

[Greetings from your Selective Service Board ....]

Yesterday an AP article about Jack Tramiel and Atari
appeared in the paper which stated that the list price of
the 800XL will be reduced to $120! If the WSJ is correct
(posting courtesy of Kit Kimes) that leaves a $15 margin
to retailers. (Even so, like wow, man. :-)

There were also some really great quotes from Tramiel:

  "Business is war." (My favorite.)

  "I came back in business in May because I felt that this
   business was becoming very dull. Everybody was sitting and
   trying to get as much money as they could. There was no
   reduction in prices and no improvement in technology."

  "Anybody who sells computers is a competitor."

Tramiel confirmed that Atari will announce an 8 and 16 bit
computer in the first quarter of 1985. (Note that "computer"
is singular -- a 65816 based machine maybe?) A 32 bit machine
will be announced in second quarter 1985. Both will sell
under $1000.

From -8792643971528357306
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,248d08787494c952
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-15 10:30:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site proper.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!dcdwest!ittvax!decvax!decwrl!amd!
dual!proper!halloran
From: halloran@proper.UUCP (Bob Halloran)
Newsgroups: net.micro.atari
Subject: Re: Atari price update
Message-ID: <1617@proper.UUCP>
Date: Thu, 15-Nov-84 13:30:24 EST
Article-I.D.: proper.1617
Posted: Thu Nov 15 13:30:24 1984
Date-Received: Sun, 18-Nov-84 04:36:31 EST
References: <485@homxa.UUCP> <>
Reply-To: halloran@proper.UUCP (halloranzT.)
Organization: Proper UNIX, San Leandro, CA
Lines: 15

In today's NY Times (11/15) Atari has a full-page ad announcing the new
price of the 800XL to be $119.95. Also, in Tuesday's Science Times
section, which tends to run numerous computer store ads, an outfit
called Harmony Video in Bklyn was advertising 1050's for under $150.
(I think the exact price was $139.) They have a toll-free line for
anyone interested.

Now, the big question is, is Trammiel just clearing the shelves before
discontinuing the line altogether, or is this a revenge move against
Commodore for Xmas?

Bob Halloran
!dual!proper!halloran
!vax135!petsd!pedsga!bobh

From -1868214615888391570
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9757f67e1aad0c3f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-15 10:30:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site mhuxh.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!mhuxn!mhuxh!gott
From: gott@mhuxh.UUCP (gottlieb)
Newsgroups: net.micro.atari
Subject: Atari 800 Enclosre
Message-ID: <244@mhuxh.UUCP>
Date: Thu, 15-Nov-84 13:30:38 EST
Article-I.D.: mhuxh.244
Posted: Thu Nov 15 13:30:38 1984

Date-Received: Fri, 16-Nov-84 05:32:24 EST
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 5

I would like to purchase a Atari 800 enclosure,i.e.the
plastic and metal unit. American TV Sales & Services
only sells boards. Does anyone know of a source?
Thanks for any help.
Albert Gottlieb, mhuhx!gott

From 1398547094639226057
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e76cba0b97ad5fa5,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1622d3,e76cba0b97ad5fa5,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1984-11-15 12:15:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site aluxe.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!aluxe!david1
From: david1@aluxe.UUCP (nelson)
Newsgroups: net.micro.atari,net.micro.apple
Subject: Okimate 10
Message-ID: <519@aluxe.UUCP>
Date: Thu, 15-Nov-84 15:15:08 EST
Article-I.D.: aluxe.519
Posted: Thu Nov 15 15:15:08 1984
Date-Received: Fri, 16-Nov-84 05:35:34 EST
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 1

Does anyone have any feedback on the Okimate 10, the under $300 color printer?

From 3413104501493762901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d1c280b66151e47,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1622d3,d1c280b66151e47,start
X-Google-Attributes: gid1622d3,public
X-Google-Thread: 13cc7c,d1c280b66151e47,start
X-Google-Attributes: gid13cc7c,public
X-Google-ArrivalTime: 1984-11-16 10:33:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site aluxe.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!aluxe!david1
From: david1@aluxe.UUCP (nelson)
Newsgroups: net.micro.atari,net.micro.apple,net.kids
Subject: Educational program for 3 year old
Message-ID: <520@aluxe.UUCP>
Date: Fri, 16-Nov-84 13:33:56 EST
Article-I.D.: aluxe.520

Posted: Fri Nov 16 13:33:56 1984
Date-Received: Sat, 17-Nov-84 04:55:16 EST
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 5

I'm looking for an educational program for my 3 year old son. He already knows the alphabet and most of the numbers. I was thinking of buying Spinnaker's Kindercomp, but I would like to find out about other possibilities. Channukah is coming soon so fast replies would be appreciated.

From 3805622386826123352
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c5e5a4a10b5bf3c3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-16 23:16:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2f.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!hou2f!rjw
From: rjw@hou2f.UUCP (B.WOHRMANN)
Newsgroups: net.micro.atari
Subject: Info Req : 80 Col CRT, BASIC Version C.
Message-ID: <406@hou2f.UUCP>
Date: Sat, 17-Nov-84 02:16:22 EST
Article-I.D.: hou2f.406
Posted: Sat Nov 17 02:16:22 1984
Date-Received: Sat, 17-Nov-84 07:53:43 EST
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 17

I'm a new Atari user and would appreciate any feedback on:

1. Would like to convert my CRT (Sakata SC-100) to 80 column format, at as low a cost as possible. I also own: 800XL, 1050 drive and 1027 printer.

2. I have experienced enough occurrences of "keyboard lock-up", that I'm considering buying Atari's new version C of BASIC. I would like to he from those who have tryed BASIC-C to find out if the "keyboard lock-up" problem is eliminated and are there any new problems.

Thanks in advance!!!

Bob Wohrmann
hou2f!rjw

From -4542704379517071917
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,a182718cdb7679c0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-19 09:32:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.17 $; site uicsl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!inuxc!pur-ee!uiucdcs!uicsl!hr
From: hr@uicsl.UUCP
Newsgroups: net.micro.atari
Subject: Re: touch tablet info wanted
Message-ID: <5900002@uicsl.UUCP>
Date: Mon, 19-Nov-84 12:32:00 EST
Article-I.D.: uicsl.5900002
Posted: Mon Nov 19 12:32:00 1984
Date-Received: Wed, 21-Nov-84 01:02:15 EST
References: <230@mhuxi.UUCP>
Lines: 11
Nf-ID: #R:mhuxi:-23000:uicsl:5900002:000:232
Nf-From: uicsl!hr   Nov 19 11:32:00 1984

<>

Speaking of touch tablets. Does anyone know how easy/practical
it would be to connect a touch pad made for an Atari to a serial
or parallel port of another computer?

Thanks,
Harold Ravlin
ihnp4!uiucdcs!uicsl!hr

From -7459967697099038099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b3dbba0a6deb9972,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-19 11:02:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Future Products
Message-ID: <13657@mgweed.UUCP>
Date: Mon, 19-Nov-84 14:02:54 EST
Article-I.D.: mgweed.13657
Posted: Mon Nov 19 14:02:54 1984
Date-Received: Wed, 21-Nov-84 01:00:01 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 36

[]

Several people have commented on the new Atari prices, although even the

Wall Street Journal confirms these to be the new regular prices, not just a one time deal.

As for future products, several sources, including the WSJ states that Atari will announce 2 new variations for the 800XL. One will have 128K of memory built in, using bank switching.

Atari will also have a 16 bit and a 32 bit machine next year. The 800XL's and the 16 bit machine should be shown at the Winter CES in January. The 32 bit machine might be announced but probably won't be available until late spring or summer. The big machines will use a new operating system called TOS (Tramiel Operating System) that has been developed by the same company that developed MDOS.

In other news, Bill Wilkinson (of OSS fame), in his regular Atari column in December COMPUTE!, passes on some interesting information. It seems that Microbits is developing both a parallel floppy disk drive and a hard disk system for the 800XL. It can not be used with the older systems since it takes advantage of bus out the back. Preliminary speed measurements indicate that you may be able to read/write over 40K bytes per second to and from the disk. This would certainly make playing graphics adventure games tolerable! No announced delivery date yet because development work isn't finished. It appears, though, that both hardware and software manufacturers are developing renewed confidence in Atari, so we should see even more exciting announcements next year.

Happy Computing..

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 9208065164518493929
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4f5465ad4fcc943a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-20 12:01:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site emory.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!emory!kim
From: kim@emory.UUCP (Kim Wallen {Psychology})
Newsgroups: net.micro.atari
Subject: Best terminal emulator package wanted
Message-ID: <1438@emory.UUCP>
Date: Tue, 20-Nov-84 15:01:10 EST
Article-I.D.: emory.1438
Posted: Tue Nov 20 15:01:10 1984
Date-Received: Wed, 21-Nov-84 01:35:16 EST
Distribution: net
Organization: Math & Computer Science, Emory University, Atlanta

Lines: 22

*** REPLACE THIS LINE WITH YOUR MESSAGE ***

With the 800XL so cheap, I want to use one as a terminal going via
modem (1200b) to a UNIX (tm) system. Is there a good 80col. terminal
emulator available which makes the XL look like some identifiable
terminal. I would alternatively accept a unique terminal program if
the documentation told what codes the XL sends for given conditions so
that I can write a termcap for it.

Please give me the source (if possible) as well as the item descriptions.
I will summarize to the net.

Kim Wallen
Department of Psychology
Emory University
Atlanta, Ga 30322   404 (329-4125)

akgua!emory!emoryu1!psykw

From 253843692539499510
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d25bad64ab31bdd5,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1622d3,d25bad64ab31bdd5,start
X-Google-Attributes: gid1622d3,public
X-Google-Thread: 13cc7c,d25bad64ab31bdd5,start
X-Google-Attributes: gid13cc7c,public
X-Google-ArrivalTime: 1984-11-21 04:53:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site aluxe.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!aluxe!david1
From: david1@aluxe.UUCP (nelson)
Newsgroups: net.micro.atari,net.kids,net.micro.apple
Subject: Responses to request for software for 3 year old
Message-ID: <530@aluxe.UUCP>
Date: Wed, 21-Nov-84 07:53:52 EST
Article-I.D.: aluxe.530
Posted: Wed Nov 21 07:53:52 1984
Date-Received: Thu, 22-Nov-84 05:43:22 EST
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 48

****
You buy alot of software to do things for your kids on the Atari.
However, you might consider going to the library and getting copies
of Compute or some other magazine that supports Atari. These
magazines have alot of low level programs for education. The fun
thing is to work on the program yourself and have the kid there to

work with you some. I found that I and my kids have had some good
times doing this.
****

I know you didn't ask for advice, but ...

Wait for your son's bar mitzvah to give him computer stuff; let him enjoy
his childhood.
Get him a boxful of puzzles (the old-fashioned wooden kind) better. He can
share them with his friends and learn some social skills; that will serve
him better than the little he'd learn from any 'educational' program.

[Computer literacy is a great big crock, anyway. By the time your son grows

up enough to really need a computer, it won't look like a computer - if it does
it won't do anything useful.].

I may have flamed a little here, but I am serious in the gist of it.

Thank you for listening.

****

My son is 3 like yours (born in 8/81). He knows the letters
and numbers (from Sesame Street no doubt).

I have Kindercomp and Facemaker from Spinnaker and My
Letters, Words and Numbers from Stone. Kindercomp is OK,
none of the games are outstanding, but there are 6 of them,
so it's an overall good value. Facemaker I think is a
little too rigid, but an older child might enjoy the
guessing game part (it's like the game Simon of years gone
by). MLWN is basically introduction to the keyboard with a
cute animated graphic (one for each letter of the alphabet).
I enjoyed it, but it grew stale fairly quickly, though it
did teach my son the keyboard.

I'd be interested in other replies you get.

Dave Kallman
AT&T Technologies
****

From -4062962295785596516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3b2cf1811373a9e9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-25 17:56:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site emory.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!emory!kim
From: kim@emory.UUCP (Kim Wallen {Psychology})

Newsgroups: net.micro.atari
Subject: using 800XL as terminal to UNIX: help needed
Message-ID: <1441@emory.UUCP>
Date: Sun, 25-Nov-84 20:56:11 EST
Article-I.D.: emory.1441
Posted: Sun Nov 25 20:56:11 1984
Date-Received: Mon, 26-Nov-84 02:22:17 EST
Distribution: net
Organization: Math & Computer Science, Emory University, Atlanta
Lines: 25

I am trying to use an 800XL as a terminal using the APX program
"Chameleon" and an R: handler from AID ("R-verter") to communicate
through a Rixon 212 modem. The software commmunicates perfectly with
the Rixon, dials the Unix system I work on, but when I establish
contact with the remote system I no longer get CR with LF and the
screen switches back and forth between normal and reverse video.
In addition, all control characters print rather than execute.

Does anyone have experience with the "chameleon" terminal emulation
package? Do I have to buy an Atari 850 interface to make it work.
(Will it work if I get one).

Does anyone have an alternative terminal emulation package for this
combination?

Thanks

Kim Wallen
Psychology Dept.
Emory University
Atlanta, GA 30322

(404) 329-4125

{akgua;sb1;sb6}!emory!emoryu1!psykw

From -7073326988525781903
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,13eb7de916772d4f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-26 06:52:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxf.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihuxf!recovert
From: recovert@ihuxf.UUCP (recovert)
Newsgroups: net.micro.atari
Subject: Using 800XL as a games machine
Message-ID: <2482@ihuxf.UUCP>
Date: Mon, 26-Nov-84 09:52:22 EST
Article-I.D.: ihuxf.2482
Posted: Mon Nov 26 09:52:22 1984

Date-Received: Tue, 27-Nov-84 04:11:20 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 13

<<>>
     Recently I have seen Atari 800XL's as low as $120.00.
Does anyone know if you can play the Atari 2600 (the original Atari
game machine) cartridges on the 800XL??
I am thinking of buying one for my sister's family as they already have
an 2600, and would like to know if they can still use the old cartridges
on the new 800XL.
If the cartridges don't work, is there anyway to make them work.
I am assumming that both the 2600 and the 800XL use the same
microprocessor, and are otherwise compatiable.
Please respond via EMAIL unless of general interest to the network.
--
Richard E. Covert (312) 979-4428 ihuxf!recovert (BTL,Indian Hill)

From 7186209639233322740
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,13eb7de916772d4f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-26 10:21:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2e.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!hou2e!yosh
From: yosh@hou2e.UUCP (M.CHING)
Newsgroups: net.micro.atari
Subject: Re: Using 800XL as a games machine
Message-ID: <358@hou2e.UUCP>
Date: Mon, 26-Nov-84 13:21:16 EST
Article-I.D.: hou2e.358
Posted: Mon Nov 26 13:21:16 1984
Date-Received: Tue, 27-Nov-84 04:19:49 EST
References: <2482@ihuxf.UUCP>
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 15

The 400/800 (XL) series generate their graphics in an entirely different
manner. 2600 games are designed with primitive graphics in mind, while the
800 series machines are truly graphics oriented. You'll find that they are
not in the least bit compatible. Atari 5200 games on the other hand, are
almost identical to 800 games (because the machines are almost identical).

Dave Bloom, Bell Labs (Holmdel)
Former CBS Video Games/ Electronics
EE. (What am I doing here???????)

From 1488088194045921579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a182718cdb7679c0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-26 11:21:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!zehntel!tektronix!hplabs!sdcrdcf!trwrba!
cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: touch tablet info wanted
Message-ID: <305@cadovax.UUCP>
Date: Mon, 26-Nov-84 14:21:31 EST
Article-I.D.: cadovax.305
Posted: Mon Nov 26 14:21:31 1984
Date-Received: Thu, 29-Nov-84 05:37:24 EST
References: <230@mhuxi.UUCP>, <5900002@uicsl.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 18

>Speaking of touch tablets. Does anyone know how easy/practical
>it would be to connect a touch pad made for an Atari to a serial
>or parallel port of another computer?

>   Harold Ravlin

The output of these type of touch tablets is X and Y analog voltages,
(0-5v I think) which require any system that it's connected to to have
some sort of A/D converter. Given this, connection may be relativlely
simple. A serial or parallel port is of no use, unless an A/D converter
is connected between one and the tablet, which will require some amount
of hardware hacking.

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
"You'll PAY to know what you REALLY think!"

From -3713054879962535892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,248d08787494c952
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-27 06:51:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site aplvax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!hplabs!hao!seismo!umcp-cs!
aplvax!ded
From: ded@aplvax.UUCP (Don E. Davis)
Newsgroups: net.micro.atari

Subject: Re: Atari price update
Message-ID: <812@aplvax.UUCP>
Date: Tue, 27-Nov-84 09:51:36 EST
Article-I.D.: aplvax.812
Posted: Tue Nov 27 09:51:36 1984
Date-Received: Fri, 30-Nov-84 07:37:20 EST
References: <485@homxa.UUCP>
Organization: JHU/Applied Physics Lab, Laurel, MD
Lines: 16

I am contemplating purchasing a computer for my son this Christmas.
With the $120 price tag, the Atari 800XL sounds pretty good, but
I still wonder how it compares to the Commodore. It seems like
there is more software out there for the latter.

How do they compare? Is the graphics better on the Atari? Games
are important. Are the games on Atari comparable to the Commodore?
Is the disk drive for the Atari just as clutzy as the 1541?
I guess the above questions can by grouped together as one: Is the
Commodore worth the $80 price differential?
--

Don Davis
JHU/APL
...decvax!harpo!seismo!umcp-cs!aplvax!ded
...rlgvax!cvl!umcp-cs!aplvax!ded

From -5101296376885086130
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3b2cf1811373a9e9
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-28 11:21:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site anasazi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!mit-eddie!godot!harvard!seismo!hao!
noao!terak!anasazi!guy
From: guy@anasazi.UUCP (Guy Finney)
Newsgroups: net.micro.atari
Subject: Re: using 800XL as terminal to UNIX: help needed
Message-ID: <121@anasazi.UUCP>
Date: Wed, 28-Nov-84 14:21:11 EST
Article-I.D.: anasazi.121
Posted: Wed Nov 28 14:21:11 1984
Date-Received: Sat, 8-Dec-84 06:35:12 EST
References: <1441@emory.UUCP>
Distribution: net
Organization: Anasazi, Phoenix Az.
Lines: 20

I've used Chameleon before, but with an 800 (sans XL) and 850 box.
It worked exactly as advertised, right out of the proverbial box.
There were one or two things I didn't like about it, though, so

I uploaded the source to UNIX, changed it to my liking, and ran
it through our cross-assembler. My main gripe was the silly
BASIC preamble. I replaced it with an assembler routine.
Perhaps I have an older version, though. I didn't keep up with
whether or not he put out another version when he went to work
for Atari (boy I'll bet he was pissed at getting laid off).

When you say:

> In addition, all control characters print rather than execute.

That doesn't sound like any Chameleon I had. Mine (the original,
not my modified version), passes all characters through and uses
the OPTION, SELECT, and START keys for the functions it provides.

Guy Finney (decvax!hao!noao!terak!anasazi!guy)
ex-Atari owner

From 144105956618041447
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bc8db00b39f1e0cd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-28 13:04:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site watmath.UUCP
Path: utzoo!watmath!csc
From: csc@watmath.UUCP (Computer Sci Club)
Newsgroups: net.micro.atari
Subject: New atari machines
Message-ID: <10043@watmath.UUCP>
Date: Wed, 28-Nov-84 16:04:57 EST
Article-I.D.: watmath.10043
Posted: Wed Nov 28 16:04:57 1984
Date-Received: Thu, 29-Nov-84 02:07:47 EST
Organization: U of Waterloo, Ontario
Lines: 18

    I heard rumours at the Canadian Computer Show that atari is coming
    out with five new machines in january. Three of them will be along
    the line of the 800XL (one the same as the 800, except different
    colour, another like the 800XL but with a better sound chip, and the
    third one is a 128k version). The other two machines are supposedly
    Mac like (colour and mouse, I doubt that a monitor is included) and
    run an OS by Digital Research... There are two versions: a 128k
    version and a 512k version. The 128k one is supposed to retail for
    ~$550 Cdn. and the 512k for about $650 Cdn. (somewhat hard to believe)

    It should be interesting to see what they finally come out with...

    David Rowley

..utzoo!watmath!csc

From 5175858150915984270
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1e46a0c3636d0c72,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-28 17:15:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site allegra.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!lacy
From: lacy@allegra.UUCP (Jack Lacy)
Newsgroups: net.micro.atari
Subject: pascal
Message-ID: <2931@allegra.UUCP>
Date: Wed, 28-Nov-84 20:15:28 EST
Article-I.D.: allegra.2931
Posted: Wed Nov 28 20:15:28 1984
Date-Received: Thu, 29-Nov-84 05:49:44 EST
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 5

I am looking for a version of pascal which will run on the
atari 800xl...does anyone know of one...does it require
2 disk drives?...how much is it?...how good is it?
              thanks in advance,
              Jack Lacy (allegra!lacy)

From -9175501976674964272
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ed7ffecc25bccff,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-29 06:17:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxl.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!houxl!oaa
From: oaa@houxl.UUCP (O.ALEXANDER)
Newsgroups: net.micro.atari
Subject: Request for DOS 3 Info.
Message-ID: <548@houxl.UUCP>
Date: Thu, 29-Nov-84 09:17:26 EST
Article-I.D.: houxl.548
Posted: Thu Nov 29 09:17:26 1984
Date-Received: Fri, 30-Nov-84 07:30:14 EST
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 22

I recently purchased an Atari 1050 with DOS 3, and would like to convert
a program (Disk Tool: ANALOG Magazine #8,9) that allows you to read DOS 2
disk sectors directly. However DOS 3 is much different in the layout of
sectors and information on the disk medium.

So far I've determined that:
1. sectors are grouped into blocks of 8
2. directory is at block 2 (sector 16)
3. each directory entry is 16 bytes long per file
   0 = Status, 1-8 = filename, 9-11 = extension,
   12 = size in blocks, 13 = start block (+3 sectors for boot/directory)
   14,15 = ??? (file size perhaps)
4. in status of directory bit 0 = file deleted, and bit 1 = file protected
5. no linking of sectors, everything is sequental in blocks, perhaps blocks
   are linked

Anyway the question is: does anyone have more information of the structure
used by DOS 3, what the bits in the Status and the last two bytes of a
directory entry means. Also any other useful information would be appreciated.

                        Thanks,
                        Owen Alexander !houxl!oaa

From -3418655726325933804
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,248d08787494c952
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-29 08:39:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1   9/27/83; site hplabsc.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!zehntel!dual!amd!pesnta!hplabsc!dsmith
From: dsmith@hplabsc.UUCP (David Smith)
Newsgroups: net.micro.atari
Subject: Re: Atari price update
Message-ID: <2272@hplabsc.UUCP>
Date: Thu, 29-Nov-84 11:39:33 EST
Article-I.D.: hplabsc.2272
Posted: Thu Nov 29 11:39:33 1984
Date-Received: Sat, 1-Dec-84 19:54:01 EST
References: <485@homxa.UUCP> <812@aplvax.UUCP>
Organization: Hewlett Packard Labs, Palo Alto CA
Lines: 2

Service Merchandise company advertized the 800XL for $108.83 in
the Nov. 28 San Jose Mercury News.

From 3850168133758464603
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a53e055203dcea39,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-29 09:17:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site desoto.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!desoto!benw
From: benw@desoto.UUCP (B Weber)
Newsgroups: net.micro.atari

Subject: January 1985 ANALOG TOC
Message-ID: <541@desoto.UUCP>
Date: Thu, 29-Nov-84 12:17:38 EST
Article-I.D.: desoto.541
Posted: Thu Nov 29 12:17:38 1984
Date-Received: Fri, 30-Nov-84 06:52:24 EST
Organization: AT&T Bell Laboratories, Piscataway
Lines: 57

=========

Sorry I missed last month's ANALOG TOC...I got thrown off our
"netnews" machine without warning for "security reasons" (the
machine belongs to another department, and they're tightening
up security). Anyway, it's all straightened out, so here goes...

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    conference.
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    ML Game (16K/24K). Catch the popcorn falling
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    A Basic progsm to move player graphics. An
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    or Graphics 11 (16 Colors, one shade). Has some
    really nice features (circles, ellipses, fill,
    brush size, quadrilaterals and rubber band mode,
    to name a few).
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    obstacle filled tunnels to destroy the empire's
    mother ship.

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SOFTWARE REVIEWS: Enchanter and Sorcerer (Infocom)

PLUS: Reader Comments, Griffin's Lair ,New Products,
Ask Mr. Forth, BASIC training and Boot Camp columns.

Ben Weber desoto!benw
AT&T Technologies
Piscataway, NJ

From 329527964465551123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b2e43feb3c02829f,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15f443,b2e43feb3c02829f,start
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1984-11-29 12:16:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ttidcb.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!zehntel!hplabs!hao!seismo!cmcl2!philabs!
ttidca!ttidcb!elkins
From: elkins@ttidcb.UUCP (Richard Elkins)
Newsgroups: net.wanted,net.micro.atari
Subject: Atari/Amdek computer stuff for sale in LOS ANGELES, CALIFORNIA
Message-ID: <217@ttidcb.UUCP>
Date: Thu, 29-Nov-84 15:16:24 EST
Article-I.D.: ttidcb.217
Posted: Thu Nov 29 15:16:24 1984
Date-Received: Tue, 4-Dec-84 05:16:31 EST
Organization: TTI, Santa Monica, CA.
Lines: 35

In Los Angeles, California, USA:

ATARI/AMDEK COMPUTER STUFF FOR SALE (SPORADICALLY USED)
ASKING PRICE = $500

- Atari 800 computer with 48K, 4 voices, and more than 16 colors
  (Any music composers or aspiring animation developers out there?)
- Atari 810 disk drive & controller
- 10 diskettes, suitable for the Atari 810 disk drive
- Amdek Color I Monitor (supports audio & full Atari graphics)
- Low-budget assembled desk
- Atari 410 cassette unit (supports audio as well as data)
- 1 Atari joystick and 1 high quality joystick
- Atari paddles
- Atari Assembler/Editor cartridge + documentation
- Atari Basic cartridge + documentation
- Microsoft Basic + documentation
- Several game cartridges and diskettes

   o Atari DOS user-level documentation
   o Technical reference specifications of:
      - Atari DOS, including internal/hidden functions, memory locations
      - Hardware details down to the chip/signal level
   o Full and accurate assembler language listings of Atari DOS
   o 6502 machine language reference manual

Reply to:

   Richard J. Elkins
   1000 Granville Avenue #1
   West Los Angeles, CA 90049
   1-213-826-2176 (HOME)
   1-213-450-9111 (WORK)

P.S. Posted to "net" because we're having problems with using "ca" and
     other local prefixes.

From -6255104560632377051
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,248d08787494c952
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-30 05:31:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxj.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihuxj!freak
From: freak@ihuxj.UUCP (Clancy Malloy)
Newsgroups: net.micro.atari
Subject: Re: Atari price update
Message-ID: <759@ihuxj.UUCP>
Date: Fri, 30-Nov-84 08:31:28 EST
Article-I.D.: ihuxj.759
Posted: Fri Nov 30 08:31:28 1984
Date-Received: Sat, 1-Dec-84 19:44:39 EST
References: <485@homxa.UUCP>, <812@aplvax.UUCP>
Organization: AT&T Bell Labs, Naperville, IL
Lines: 16

From the Soap Box of Clancy Malloy:

They don't compare. The Atari is so superior to the C64 that I don't
know where to start. The graphics are better, the games are better and
from what I have seen, there is movve software for the Atari than the
C64. One last comment: A very close friend of mine, who is in the
business of writing games, believes that the Atari is better than; C64,
VIC-20, Adam and TI. He was given all of the small computers and all of the
game machines on the market to write software for them. So he knows what
he's talking about.

Clancy Malloy
AT&T Bell Labs

Naperville, IL
(..!ihuxj!freak)

From -3414798752259127047
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1e46a0c3636d0c72
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-30 08:29:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.17 $; site uicsl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!inuxc!pur-ee!uiucdcs!uicsl!hr
From: hr@uicsl.UUCP
Newsgroups: net.micro.atari
Subject: Re: pascal
Message-ID: <5900003@uicsl.UUCP>
Date: Fri, 30-Nov-84 11:29:00 EST
Article-I.D.: uicsl.5900003
Posted: Fri Nov 30 11:29:00 1984
Date-Received: Sun, 2-Dec-84 03:28:37 EST
References: <2931@allegra.UUCP>
Lines: 12
Nf-ID: #R:allegra:-293100:uicsl:5900003:000:455
Nf-From: uicsl!hr   Nov 30 10:29:00 1984

Get copies of "Analog" and "Antic". I remember seeing an ad for
Draper Pascal in one of them. I don't remember the price, but believe
it to be less than $100.00. The (p-code ?) compiler got pretty good
reviews awhile back in one of the magazines.

You might want to look at "Action" by OSS. There have been some nice things
said about it. (Its not Pascal).

How many people besides me got burned by "HI-RES"?
     HI-RES -> ATARI -> ATARI/Commodore -> NIL.

From 1994766339588354939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,29dc57fcd046261e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-30 09:28:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site drufl.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!drufl!jlc
From: jlc@drufl.UUCP (CottrellJL)
Newsgroups: net.micro.atari
Subject: ATARI 800 VS. ATARI 800XL?
Message-ID: <1051@drufl.UUCP>
Date: Fri, 30-Nov-84 12:28:00 EST
Article-I.D.: drufl.1051
Posted: Fri Nov 30 12:28:00 1984

Date-Received: Sat, 1-Dec-84 20:44:22 EST
Organization: AT&T Information Systems, Denver
Lines: 10

I have an ATARI 800 and, being stingy, I do not have an 850
interface. Some comment in this newsgroup recently led me to
believe that the 800XL didn't require an 850 interface. Is this
true? If so, the cost of an 800XL may be better than an 850
interface these days.

Please send responses to:

Jennie Cottrell (ihnp4 allegra)!drufl!jlc

From -6466225588306448248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5fa1d02c6e1841aa,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-30 16:07:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 larry 2/4/84; site hlwpc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!mhuxh!hlexa!hlwpc!abm
From: abm@hlwpc.UUCP (A. B. Myers)
Newsgroups: net.micro.atari
Subject: Atari 800XL price $99 in NYC
Message-ID: <435@hlwpc.UUCP>
Date: Fri, 30-Nov-84 19:07:33 EST
Article-I.D.: hlwpc.435
Posted: Fri Nov 30 19:07:33 1984
Date-Received: Sat, 1-Dec-84 20:30:53 EST
Organization: AT&T Bell Laboratories, Short Hills, NJ
Lines: 8

<<<>>>
Last Tuesday's N.Y. Times had an ad (Science Times Section C)
for the 800XL at $99!!! Much cheaper than the peripherals!
There were also several other ads for similar prices, all
below $120....most around $110. Tramiel was quoted in the
Times business section saying other computer makers were "greedy"
and he apparently means business. Oh boy! Wish I hadn't bought
my 800 3 years ago. I won't admit what I paid!

From -349690695830421685
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f4c4c9c7c0f01ba7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-01 17:32:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxw.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!ihuxw!rung

From: rung@ihuxw.UUCP (Pete Rung)
Newsgroups: net.micro.atari
Subject: 810 disk drive query
Message-ID: <1023@ihuxw.UUCP>
Date: Sat, 1-Dec-84 20:32:27 EST
Article-I.D.: ihuxw.1023
Posted: Sat Dec 1 20:32:27 1984
Date-Received: Sun, 2-Dec-84 05:26:48 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 23

Attention all Atari 810 disk drive users.

I am in need of your invaluable experience with the 810 drive.

I have access to an Atari 810 disk drive for about $125 with
full warranty coverage. I had my eye on an Indus for some
time now and would probably have bought one, but now this
seeming deal appears in front of me. Is there anything
other than the speed of the drive and the fact that it's
bulky that is negative. It's a great deal but I wouldn't
want to throw my $$ away. Any information or opinions
by those of you who have a 810 (or had one) would be greatly
appreciated.

                    Pete Rung
                    ihuxw!rung

--

                    Pete Rung
                    AT&T Bell Labs
                    Naperville, Ill.
                    ihnp4!ihuxw!rung

From 3002712886185788688
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f2f356613018c83b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-01 17:47:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxw.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!ihuxw!rung
From: rung@ihuxw.UUCP (Pete Rung)
Newsgroups: net.micro.atari
Subject: other than 850 interfaces query
Message-ID: <1025@ihuxw.UUCP>
Date: Sat, 1-Dec-84 20:47:26 EST
Article-I.D.: ihuxw.1025
Posted: Sat Dec 1 20:47:26 1984
Date-Received: Sun, 2-Dec-84 05:30:10 EST
Organization: AT&T Bell Labs, Naperville, IL

Lines: 15

For those of us who did not purchase a 850 interface,
and now desire to expand to a printer and a modem
with our 800, what choices are there?

I believe that you can print thru the joysticks with
certain interfaces, but I've not heard good things
about them.

Any information would be gratly appreciated
--

Pete Rung
AT&T Bell Labs
Naperville, Ill.
ihnp4!ihuxw!rung

From -6396853286455277912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,248d08787494c952
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-03 18:11:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: Atari price update
Message-ID: <318@cadovax.UUCP>
Date: Mon, 3-Dec-84 21:11:23 EST
Article-I.D.: cadovax.318
Posted: Mon Dec 3 21:11:23 1984
Date-Received: Thu, 6-Dec-84 03:43:59 EST
References: <485@homxa.UUCP> <812@aplvax.UUCP>, <2272@hplabsc.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 7

[]
>Service Merchandise company advertized the 800XL for $108.83 in
>the Nov. 28 San Jose Mercury News.

FEDCO's price on 12/1/84 for the 800xl was $98, and for the 1050 drive
was $178.

From -8366649319951970027
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d38b460862712ee0,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,d38b460862712ee0,start
X-Google-Attributes: gid129c11,public

X-Google-Thread: 103138,d38b460862712ee0,start
X-Google-Attributes: gid103138,public
X-Google-Thread: 15517a,d38b460862712ee0,start
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1984-12-04 04:09:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site hcrvax.UUCP
Path: utzoo!hcrvax!bob
From: bob@hcrvax.UUCP (Bob Lawson)
Newsgroups: ont.micro,net.micro.atari,net.micro.pc,net.micro
Subject: Atari joystick on IBM/PC ?
Message-ID: <1567@hcrvax.UUCP>
Date: Tue, 4-Dec-84 07:09:24 EST
Article-I.D.: hcrvax.1567
Posted: Tue Dec 4 07:09:24 1984
Date-Received: Wed, 5-Dec-84 05:23:21 EST
Organization: Human Computing Resources, Toronto
Lines: 10

   I have not received any responses locally so I am reposting to
a larger audience.

   I have an atari joystick that I would like to connect to the game
port of a Quadram board in an IBM/PC. What I need to know is what
are the pin assignments for both the atari and IBM/PC to I can make
a connector.

     Thanx in advance.
         bob

From 4240312828084766825
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b854a8e24ba006e5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-04 12:30:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sjuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!sjuvax!bbanerje
From: bbanerje@sjuvax.UUCP (B. Banerjee)
Newsgroups: net.micro.atari
Subject: What do I do with an Atari 400?
Message-ID: <716@sjuvax.UUCP>
Date: Tue, 4-Dec-84 15:30:08 EST
Article-I.D.: sjuvax.716
Posted: Tue Dec 4 15:30:08 1984
Date-Received: Thu, 6-Dec-84 03:14:13 EST
Distribution: net
Organization: Saint Josephs Univ. Phila., Pa.
Lines: 24

Hello All,

I have been given an Atari 400. Now, the question is - What can be done with said beast? Is there any scope for expansion? Are there any higher level languages available for this?

My knowledge of Home Computers is nil. My personal computer is a VAX (Semi :-). I would like to utilise it in some suitable fashion. If there was some way of inputing data, I might consider buying an Atari 800 XL, and somehow trying to couple the two via a loosely coupled network of sorts. This might be an interesting way to make up for the lack of cycles. I can imagine all sorts of interesting hacking possible. However, there would have to be either a) A decent Assembly Language environment OR b) Some language with control structures.

Regards,

--

Binayak Banerjee
{allegra | astrovax | bpa | burdvax}!sjuvax!bbanerje

P.S.

Send Flames, I love mail.

From -8719637148221516202
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8869c749a1e1291a,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,8869c749a1e1291a,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1984-12-05 13:10:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site cavell.UUCP
Path: utzoo!watmath!clyde!cbosgd!ulysses!mhuxj!mhuxn!houxm!ihnp4!alberta!cavell!scottm
From: scottm@cavell.UUCP (Scott McPhee)
Newsgroups: net.micro.atari,net.micro.cbm
Subject: Atari emulator for the Commodore 64
Message-ID: <20@cavell.UUCP>
Date: Wed, 5-Dec-84 16:10:40 EST
Article-I.D.: cavell.20
Posted: Wed Dec 5 16:10:40 1984
Date-Received: Thu, 6-Dec-84 06:13:59 EST
Distribution: na
Organization: U. of Alberta, Edmonton, AB
Lines: 32
Xref: watmath net.micro.atari:509 net.micro.cbm:948

<>

Ever wonder just how close the Atari and Commodore 64 are in architecture? Well, this month in Compute! (Dec. 84), there is an article and program that will allow C64 users to type an run BASIC programs written for the Atari series with the least amount of changes possible. No provisions for

Player/Missile and Sprite graphics, although these are highly POKISH
and not part of BASIC anyway - but can be converted easily.

 Since both machines have the same resolution in the graphics modes, the
transition theoretically should be quite easy, and it is - the program
sits in 2K of RAM that is out of the way, and you can even use the DOS
wedge while the emulator is intact.

 ALL OF THE Atari graphics commands are supported (except the XIO fill
command which is replaced by a more sensible FILL command):
PLOT, DRAWTO, SETCOLOR, COLOR, GRAPHICS, etc.
- some interesting notes:
  * each of the commands are allowed to be entered with and abbr. just as
    on the Atari, these abbr.'s are not expanded when listed.
  * the features of a text window on the bottom of the graphics screen,
    re-enter a graphics screen without erasing, and combinations of the
    two are supported by adding +16 or +32 or +48 to the GRAPHICS command
    just as on the Atari
  * the user of the emulator loses NO BASIC programming space since fill
    stacks and graphics screens are "hidden" under OS ROMs and BASIC ROMs
  * since the new commands are re-routed through CHARGET, they are all prefixed
    with an exclamation mark "!", but this easy to get used to.

PICK UP AN issue to take advantage of this. There are also some other
good articles for C64 graphics, and tools.
Read about the MSX Japanese invation of standardizing the home computer
market - are we doomed?

From -8483032089768844729
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d38b460862712ee0
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,d38b460862712ee0
X-Google-Attributes: gid129c11,public
X-Google-Thread: 15517a,d38b460862712ee0
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1984-12-06 06:16:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.PCS 1/10/84; site ahuta.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!mhuxn!houxm!ahuta!dmt
From: dmt@ahuta.UUCP (d.tutelman)
Newsgroups: net.micro.atari,net.micro.pc,net.micro
Subject: Re: Atari joystick on IBM/PC ?
Message-ID: <145@ahuta.UUCP>
Date: Thu, 6-Dec-84 09:16:54 EST
Article-I.D.: ahuta.145
Posted: Thu Dec 6 09:16:54 1984
Date-Received: Fri, 7-Dec-84 01:57:24 EST
References: <1567@hcrvax.UUCP>
Organization: AT&T Information Systems Labs, Holmdel NJ
Lines: 11
Xref: watmath net.micro.atari:511 net.micro.pc:2946 net.micro:8847

REFERENCES: <1567@hcrvax.UUCP>

The Atari joystick and the IBM PC game port are fundamentally incompatible!

The Atari joystick is a collection of on/off switches.

The IBM PC game port (according to the Tech Ref; I assume your Quadram
is the same) calls for proportional control using 100K pots. (I've
heard a nasty rumor that it really needs 400K, in spite of the manual.)

Thus no amount of cable transposition will help. Sorry.

From -6754472212828870646
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d25bad64ab31bdd5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-06 09:05:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.17 $; site ccvaxa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!ihnp4!inuxc!pur-ee!uiucdcs!
ccvaxa!preece
From: preece@ccvaxa.UUCP
Newsgroups: net.micro.atari
Subject: Re: Responses to request for software fo
Message-ID: <56600001@ccvaxa.UUCP>
Date: Thu, 6-Dec-84 12:05:00 EST
Article-I.D.: ccvaxa.56600001
Posted: Thu Dec 6 12:05:00 1984
Date-Received: Tue, 11-Dec-84 03:47:51 EST
References: <530@aluxe.UUCP>
Lines: 18
Nf-ID: #R:aluxe:-53000:ccvaxa:56600001:000:910
Nf-From: ccvaxa!preece   Dec 6 11:05:00 1984

> Wait for your son's bar mitzvah to give him computer stuff; let him enjoy
> his childhood.
> Get him a boxful of puzzles (the old-fashioned wooden kind) better. He can
> share them with his friends and learn some social skills; that will serve
> him better than the little he'd learn from any 'educational' program.

I have no complaint with puzzles, my kids have a bunch of them. But I don't
think they're any better social tools than the computer. My six year old
daughter plays with our computer with her 3 year old brother and with her
best friend and when she goes to her friend's house she plays with their
Mac (which, sadly, she much prefers to our PC). They squeeze into the
same chair and give each other advice and help each other do things. It's
one of a relatively few things she will do directly with her brother, at
the moment.

scott preece
ihnp4!uiucdcs!ccvaxa!preece

From -2635052685322364049
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,88c3931f0536d59b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-07 15:51:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site utcs.UUCP
Path: utzoo!utcs!physics
From: physics@utcs.UUCP (David Harrison)
Newsgroups: net.micro.atari
Subject: Re: Don Davis' question on Atari vs c64
Message-ID: <257@utcs.UUCP>
Date: Fri, 7-Dec-84 18:51:05 EST
Article-I.D.: utcs.257
Posted: Fri Dec 7 18:51:05 1984
Date-Received: Fri, 7-Dec-84 19:30:57 EST
References: <102@decwrl.UUCP>
Reply-To: physics@utcs.UUCP (David Harrison)
Organization: University of Toronto - General Purpose UNIX
Lines: 5
Summary:

The LCSI LOGO available for < $100 is also excellent. For my son, that's
why I bought my Atari and only later discovered what a fine machine it is.
The Atari marketing people have been pretty poor in the past, but then
we all moan about Big Blue because their marketing people are so good.

From -4485599902002630817
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2c87c007e2a1d3e1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-10 10:39:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: January 1985 ANTIC TOC
Message-ID: <14088@mgweed.UUCP>
Date: Mon, 10-Dec-84 13:39:14 EST
Article-I.D.: mgweed.14088
Posted: Mon Dec 10 13:39:14 1984
Date-Received: Tue, 11-Dec-84 04:17:58 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 111

January 1985 ANTIC TOC
Theme: Super Utilities

Page Article

12 COMMUNICATIONS: Starting a Bulletin Board Part II
A review of available BBS software.

17 THE TOOLBOX: BASIC Searcher
BASIC Searcher finds the lines containing any command, operator, function or variable in your BASIC program.

19 TYPO II
An easier proofreader for Antic type-ins

20 PROFILES: Interviewing Dan Bunten
The designer of "Seven Cities of Gold" and "M.U.L.E.".

30 Q.T. (Game of the Month)
Q.T. is an inventive game boasting three different screens, each with six increasingly nerve-wracking levels of difficulty. [24K cassette, 32K disk]

33 SCRAMBLE [Bonus Game]
A computerized, competitive version of the familiar word finding puzzle.

34 WIDE TEXT
The easiest and most powerful method ever developed for inserting bold double-width Graphics 1 letters anywhere on the screen in Graphics 0, the standard text mode.

36 TOUCH TABLE CURSOR
Control the cursor in your own BASIC programs with a KoalaPad or Atari Touch Tablet. Perfect for selecting menu options or educational quiz answers.

40 DISKIO: Supercharger for Atari DOS
DISKIO is a superb enhancement for DOS 2.0S. For openers, it provides access to nearly all the DOS functions directly from BASIC or Atari Assembler Editor. It also has an alphabetical disk directory display and needs only a few keystrokes for disk file operations.

44 THE PARALLEL BUS REVEALED
The first part of four parts. Until now, the Parallel Bus Interface has been one of the big mysteries of ATARI XL computers. This important ANTIC series--by one of ATARI's former top technical executives (Earl Rice)--will at last provide all the information necessary for tapping the power of this 100K byte/second connection.

48 ESCAPE FROM DOS3
Say goodbye to glitchy DOS3 forever! Convert your files back to good old DOS 2.0S. You'll need three blank disks

and your DOS 3 Master Disk. You also need an article from July 1984 ANTIC.

51 SOFTWARE LIBRARY
All the programs from the magazine are here in the middle.

65 NEW BOOKS FOR ATARI
Roundup of the latest releases.

69 OPCODE FINDER
Opcode Finder is a chart that conveniently brings together the symbols for all three formats of representing machine language subroutines in BASIC programs. This information makes it a lot simpler to hand-disassemble short sub-routines for study or modification.

76 NEW ATARI FLIGHTS
A software review and comparison of FLIGHT SIMULATOR II, SPACE SHUTTLE and F-15 STRIKE EAGLE.

79 PRODUCT REVIEWS
SOFTWARE:
Rome and the Barbarians (KRENtek Software)
Napoleon at Waterloo (KRENtek Software)
Epidemic (SSI)
Star Wars (Parker Bros.)
Bruce Lee (Datasoft)
Quest of the Space Beagle (Avalon Hill)
Realm of Impossibility (Electronic Arts)
Rails West (SSI)
X-BASIC & SCROLL-IT (SUPERware)
Montana Reading Program (PDI)
Chaos (Touch Stone Software)
BOOKS
Adventures with the Atari (Reston Publishing)

Comments: Someone asked about Keystroke Artist. I noticed in one of ANTIC's own ad that they have back issues of the magazine now available on disk. Keystroke Artist was in the 8/83 issue and it is available for $12.95 plus $2 shipping. If you buy three disks (any issues), you get a fourth free (total $38.85 + $2 shipping). The new Customer Service Number for Atari is (408)-745-4851. No longer toll free. The subscription rate for ANTIC is going up January 1985. They are still honoring the $24 per year rate through 12/31/85. ANTIC is compiling a list of all ATARI User Groups. If you are an officer and would like to get a free listing in ANTIC magazine, write or phone them. If you don't have the address or phone number, email me and I'll give it to you. Happy computing...

Kit Kimes
AT&T Consumer Products
Montgomery Works

Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From -8652915680643022575
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f2f356613018c83b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-10 14:00:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2.fluke 9/24/84; site fluke.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!vax135!cornell!uw-beaver!ssc-vax!
fluke!jeepcj2a
From: jeepcj2a@fluke.UUCP (Dale Chaudiere)
Newsgroups: net.micro.atari
Subject: Re: other than 850 interfaces query
Message-ID: <829@vax1.fluke.UUCP>
Date: Mon, 10-Dec-84 17:00:56 EST
Article-I.D.: vax1.829
Posted: Mon Dec 10 17:00:56 1984
Date-Received: Wed, 12-Dec-84 06:08:26 EST
References: <1025@ihuxw.UUCP>
Organization: John Fluke Mfg. Co., Inc., Everett, WA
Lines: 21

> For those of us who did not purchase a 850 interface,
> and now desire to expand to a printer and a modem
> with our 800, what choices are there?
>
> I believe that you can print thru the joysticks with
> certain interfaces, but I've not heard good things
> about them.
>
> Any information would be gratly appreciated
> --
>
>   Pete Rung
>   AT&T Bell Labs
>   Naperville, Ill.
>   ihnp4!ihuxw!rung

  My father-in-law has an 800 with the micro-bits printer interface using
  the joystick port. I have a stock 800. The Monkey Wrench utility cartridge
  for the right slot on the 800 will not respond to the scroll command, when
  used with his 800. It works fine with mine.
  with the

From 7095633398799366909
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,61a567541bed9e95,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-10 18:52:19 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site voder.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!ihnp4!zehntel!hplabs!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari
Subject: Info on new Atari computers
Message-ID: <557@voder.UUCP>
Date: Mon, 10-Dec-84 21:52:19 EST
Article-I.D.: voder.557
Posted: Mon Dec 10 21:52:19 1984
Date-Received: Thu, 13-Dec-84 02:07:36 EST
Distribution: na
Organization: National Semiconductor, Santa Clara
Lines: 50

*** I am not a bug! I am a feature! ***

The December 10 issue of Electronic Engineering Times has an article on Atari's new computers which I've briefly summerised below.

THE NEW ATARI 16-BIT COMPUTER

* 16-bit 8088 microprocessor
* 128-256 kbytes of RAM
* Single 3-1/2-inch drive for MS-DOS software
* Custom VLSI circuitry
* PC-DOS-like operating system
* Software is expected to be compatible with 3-1/2-inch MS-DOS packages for new IBM PCs, and PC-compatible portables with 3-1/2-inch drives.

THE PLANNED 32-BIT ATARI COMPUTER

* 32-bit 68000 family (68008?) microprocessor
* 256 kbytes RAM standard (using low-cost 64k chips)
* Custom gate-array graphics and audio circuitry
* ROM operating system (like Macintosh)
* Ability to do hi-res color graphics on home TVs
* Accept ROM-cartridge software, 3-1/2-inch microfloppy media

Options for each: Networking hardware, modems, hard disks, coprocessor emulation modules (IBM, Atari).

Regarding the Atari/Amiga/Commodore situation: When Tramel took over Atari he apparently assumed that many of the custom graphic and audio chips developed by Amiga in conjunction with Atari would be available to the new Atari Corp. Just a few days before Tramel acquired Atari, however, Amiga returned Atari's payments and declared that the chips did not perform as contracted.

Commodore has now acquired Amiga and is expected to show the new 68000-based computer at next month's Consumer Electronic Show in Las Vegas. Tramel has filed suit against Amiga, arguing that Atari is entitled to the technology.

This suit has not been settled.
   One of the high points of the new computers is that they will use custom gate-array chips to produce high-quality color graphic displays on home television set screens, making an expensive hi-res monitor unecessary. This should allow the new machines to be in the $400 to $1000 range.
   If Tramel succeeds in showing the new 16-bit machine at the CES show in January it's believed that it could be available by late spring.

--
Kevin Thompson   {ucbvax,ihnp4!nsc}!voder!kevin

"It's sort of a threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From -4016969582276366229
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ff5b7b36323644d7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-10 19:11:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site emory.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!emory!kim
From: kim@emory.UUCP (Kim Wallen {Psychology})
Newsgroups: net.micro.atari
Subject: What's poke 559,0: problem with published game program
Message-ID: <1449@emory.UUCP>
Date: Mon, 10-Dec-84 22:11:51 EST
Article-I.D.: emory.1449
Posted: Mon Dec 10 22:11:51 1984
Date-Received: Tue, 11-Dec-84 07:46:24 EST
Distribution: net
Organization: Math & Computer Science, Emory University, Atlanta
Lines: 29

I am trying to get a game program from the latest issue of COMPUTE!
running, but it seems to bomb on the part when the program tries to
modify the internal character set. The relevant code is:

```
     2000 POKE 559,0:DIM S4(1024)
     2010 A=ADR(S$):B=INT(A/512+1)*2:CBASE=B*256-A+1
     2020 FOR I=0 TO 511
     2040 S$(CBASE+I,CBASE+I)=CHR$(PEEK(I+57344)):NEXT I:H=16:V=23
```

The poke 559,0 blanks the screen and it never comes back. If I leave the
poke out then I get an error message at line 2040 that there is no
FOR associated with the next. Can anyone see anything wrong with
the code here? It checks out using computes checksum program, but
it doesn't run. Aftyer typing in 11 blocks of code I sort of want the
thing to run now.

This is on an 800XL. Any help would be greatly appreciated.

Kim Wallen
Emory University
Atlanta, GA 30322

{akgua ga-tech sb1}!emory!emoryu1!psykw

or

{akgua ga-tech sb1)!emory!kim

From 4449505357924780633
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,28ae2706dcd12a5d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-11 11:42:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2e.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!hou2e!yosh
From: yosh@hou2e.UUCP (M.CHING)
Newsgroups: net.micro.atari
Subject: Atari system 4 Sale
Message-ID: <376@hou2e.UUCP>
Date: Tue, 11-Dec-84 14:42:11 EST
Article-I.D.: hou2e.376
Posted: Tue Dec 11 14:42:11 1984
Date-Received: Wed, 12-Dec-84 05:32:37 EST
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 32

For Sale:

Atari 800 Computer system with all of the following equipment included in the price:

- Atari 800 Computer with full memory expansion (runs 400/800/800XL series software)
- Two Atari 810 disk drives (fully compatible with Atari 1050 drives)
- Atari 850 Interface Module (provides four RS-232 ports and a parallel port)
- Atari BASIC Cartridge
- Atari Editor/Assembler Cartridge
- 2 Game Cartridges
- 1 Joystick
- Documentation for all of the above
- De Re Atari Manual (the definitive Atari text)
- All power supplies, cabling, etc.
- Miscellaneous pirated software

The system was bought in February and has been sitting
on my shelf ever since. The best offer gets it. Makes a
great Channukah/Christmas gift.

Dave Bloom
Holmdel, NJ

Home: (201) 861-1169
Work: (201) 949-4866

From -7195904870921534626
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,61a567541bed9e95
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-11 18:21:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxn!mhuxj!houxm!ihnp4!zehntel!
hplabs!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: Info on new Atari computers
Message-ID: <331@cadovax.UUCP>
Date: Tue, 11-Dec-84 21:21:55 EST
Article-I.D.: cadovax.331
Posted: Tue Dec 11 21:21:55 1984
Date-Received: Sat, 15-Dec-84 00:44:06 EST
References: <557@voder.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 19

>   The December 10 issue of Electronic Engineering Times has an article on
>Atari's new computers which I've briefly summerised below.

>THE NEW ATARI 16-BIT COMPUTER THE PLANNED 32-BIT ATARI COMPUTER

>* 16-bit 8088 microprocessor * 32-bit 68000 family (68008?)

I SWEAR! As much as I like the present Ataris, if they come out with
8088 junk as a new product, I'm moving to the Commodore Amiga! I'll
take the 68000, the 32000, the z8000, even the z80 over the 8088!

barf! gag!

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
"You'll PAY to know what you REALLY think!"

From 8228305780537031553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,391cda6cf7ee7635,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-11 18:40:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 4/2/84) 6/24/83; site drutx.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!pmr
From: pmr@drutx.UUCP (Rastocny)
Newsgroups: net.micro.atari
Subject: Anyone know about 5200 peripherals?
Message-ID: <1595@drutx.UUCP>
Date: Tue, 11-Dec-84 21:40:52 EST
Article-I.D.: drutx.1595
Posted: Tue Dec 11 21:40:52 1984
Date-Received: Wed, 12-Dec-84 06:21:59 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 5

Anyone know of a keyboard, software, disc, etc., for the 5200?
Please respond by email.
Thanks,
Phil Rastocny
ihnp4!drutx!pmr

From 6889951610737913619
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cbb07289756245f1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-12 05:31:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site aluxe.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!aluxe!david1
From: david1@aluxe.UUCP (nelson)
Newsgroups: net.micro.atari
Subject: Need monitor info
Message-ID: <557@aluxe.UUCP>
Date: Wed, 12-Dec-84 08:31:39 EST
Article-I.D.: aluxe.557
Posted: Wed Dec 12 08:31:39 1984
Date-Received: Thu, 13-Dec-84 02:09:25 EST
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 2

I'm in the market for a color monitor for my Atari 800. What
models are worth considering? What is a realistic price range?

From 158019875293853259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dd8b4a13f5b58533,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1984-12-12 12:19:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site spuxll.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!whuxlm!spuxll!mis
From: mis@spuxll.UUCP (Meyer Steinberg)
Newsgroups: net.micro.atari
Subject: Atari 800 vs. 800XL question
Message-ID: <589@spuxll.UUCP>
Date: Wed, 12-Dec-84 15:19:59 EST
Article-I.D.: spuxll.589
Posted: Wed Dec 12 15:19:59 1984
Date-Received: Fri, 14-Dec-84 04:04:32 EST
Organization: AT&T Information Systems, South Plainfield NJ
Lines: 6

Does anyone know if software written on 800 will run on 800XL?
Are disks from 810 compatable with the new drive (1050 ?).
Can I take stuff from 800 and continue on XL?

Thanx,
Meyer Steinberg

From 7098445273240265338
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,61a567541bed9e95
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-13 10:11:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site tymix.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!decvax!decwrl!sun!qubix!ios!oliveb!
tymix!granvold
From: granvold@tymix.UUCP (Tom Granvold)
Newsgroups: net.micro.atari
Subject: Re: Info on new Atari computers
Message-ID: <332@tymix.UUCP>
Date: Thu, 13-Dec-84 13:11:33 EST
Article-I.D.: tymix.332
Posted: Thu Dec 13 13:11:33 1984
Date-Received: Tue, 18-Dec-84 03:17:27 EST
References: <557@voder.UUCP> <331@cadovax.UUCP>
Reply-To: granvold@tymix.UUCP (Tom Granvold)
Distribution: net.micro.atari
Organization: Tymnet Inc., Cupertino CA
Lines: 10

-
Just to add a bit more confusion to the discussion of Atari's new machines. I have heard a rumour, from a former Atari employee, that the new machine will be using National's 32032. It is not as well known as Intel's or Motorola's chips, but it has some very nice features. I guess we'll just have to wait and see what the new machine will look like.

Tom Granvold
decvax!ucbvax!oliveb!tymix!granvold

From -8629209613543943749
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dd8b4a13f5b58533
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-12-13 16:18:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site akguc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!akguc!rbk
From: rbk@akguc.UUCP (r.b. kummer)
Newsgroups: net.micro.atari
Subject: Re: Atari 800 vs. 800XL question (& Monitors)
Message-ID: <7539@akguc.UUCP>
Date: Thu, 13-Dec-84 19:18:25 EST
Article-I.D.: akguc.7539
Posted: Thu Dec 13 19:18:25 1984
Date-Received: Sat, 15-Dec-84 00:25:36 EST
References: <589@spuxll.UUCP>
Organization: AT&T Technologies/Bell Labs, Atlanta
Lines: 32

===

MOST programs written for the Atari 400/800 will run fine on the 800XL. About 10-20% of the third party software, however, will not run without first loading a "translator" program which effectively converts the "new improved" XL operating system back to the old standard 800 OS. An "XL TRANSLATOR" disk is available for a nominal charge from ATARI. There are also some commercial products, such as the "XL FIX" from Computer Software Services, which are a little nicer (don't have to be reloaded to boot another disk, etc.). Depending on who's telling the story, this irritating little "feature" (quirk?, bug?) comes about because 1) ATARI changed some locations in the new OS which were supposed to have been "sacred", or 2) some third party software companies took short-cuts and used locations which were not "guaranteed". This problem only occurs on some older programs; I do not know of any programs released in the past year or so which do not run on the XL.

But the good news is, the new 1050 disk drive is totally compatible with the 810 drive.

There was another question about monitors for the 800. That's easy. The best monitor for the 800 is the COMMODORE (1701 or 1702). Period. The reason it's so good is that it has separate chroma and luminance inputs in addition to the standard composite video. This gives an extremely sharp and crisp picture, and even looks fine in 80 col. mode. If you use the composite input, the picture quality is only mediocre, so I would recommend the COMMODORE monitor ONLY for a standard 800 -- the 800XL does not have a chroma output.

R. Brad Kummer akguc!rbk
AT&T Bell Laboratories - Atlanta

From 3209731968567136419
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ffd3160d74a20f07
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-07 10:39:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxb!mhuxn!mhuxm!mhuxj!houxm!vax135!
cornell!uw-beaver!tektronix!hplabs!sdcrdcf!trwrb!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: REAL Ataris/Deep Blue C
Message-ID: <395@cadovax.UUCP>
Date: Thu, 7-Feb-85 13:39:31 EST
Article-I.D.: cadovax.395
Posted: Thu Feb 7 13:39:31 1985
Date-Received: Tue, 12-Feb-85 05:43:04 EST
References: <303@ho95b.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 14

[........]

What I've heard about Deep Blue C is that it compiles to an interpretive
code (a P code if you will), and thus it is slow. Unfortunately, I've
also heard it is a more standard version than the other alternative(s).

Personally, I use Forth, as its fast and interactive. I rarely have
to recompile the whole thing when I make mods (no time for a nap),
as Forth is an incremental compiler (you can interactively compile
small bits at a time).

Keith Doyle
{ucbvax,ihnp4,decvax}!trwrb!cadovax!keithd
"You'll PAY to know what you REALLY think!"

From 3025397086435495776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9dcae96675f4801f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-07 12:55:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site terak.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!linus!philabs!
cmcl2!seismo!hao!noao!terak!doug
From: doug@terak.UUCP (Doug Pardee)
Newsgroups: net.micro.atari

Subject: Re: Where is Thorn EMI?
Message-ID: <346@terak.UUCP>
Date: Thu, 7-Feb-85 15:55:42 EST
Article-I.D.: terak.346
Posted: Thu Feb 7 15:55:42 1985
Date-Received: Tue, 12-Feb-85 04:43:48 EST
References: <2370@hplabsc.UUCP>
Organization: Terak Corporation, Scottsdale, AZ, USA
Lines: 11

> I just bought Thorn EMI's "Jumbo Jet Pilot," only to discover that
> the directions were missing. The store (liquidator) I bought it
> from says, "We don't make exchanges or refunds -- take it up with
> the manufacturer." But without the direction sheet, I don't know
> how to get in touch with Thorn EMI. Can someone help me out?

Good luck! Software companies tend to disbelieve stories about
"missing documentation" -- the ol' rip-off copy trick. I presume
you've double-checked the packaging for an address?
--
Doug Pardee -- Terak Corp. -- !{hao,ihnp4,decvax}!noao!terak!doug

From 3866213117619123878
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,93ecf40c1015f537,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-08 15:55:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!watmath!clyde!cbosgd!cbdkc1!desoto!packard!edsel!bentley!hoxna!houxm!
whuxlm!akgua!sdcsvax!dcdwest!ittvax!decvax!decwrl!dec-rhea!dec-cache!leigh
From: leigh@cache.DEC (Allen Leigh @SHR1-3/E29 DTN 237-3255)
Newsgroups: net.micro.atari
Subject: WANTED: DOS 3 to DOS 2 conversions
Message-ID: <506@decwrl.UUCP>
Date: Fri, 8-Feb-85 18:55:05 EST
Article-I.D.: decwrl.506
Posted: Fri Feb 8 18:55:05 1985
Date-Received: Sun, 10-Feb-85 06:36:24 EST
Sender: daemon@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 10

If anyone knows of either a public domain or a commercial program that
converts files from DOS 3 back to DOS 2, please send me information about
it or post it on the net. Thanks!!!

Allen Leigh
Digital Equipment Corp
Shrewsbury, MA

...decwrl!rhea!cache!leigh

From 5427579885478548829
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d77e5da6021d15b7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-08 17:39:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sjuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!sjuvax!iannucci
From: iannucci@sjuvax.UUCP (iannucci)
Newsgroups: net.micro.atari
Subject: INDUS GT for sale
Message-ID: <823@sjuvax.UUCP>
Date: Fri, 8-Feb-85 20:39:17 EST
Article-I.D.: sjuvax.823
Posted: Fri Feb 8 20:39:17 1985
Date-Received: Sun, 10-Feb-85 05:17:37 EST
Reply-To: iannucci@sjuvax.UUCP (iannucci)
Organization: St. Josephs University, Phila. PA.
Lines: 30

[]

I have an Indus GT disk drive for sale. It is about 8 months old and in perfect condition. I did use it, but not much. I am selling the entire system, actually, and I've already sold the computer (one of the later 48k 800's). I am including with the drive 20 disks worth of software. Some of the titles:

DOS XL (OS/A+) and an improved Atari DOS(2.6f)
Indus Word Processor
Indus Data Base Manager {they come w/the drive}
Atariwriter
Microsoft BASIC
BASIC A+
MAC/65 Assembler
InterLisP/65
Diskey/Disk Wizard
Koala Graphics System {cracked for joystick use}
Planetfall & The Witness {Infocom}
Lots more graphic games & misc. other stuff

Take note that all of the software except the Indus stuff is undocumented (you know how it is :-). I am asking $300 and will pay to ship it if necessary, etc. Please respond by net mail only.

--

David J. Iannucci (the dirty vicar) St. Joseph's University
{allegra | astrovax | bpa | burdvax}!sjuvax!iannucci Philadelphia

"A witty saying proves nothing. " --Voltaire

==========

From -3136659653278533138
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2dc70a4db195be5f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-10 11:21:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxb!mhuxn!mhuxm!mhuxj!houxm!houxu!
jhv
From: jhv@houxu.UUCP (James Van Ornum)
Newsgroups: net.micro.atari
Subject: Atari 800XL prices still falling
Message-ID: <521@houxu.UUCP>
Date: Sun, 10-Feb-85 14:21:24 EST
Article-I.D.: houxu.521
Posted: Sun Feb 10 14:21:24 1985
Date-Received: Mon, 11-Feb-85 05:57:45 EST
Organization: AT&T-Bell Laboratories
Lines: 4

I saw several stores on February 9, selling the Atari 800XL for $99.95!!

     James Van Ornum, AT&T Bell Laboratories, inhp4!houxu!jhv

From -3604045157408443572
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,90b9c84f6f9345e9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-12 02:49:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 (MC830713); site snow.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!zehntel!hplabs!hao!seismo!mcvax!ukc!qtlon!
flame!ubu!snow!tjb
From: tjb@snow.UUCP (Timothy Bissell)
Newsgroups: net.micro.atari
Subject: Re:^3 ACTION! brain damage
Message-ID: <373@snow.UUCP>
Date: Tue, 12-Feb-85 05:49:04 EST
Article-I.D.: snow.373
Posted: Tue Feb 12 05:49:04 1985
Date-Received: Tue, 19-Feb-85 06:37:34 EST
Organization: Computer Science Department, Warwick University, UK
Lines: 36

[Go on bug, make my day..]

  I'm sorry if I appeared overly critical of ACTION!, 'cos I really do
like the language- I think that saying it should never be used is going
a bit too far. It is the *only* high level language I use on the atari, and

it is better that B***C for quick hacks- who notices ~1 second compile times? And the editor really speeds changes up. I guess the reason why I whined was the excellence of the whole package threw these teeny-weeny problemettes into stark contrast (suck, suck :-).

Support doesn't bother us out here in the UK- we never get any. We send off our registration forms like good little boys, and they're recycled as fire-lighters somewhere in the US snail.

What do you mean; who needs recursion ? I always calculate my factorials that way :-). Seriously though, if you want to write a recursive descent parser (I must admit I've only just started mine) there may be some problems. I never could figure out LALR parsers, so LL(1) is the only way.

Another couple of questions;

1. Can you open the second screen in the ACTION! editor onto the same file without reading in a fresh copy?
2. Does anyone out there used the atari Macro-Assembler (MAC/65 hasn't reached the black country yet)? If so, how do you run a .OBJ file? The only way I have discovered is to load it using L,postfixed /N, then running at address. However, it just hangs up at the end if I 'brk' or 'rts' from the program.

I haven't had any mail reach me, but then again, all the news that has reached here has been jumbled chronologically (I still can't work out that DOS requirements letter) so here is (I think) my address relative to 'seismo'

seismo!mcvax!ukc!qtlon!flame!ubu!snow!tjb

Thanks for your time and help,

Tim Bissell,
University of Warwick, UK

[[These opinions can be blamed entirely on my parents and mentors manipulating me since my birth]]

From -1288116469016449651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ea6bd24a8996ab74,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-12 18:35:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!linus!philabs!cmcl2!seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: AMY Music Synthesizer Chip
Message-ID: <238@eneevax.UUCP>
Date: Tue, 12-Feb-85 21:35:03 EST
Article-I.D.: eneevax.238
Posted: Tue Feb 12 21:35:03 1985
Date-Received: Sat, 16-Feb-85 06:22:06 EST
Distribution: net
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 37

The latest creative computing magazine had a description of
Atari's new AMY music chip as well as descriptions of their new
machines. Here is an excerpt about the AMY music chip.

> "Features 8 fully independent multi-timbre voices
> comprised of 64 seperate and software-configurable
> oscillators which can easily change sonic
> characteristics on the fly. AMY handles 10.75 octaves
> from 4.8Hz to 7.8KHz which encompasses the range of an
> 88-key piano.
>
> In contrast to more conventional sound synthesis
> devices like Commodore's SID chip, AMY is based on
> digital sampling. This approach "recreates" the waveform
> rather than attempting to imitate it. AMY has a 30KHz
> digital sampling rate and a 60dB dynamic range, and runs
> of the internal clock of the XEM at 7MHz.
>
> Those who have heard AMY confirm that it can
> realistically portray a wide range of musical sounds.
> Listeners report, for example that AMY simulates the
> highly distinctive "bow attack" of the cello sound with
> almost discomfiting accuracy."

I originally bought the c64 based on it's sound capabilities and
the promise of a multi SID keyboard(they never produced the
keyboard though). This AMY chip though looks like it is 10 times
better than the SID. Some of the features are comparable to
board level products like the Mountain music system or the
Casheab music synthesizer that cost from $300 up to several thousand
dollars. If atari would come out with a keyboard based on a few of
these chips and a midi interface so that it could be controlled
by the new ST computers it would be a big hit.

BTW in the outpost atari section is a remark by sam tramiel that
the new 32 bit machine will use the 32032.
--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 7308063694537290653
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d77e5da6021d15b7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-12 20:07:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!zehntel!hplabs!hao!seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: Re: INDUS GT for sale
Message-ID: <239@eneevax.UUCP>

Date: Tue, 12-Feb-85 23:07:32 EST
Article-I.D.: eneevax.239
Posted: Tue Feb 12 23:07:32 1985
Date-Received: Sat, 16-Feb-85 06:37:22 EST
References: <823@sjuvax.UUCP>
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 13

>   Take note that all of the software except the Indus stuff is
>undocumented (you know how it is :-). I am asking $300 and will pay to
>ship it if necessary, etc. Please respond by net mail only.

I don't want to comment on the implied content of the above
message. But, lets try to keep postings to a public forum such
as this above board. I apologize if I misunderstood the
statement.

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 1349800865366997123
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9dcae96675f4801f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-13 13:33:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1   9/27/83; site hplabsc.UUCP
Path: utzoo!utcs!lsuc!pesnta!hplabsc!dsmith
From: dsmith@hplabsc.UUCP (David Smith)
Newsgroups: net.micro.atari
Subject: Re: Where is Thorn EMI?
Message-ID: <2399@hplabsc.UUCP>
Date: Wed, 13-Feb-85 16:33:33 EST
Article-I.D.: hplabsc.2399
Posted: Wed Feb 13 16:33:33 1985
Date-Received: Thu, 14-Feb-85 18:53:40 EST
References: <2370@hplabsc.UUCP> <346@terak.UUCP>
Organization: Hewlett Packard Labs, Palo Alto CA
Lines: 23

>> I just bought Thorn EMI's "Jumbo Jet Pilot," only to discover that
>> the directions were missing. The store (liquidator) I bought it
>> from says, "We don't make exchanges or refunds -- take it up with
>> the manufacturer." But without the direction sheet, I don't know
>> how to get in touch with Thorn EMI. Can someone help me out?
>
>Good luck! Software companies tend to disbelieve stories about
>"missing documentation" -- the ol' rip-off copy trick. I presume
>you've double-checked the packaging for an address?

>--
>Doug Pardee -- Terak Corp. -- !{hao,ihnp4,decvax}!noao!terak!doug

Yes, I've double checked. As for ripping off, the software is in a
cartridge, not on a disk, so how am I going to copy it? The plastic boxes
of software were not wrapped in clear plastic, so it would have been
an easy matter for a browser to open the box and take the documentation.
I wish I had opened the box before buying it.

I still have no responses giving Thorn EMI's address.

     David Smith
     {ucbvax!}hplabs!dsmith

From -4862857946228752686
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ea6bd24a8996ab74
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-14 09:27:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site terak.UUCP
Path: utzoo!utcs!lsuc!pesnta!hplabs!hao!noao!terak!doug
From: doug@terak.UUCP (Doug Pardee)
Newsgroups: net.micro.atari
Subject: Re: AMY Music Synthesizer Chip
Message-ID: <374@terak.UUCP>
Date: Thu, 14-Feb-85 12:27:05 EST
Article-I.D.: terak.374
Posted: Thu Feb 14 12:27:05 1985
Date-Received: Sun, 17-Feb-85 06:48:14 EST
References: <238@eneevax.UUCP>
Distribution: net
Organization: Terak Corporation, Scottsdale, AZ, USA
Lines: 18

> I originally bought the c64 based on it's sound capabilities and
> the promise of a multi SID keyboard(they never produced the
> keyboard though). This AMY chip though looks like it is 10 times
> better than the SID.

Don't feel disappointed. If you had waited to get an Atari system with
an AMY chip, one of two things would probably happen:
  a) it may never materialize at all (like that multi SID keyboard),
      and you would have waited for nothing; or
  b) by the time it materializes, some other company will already be
      touting the new super-duper sound chip that they're working on
      that's 10 times better than AMY, so you'd end up waiting for that.

"State-of-the-art" is a fleeting condition. If you feel that you must
always have state-of-the-art equipment, you must be prepared to scrap
all of it each year as the state-of-the-art marches on.
--

Doug Pardee -- Terak Corp. -- !{hao,ihnp4,decvax}!noao!terak!doug

From 6879257154587811868
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9dcae96675f4801f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-15 09:45:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2e.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxb!mhuxn!mhuxm!mhuxj!houxm!hou2e!
yosh
From: yosh@hou2e.UUCP (M.CHING)
Newsgroups: net.micro.atari
Subject: Re: Where is Thorn EMI?
Message-ID: <454@hou2e.UUCP>
Date: Fri, 15-Feb-85 12:45:35 EST
Article-I.D.: hou2e.454
Posted: Fri Feb 15 12:45:35 1985
Date-Received: Sat, 16-Feb-85 06:38:18 EST
References: <2370@hplabsc.UUCP> <346@terak.UUCP>, <2399@hplabsc.UUCP>
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 11

<>

From what I understand, Thorn EMI is the British counterpart
to our RCA. (A tremendous corporation into just about every-
thing) I believe they produce albums so you might have more
success searching through that route....

              Dave Bloom
              Bell Labs, Holmdel

From -801203561942414360
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d77e5da6021d15b7
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-18 05:03:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sjuvax.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!whuxl!whuxlm!akgua!psuvax1!burdvax!
sjuvax!iannucci
From: iannucci@sjuvax.UUCP (iannucci)
Newsgroups: net.micro.atari
Subject: Re: INDUS GT for sale
Message-ID: <867@sjuvax.UUCP>
Date: Mon, 18-Feb-85 08:03:34 EST
Article-I.D.: sjuvax.867
Posted: Mon Feb 18 08:03:34 1985
Date-Received: Fri, 22-Feb-85 07:42:51 EST

References: <823@sjuvax.UUCP> <239@eneevax.UUCP>
Reply-To: iannucci@sjuvax.UUCP (iannucci)
Organization: St. Josephs University, Phila. PA.
Lines: 28

In article <239@eneevax.UUCP> ravi@eneevax.UUCP writes:
>>   Take note that all of the software except the Indus stuff is
>>undocumented (you know how it is :-). I am asking $300 and will pay to
>>ship it if necessary, etc. Please respond by net mail only.
>
>
>I don't want to comment on the implied content of the above
>message. But, lets try to keep postings to a public forum such
>as this above board. I apologize if I misunderstood the
>statement.
>
>--
>ARPA: eneevax!ravi@maryland
>UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

[...?]

             Maybe you did misunderstand! Either that or I am missing something
here. My implication was that most of the software I have is pirated. I was
not aware that to mention software pirating in public was a no-no. I still don't
think it is. Is that what you inferred?

--
David J. Iannucci (the dirty vicar)   St. Joseph's University
{allegra | astrovax | bpa | burdvax}!sjuvax!iannucci   Philadelphia

"A witty saying proves nothing. "   --Voltaire
==

From -2851333590960586155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9dcae96675f4801f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-18 09:02:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site mot.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!ut-sally!oakhill!mot!fred
From: fred@mot.UUCP (Fred Christiansen)
Newsgroups: net.micro.atari
Subject: Re: Where is Thorn EMI?
Message-ID: <105@mot.UUCP>
Date: Mon, 18-Feb-85 12:02:10 EST
Article-I.D.: mot.105
Posted: Mon Feb 18 12:02:10 1985
Date-Received: Thu, 21-Feb-85 03:58:25 EST
References: <2399@hplabsc.UUCP>
Organization: Motorola Microsystems, Phoenix AZ

Lines: 11

Thorn EMI has some sort of office in Atlanta, GA. 404-587-0017.
800-243-2572. see Digital Design mag, Feb '85.
--

"Should any of your I.M. Forces be caught or killed, the secretary will disavow
 any knowledge of your actions. This tape will self-destruct in five seconds."
<< Replace this line with your favorite disclaimer.>>

Fred Christiansen, Networking Software, Motorola Microsystems, Tempe, AZ 85282
{allegra,ihnp4}!sftig!mot!fred   {ihnp4,seismo}!ut-sally!oakhill!mot!fred
{ihnp4,amdahl}!drivax!mot!fred   ucbvax!arizona!asuvax!mot!fred

From 4297691208492053234
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9dcae96675f4801f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-19 07:48:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watdcsu.UUCP
Path: utzoo!decvax!bellcore!allegra!ulysses!mhuxr!ihnp4!cbosgd!clyde!watmath!
watdcsu!mathnews2
From: mathnews2@watdcsu.UUCP (mathNOOS [editors])
Newsgroups: net.micro.atari
Subject: Re: Where is Thorn EMI?
Message-ID: <984@watdcsu.UUCP>
Date: Tue, 19-Feb-85 10:48:38 EST
Article-I.D.: watdcsu.984
Posted: Tue Feb 19 10:48:38 1985
Date-Received: Thu, 21-Feb-85 00:18:53 EST
References: <2370@hplabsc.UUCP> <346@terak.UUCP> <2399@hplabsc.UUCP>
<454@hou2e.UUCP>
Reply-To: mathnews2@watdcsu.UUCP (mathNOOS [editors])
Distribution: na
Organization: U of Waterloo, Ontario
Lines: 31
Summary: Here's a way to find out:

In article <454@hou2e.UUCP> yosh@hou2e.UUCP (M.CHING) writes:
><>
>
>
>From what I understand, Thorn EMI is the British counterpart
>to our RCA. (A tremendous corporation into just about every-
>thing) I believe they produce albums so you might have more
>success searching through that route....
>
>   Dave Bloom
>   Bell Labs, Holmdel

Sorry to be picky, but a major record company in the EMI group is

Capitol, as in Capitol EMI Canada Ltd., whereas I believe RCA is still
independent (although I seem to remember hearing somewhere that the
Rockefellers owned it... I can't see the FCC permitting a foriegn
interest such as EMI to own a company that just happens to own a major
broadcasting interest (read: NBC)). If anyone out there wants a hint,
check the address of the manufacturer on the back of any Capitol
album, then write to them asking for the address; they should have it
around somewhere.

                    -- Scooter! @ mathnews2
                         [mathNOOS (editors)]
                    @ U. Waterloo DCS Unix (watdcsu)

UUCP: {allegra,inhp4}!watmath!watdcsu!mathnews2
Canada Post: mathNEWS, MC 3035, U. Waterloo, Waterloo, Ontario, Canada
                                N2L 3G1
Bell Canada: (519)-885-1211 x.2324
Audio: shout "Hey Scooter!"

From 7082344776676060658
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9dcae96675f4801f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-20 13:02:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site spp3.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!panda!
talcott!harvard!seismo!hao!hplabs!sdcrdcf!trwrb!trwspp!spp3!rroux
From: rroux@spp3.UUCP (Raymond Roux)
Newsgroups: net.micro.atari
Subject: Re: Re: Where is Thorn EMI?
Message-ID: <121@spp3.UUCP>
Date: Wed, 20-Feb-85 16:02:24 EST
Article-I.D.: spp3.121
Posted: Wed Feb 20 16:02:24 1985
Date-Received: Tue, 26-Feb-85 20:38:26 EST
References: <2370@hplabsc.UUCP> <346@terak.UUCP> <2399@hplabsc.UUCP>
Organization: TRW, Redondo Beach CA
Lines: 47

>
> >> I just bought Thorn EMI's "Jumbo Jet Pilot," only to discover that
> >> the directions were missing. The store (liquidator) I bought it
> >> from says, "We don't make exchanges or refunds -- take it up with
> >> the manufacturer." But without the direction sheet, I don't know
> >> how to get in touch with Thorn EMI. Can someone help me out?
> > >
> > >Good luck! Software companies tend to disbelieve stories about
> > >"missing documentation" -- the ol' rip-off copy trick. I presume
> > >you've double-checked the packaging for an address?
> > >--
> > >Doug Pardee -- Terak Corp. -- !{hao,ihnp4,decvax}!noao!terak!doug

>
> Yes, I've double checked. As for ripping off, the software is in a
> cartridge, not on a disk, so how am I going to copy it? The plastic boxes
> of software were not wrapped in clear plastic, so it would have been
> an easy matter for a browser to open the box and take the documentation.
> I wish I had opened the box before buying it.
>
> I still have no responses giving Thorn EMI's address.
>
>   David Smith
>   {ucbvax!}hplabs!dsmith

David,

I looked at all my game instructions from Thorn and could only find
that they are in England (somewhere). I guess they don't (or didn't)
care to hear any user comments - good or bad!

I did find a review of one of their games that gave the following as
Thorn's address:

     Thorn-EMI Video
     1370 Avenue of the Americas
     New York, New York 10019

To tell you the truth I found the game to be a real BORE! it takes soooooo
long to get into the air that I lost interest in even trying to get
the flying part of it down (er up?). I think Flight Simulator II is much
better.

Good Luck!

   Ray Roux
     {ucbvax|decvax}!trwrb!trwspp!spp3!rroux
     Compuserve [75056,2103] (mostly weekends)

From 3265384421886984454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9dcae96675f4801f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-21 10:40:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site bocar.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!bocar!benw
From: benw@bocar.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: Re: Where is Thorn EMI?
Message-ID: <104@bocar.UUCP>
Date: Thu, 21-Feb-85 13:40:49 EST
Article-I.D.: bocar.104
Posted: Thu Feb 21 13:40:49 1985
Date-Received: Tue, 26-Feb-85 03:51:31 EST

References: <2370@hplabsc.UUCP> <346@terak.UUCP> <2399@hplabsc.UUCP>
Organization: AT&T Bell Laboratories, Piscataway
Lines: 23

The Book of Atari Software 1984 gives Thorn EMI's address and phone as

Thorne EMI Video, Inc.
1370 Avenue of the Americas
New York, N.Y. 10019
(212) 977-8990

I have on several occasions bought cartridge software that was missing directions, especially if it was bought on a bargain rack somewhere where little probing hands can open the boxes (E.G., Kaybee toy and Hobby stores here are dumping all Thorn cartridges, out on a table and NOT wrapped in plastic).

I have, however, bought Jumbo Jet Pilot (what a dog!), directions and all. Xerox and mailing address in hand, I have also been known to be generous on occasion.

SO, now can we get off the topic of Thorn, piracy, open boxes, ethics mom and apple pie???

Ben Weber

From 7269631770808411950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fa0d9bfffd28a851,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-24 13:53:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site ellie.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!panda!talcott!harvard!seismo!rochester!rocksvax!rocksanne!sunybcs!ellie!uglahren
From: uglahren@ellie.UUCP (James A. Lahren)
Newsgroups: net.micro.atari
Subject: comments on ATARI'S new 68000's ....
Message-ID: <318@ellie.UUCP>
Date: Sun, 24-Feb-85 16:53:01 EST
Article-I.D.: ellie.318
Posted: Sun Feb 24 16:53:01 1985
Date-Received: Thu, 28-Feb-85 11:20:21 EST
Distribution: net
Organization: State University of New York @ Buffalo,NY
Lines: 19

I have read as much as I could find regarding Atari's new 68000 series of computers. (the ST520 and ST130). And have

not been able to get any real spec's or cost figures yet.
My first impression is that these systems sound great,
but of course all I know about it is how much memory it has
and a very broad range of costs... It appears that it (ST520)
does all Mac does, and better, and much cheaper...

So, what is the opinion of the net on these machines?? So
far, I haven't seen much posted on the merits of buying one.

And, more importantly, what are the specs? Have they been
released, or have I just not noticed them?

- jim lahren
(freezing in Buffalo,NY)

..... decvax!sunybcs!uglahren

From 8575879980104473199
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,158effb7276bffc7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-25 05:39:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sjuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!sjuvax!iannucci
From: iannucci@sjuvax.UUCP (iannucci)
Newsgroups: net.micro.atari
Subject: Re: Indus GT for sale
Message-ID: <901@sjuvax.UUCP>
Date: Mon, 25-Feb-85 08:39:47 EST
Article-I.D.: sjuvax.901
Posted: Mon Feb 25 08:39:47 1985
Date-Received: Thu, 28-Feb-85 20:18:00 EST
Reply-To: iannucci@sjuvax.UUCP (iannucci)
Organization: St. Josephs University, Phila. PA.
Lines: 29

[...]

>In article <867@sjuvax.UUCP> you write:
>>... My implication was that most of the software I have is pirated. I was not
>>aware that to mention software pirating in public was a no-no. I still don't
>>think it is. Is that what you inferred?
>
>Since "pirated" is a euphemism for "stolen", I think you will find many people
>who are disturbed by advertisements for stolen goods for sale. I count myself
>among that group.
>
>FROM: Brian G. Gordon, CAE Systems

Thank you Brian, for pointing out where the misunderstanding was. I

had not thought to mention that I am not in fact *selling* the software, but giving it away. The payment would be for the drive and the disks that the software is on. I can understand that you (anybody) would be disturbed by the idea of selling what one has gotten for free. I certainly would be too. That would be a pretty low level for anyone to sink to, and I'm glad that I'm able to clear the air here. I apologize to those who were (or still are) offended.
- thanks
--
David J. Iannucci (the dirty vicar) St. Joseph's University
{allegra | astrovax | bpa | burdvax}!sjuvax!iannucci Philadelphia

"A witty saying proves nothing. " --Voltaire
==========

From 8169589322520680350
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,adc7b35c65789b27,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-25 08:28:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site hou4b.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxb!houxm!vax135!ariel!hou4b!esg
From: esg@hou4b.UUCP (E.S.Gokhman)
Newsgroups: net.micro.atari
Subject: Jackintosh vs Macintosh vs Amigo ?
Message-ID: <1342@hou4b.UUCP>
Date: Mon, 25-Feb-85 11:28:30 EST
Article-I.D.: hou4b.1342
Posted: Mon Feb 25 11:28:30 1985
Date-Received: Wed, 27-Feb-85 07:44:27 EST
Organization: AT&T Information Systems Laboratories, Holmdel, NJ
Lines: 33

Hi:

I was just about to get Macintosh, when ... well, you know
the story...

Are there any materials available about those new GEM machines
that would help me to get out of this dilemma: what to buy if
I have a good offer on Mac but not as good as what atari claims
to offer ?

Would you suggest any reviews, "not a review" disclaimed articles,
and your personal observations on this subject ?

The obvious initial lack of software for the new machines is not
a problem, to a degree, of course, since it could also be a
opportunity.

Please, H-E-L-P !!!

One of the concerns was atari's financial complications, so
the financial and support reliability observations will be
greatly appreciated.

If the net expresses interest in this subject I will post a
summary of the responses. I also will not include in this
summary any mail on this subject that will state "not for
distribution", etc.

Thanx in advance.

Ed Gokhman
AT&T ISL,

From -4152840246171289754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c483c67b4d76a21
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-25 13:07:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mcnc.UUCP
Path: utzoo!utcs!lsuc!pesnta!amdcad!decwrl!decvax!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: Re: RE: Action! Brain damage
Message-ID: <2611@mcnc.UUCP>
Date: Mon, 25-Feb-85 16:07:03 EST
Article-I.D.: mcnc.2611
Posted: Mon Feb 25 16:07:03 1985
Date-Received: Wed, 27-Feb-85 10:37:26 EST
References: <1522@ritcv.UUCP>
Organization: Microelectronics Ctr. of NC; RTP, NC
Lines: 20

I'm not sure why Scott Hessler's cartridge would tend to
'disappear', but I've had my ACTION! cartridge for about 9 months
now, and it certainly has been inserted more than 100 times, but
the plating on the contacts is still very much there. I think
there may be a problem with that particular piece (sure that spilled
tea didn't get just a little too close to the cart?? Tannic acid
does wonders for tinplate..), and OSS should replace it
without complaining.

Re. the lack of features, I agree with Scott that what is present
is pretty good, considering BASIC is really the only alternative..
I guess I can always think of features I would like it to have, but
there is so much I can do with what there is now .. again, the
bitwise operations and structures are such an improvement over Basic.
With ATARI apprently planning to keep the 800 series alive with the
new XE's, I hope OSS will keep ACTION! alive and bring out bug-freer

versions (you listening, Clint?)

-=ravi=-

From -397699616869921950
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,991f427b194bc3a8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-25 20:59:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83 SMI; site parallel.uucp
Path: utzoo!dciem!nrcaero!pesnta!parallel!eric
From: eric@parallel.uucp (Eric Griswold)
Newsgroups: net.micro.atari
Subject: Action!
Message-ID: <2@parallel.uucp>
Date: Mon, 25-Feb-85 23:59:31 EST
Article-I.D.: parallel.2
Posted: Mon Feb 25 23:59:31 1985
Date-Received: Wed, 27-Feb-85 02:17:35 EST
Organization: Parallel Computers, Inc.
Lines: 7

In the March '85 Byte there is mention of a programming language that
is C-like and runs on the Atari called 'Action!'. Unfortunately, it
never mentioned who markets it. Does anyone in net-land know where I
could find it?

Eric Griswold
{sun, pesnta}!parallel!eric

From 1523680708470495975
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,adc7b35c65789b27
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-26 16:15:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watarts.UUCP
Path: utzoo!watmath!watarts!upen
From: upen@watarts.UUCP (Ue-Li Pen)
Newsgroups: net.micro.atari
Subject: Re: Jackintosh vs Macintosh vs Amigo ?
Message-ID: <8284@watarts.UUCP>
Date: Tue, 26-Feb-85 19:15:09 EST
Article-I.D.: watarts.8284
Posted: Tue Feb 26 19:15:09 1985
Date-Received: Wed, 27-Feb-85 20:49:00 EST
References: <1342@hou4b.UUCP>
Reply-To: upen@watarts.UUCP (Ue-Li Pen)
Organization: U of Waterloo, Ontario
Lines: 33

Summary:

Commodore recently brought out 2 more machines, the C-16 and the 128k
version of the 64. This is probably an omen of Commodore's impending
doom. When Atari brings out their ST, they can sell it at $400
and not worry about any of it's other products (which they are
trying to "phase" out) decline in profit/productions. Commodore however,
when they release this "wonderous Amiga" machine will HAVE to
raise the price so it does not damage the profits coming from the
C-64 and their newly released machines.
  On the other hand, this might be an advantage. If Amiga turns out to
be a nice UNIX machine which is loaded with software for business people
 even at an "inflated" price. MIGHT. That sector of the market is flooded with
"IBM" stickers, and people will STILL buy IBM machines over anything..
 ("It says IBM on it, it's gotta be good" syndrome)
  I remember reading a COMPUTE! article about the new ATARI machines
and it seems that they are trying to sell them as "business/home"
computers - like Apples. I think that they could do this
successfully if they convince the general public that "ATARI IS NOT
PLAYING GAMES ANYMORE".

  What it comes down to is if the ST is really good and cheap, Commodore
will have a fight on it's hand. I don't think the ST will hamper the Mac's
sales much. This however depends on whether Atari can successfully sell
the machine to the business community. I doubt it. But maybe.. If they
do, then Apple and even IBM might be in for a bit of a shock.

Buying a computer is always a waiting game, but this might be one
to wait for..

Of course, if the ST can't run UNIX then what use is it! (except
for playing games..)

From 7874401324702998889
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,adc7b35c65789b27
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-26 16:59:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site watmath.UUCP
Path: utzoo!watmath!bstempleton
From: bstempleton@watmath.UUCP (Brad Templeton)
Newsgroups: net.micro.atari
Subject: Atari ST relations with software developers are TERRIBLE
Message-ID: <11674@watmath.UUCP>
Date: Tue, 26-Feb-85 19:59:13 EST
Article-I.D.: watmath.11674
Posted: Tue Feb 26 19:59:13 1985
Date-Received: Wed, 27-Feb-85 20:49:29 EST

References: <1342@hou4b.UUCP> <8284@watarts.UUCP>
Organization: U of Waterloo, Ontario
Lines: 25

I called Atari with regard to their policy towards software developers.
In particular, I was trying to see if they were interested in my
company's software.

Their policy is not very good:
     1) The machines will be sold in K-Marts and similar stores
     2) No software will cost more than $50
     3) On that $50 software, developers will get no more than ONE dollar.
     4) If you want a machine now, you can get one for $4,500, and all
        that gets you is a machine with floppies and a monitor, plus
        a download kit. No C compilers etc.
     5) No advances to developers of any kind
     6) No bundled software except GEM.

At this rate, most developers are saying no. You'll have to wait a while
for good software on this one, folks. $1 per product is a joke. Your
product would have to become one of the all-time sales greats of the
microcomputer industry to make you some decent money.   At the same time,
they are distributing the computer through distribution channels that a
small company can't use easily or even get access to. And who ever heard
of developers having to pay a 500% premium to get a machine whose success
is uncertain.

--
     Brad Templeton - Waterloo, Ont. (519) 886-7304

From -2272396494160042293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,991f427b194bc3a8
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-27 07:33:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2.fluke 9/24/84; site fluke.UUCP
Path: utzoo!watmath!clyde!cbosgd!cbdkc1!desoto!packard!hoxna!houxm!vax135!cornell!
uw-beaver!microsoft!fluke!jeepcj2a
From: jeepcj2a@fluke.UUCP (Dale Chaudiere)
Newsgroups: net.micro.atari
Subject: Re: Action!
Message-ID: <913@vax1.fluke.UUCP>
Date: Wed, 27-Feb-85 10:33:51 EST
Article-I.D.: vax1.913
Posted: Wed Feb 27 10:33:51 1985
Date-Received: Fri, 1-Mar-85 20:10:37 EST
References: <2@parallel.uucp>
Organization: John Fluke Mfg. Co., Inc., Everett, WA
Lines: 12

> In the March '85 Byte there is mention of a programming language that

> is C-like and runs on the Atari called 'Action!'. Unfortunately, it
> never mentioned who markets it. Does anyone in net-land know where I
> could find it?
>
>   Eric Griswold
>   {sun, pesnta}!parallel!eric

My system could not find the sender, so I'm posting a followup.

OSS (Optimized Software Systems) in California makes it. Also get their DOS-XL
for the ATARI. These are the same guys that wrote ATARI BASIC.

From -3247377821515716007
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,65736161c55fa706,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-27 15:25:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!panda!
talcott!harvard!seismo!cmcl2!acf4!dlm9068
From: dlm9068@acf4.UUCP (don mikkelsen)
Newsgroups: net.micro.atari
Subject: synthesizer software
Message-ID: <990002@acf4.UUCP>
Date: Wed, 27-Feb-85 18:25:00 EST
Article-I.D.: acf4.990002
Posted: Wed Feb 27 18:25:00 1985
Date-Received: Sat, 2-Mar-85 04:02:04 EST
Organization: New York University
Lines: 17

I am interested in interfacing a synthesizer (probably a DX7) to a
computer (IIe, PC etc.). I am beginning to understand what I need to
do hardware-wise, I am still confused as to what software is available
currently, and of what it is capable.

How many tracks can I control? How many voices can be controlled
simultaneously on an instrument such as the DX7, and to what degree of
independence? How versatile are these programs musically? Is there
a void here software-wise?

                              I appreciate any response,

                                    Don

/* ---------- */

From -8786581567228553440

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 123760,39d0368640034154,start
X-Google-Attributes: gid123760,public
X-Google-Thread: 1517c1,39d0368640034154,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-27 17:38:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!decwrl!dec-rhea!
dec-ny1mm!crean
From: crean@ny1mm.DEC
Newsgroups: net.micro.atari,net.games.video
Subject: "Journey to the Planets"
Message-ID: <787@decwrl.UUCP>
Date: Wed, 27-Feb-85 20:38:59 EST
Article-I.D.: decwrl.787
Posted: Wed Feb 27 20:38:59 1985
Date-Received: Sat, 2-Mar-85 03:18:49 EST
Sender: daemon@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 28
Xref: watmath net.micro.atari:660 net.games.video:421

I recently acquired a cartridge-based game for my Atari 400
entitled "Journey to the Planets" by Roklon Software. My
question is a rather embarrasing one, but it's beginning
to drive me crazy. . .

DOES ANYBODY KNOW HOW TO GET THE RUBY CHAIN BACK TO THE SHIP ???

I've figured out how to get my hands on the chain, but each time
I pass through one of the monoliths, it vanishes !!! I have solved
all of the other puzzles (planets), and so would be more than happy
to trade for this information. Failing a solution, I would also be
interested in comparing notes with others in the same situation.
I have made some useful observations about this planet, and would
like to exchange ideas with others who are currently trying to
solve it.

Best Regards,

Kevin J. Crean
DIGITAL Equipment Corp.
Tarrytown, NY

==> In case this is not obvious -- this message is in no way
     job-related. As a matter of fact, I think I'll stop putting
     these silly disclaimers on my postings -- as far as I know,
     my employer doesn't require them.

From -2754053588685719070

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,99e02106c345a746,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-28 11:21:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Denver Mods 7/26/84) 6/24/83; site drutx.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!drutx!hcd
From: hcd@drutx.UUCP (DittmerHC)
Newsgroups: net.micro.atari
Subject: Looking for a copy of Clint Parker's article on ACTION!
Message-ID: <2138@drutx.UUCP>
Date: Thu, 28-Feb-85 14:21:18 EST
Article-I.D.: drutx.2138
Posted: Thu Feb 28 14:21:18 1985
Date-Received: Fri, 1-Mar-85 20:35:52 EST
Organization: AT&T Information Systems Laboratories, Denver
Lines: 7

Does anyone have a copy of Clint Parker's article on ACTION!?

Thanks in advance
Henry Dittmer
drutx!hcd

From 2627120144654235049
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,55c414d168618445,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-28 14:37:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ut-ngp.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!mhuxn!mhuxj!mhuxr!ulysses!allegra!bellcore!
decvax!genrad!panda!talcott!harvard!seismo!ut-sally!ut-ngp!mercury
From: mercury@ut-ngp.UUCP (Larry E. Baker)
Newsgroups: net.micro.atari
Subject: New Atari Machines
Message-ID: <1396@ut-ngp.UUCP>
Date: Thu, 28-Feb-85 17:37:05 EST
Article-I.D.: ut-ngp.1396
Posted: Thu Feb 28 17:37:05 1985
Date-Received: Mon, 4-Mar-85 04:17:34 EST
Organization: University of Texas at Austin
Lines: 65

[eat white-hot, flaming text!]

For those of us who haven't been around long enough to follow the discussion regarding the new Atari computers, the following is blatantly excerpted (without permission) from this month's 'What's New' in BYTE:

'Two New Color Computers from Atari'

Atari has two new color computer lines: the 68000-based ST and the 800-compatible XE.

The ST comes with a two-button mouse and Digital Research's GEM, a user interface that has pull-down menus, icons, and overlapping windows. GEM is embedded in 192K bytes of ROM along with TOS (Tramiel operating system, named for Atari president Jack Tramiel) and a game. For more on GEM, see page 39 of the December 1984 BYTE.

The ST, which can handle television, composite color, monochrome, and RGB outputs, produces graphic resolutions ranging from 640 by 400 pixels (monochrome) to 320 by 200 pixels (16-color mode). Its 84-key keyboard is augmented with a numeric keypad and 10 function keys. Rom cartridge, RS-232C serial, Centronics parallel, and floppy- and hard-disk drive interfaces are supplied. Also, the ST carries a three-voice sound chip and a MIDI port for linking it to musical instruments and synthesizers.

The 128K-byte Model 130ST will sell for approximately $400, and the 512K-byte model 520ST will be about $600. Shipments are to begin shortly. Atari plans to offer a 10-megabyte ST hard-disk drive for about $600. Both a composite color monitor and a 3 1/2 inch disk drive will be priced in the $150 range.

Four versions of the Atari XE computer will soon go on sale. The basic XE comprises a 57-key keyboard, five special-function keys, a ROM cartridge slot, BASIC in ROM, and four-voice sound. Graphic resolution is 320 by 192 pixels. Atari's 11 graphics modes and Player Missile Graphics are provided.

The Model 65XE, with 64K bytes of RAM, will cost $120. The $400 portable 65XEP comes with a built-in floppy disk drive and a 5-inch monochrome monitor. The 128K-byte 130XE will be under $200. The 65XEM will be outfitted with an eight-voice music synthesizer chip. Its pricing had not been finalized at press time.

Contact Atari Corp....

//

Only two comments:

1. If this machine is everything the above says it is, the Mac better watch out. Even the consortum prices can't beat that....

2. A 512K, 68000-based computer w/mouse, 10-meg hard disk for *less than* $1,500? Comments, IBM?

--

"It is a very humbling experience to make a multimillion-dollar
mistake, but it is also very memorable." -- F. P. Brooks, Jr.

Larry Baker @ The University of Texas at Austin
...{seismo!ut-sally | decvax!allegra | ihnp4}!ut-ngp!mercury

From -6535819699352889723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8fe10a251df108,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-02-28 15:13:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 8/7/84; site ucbvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!ucbvax!jdi
From: jdi@ucbvax.ARPA (John D. Irwin)
Newsgroups: net.micro.atari
Subject: Do they exist?
Message-ID: <5140@ucbvax.ARPA>
Date: Thu, 28-Feb-85 18:13:03 EST
Article-I.D.: ucbvax.5140
Posted: Thu Feb 28 18:13:03 1985
Date-Received: Fri, 1-Mar-85 09:31:06 EST
Reply-To: jdi@ucbvax.UUCP (John D. Irwin)
Organization: University of California at Berkeley
Lines: 14

Anyone seen one of the new machines? (Especially 16 bit)

I call all the places I can find in trade magazines and always am told
"Well, they should arrive next week sometime", or
"Must be Atari's fault", or
"What's an Atari?". :-)

I know you can buy one for software devopment ($3000 or something like that)
but if as Tramiel says they've been producing the 65XE for a month or so
now there should be some Somewhere!

--
John Irwin
ucbvax!jdi jdi@ucbvax.ARPA

From 2126372052057141427
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8f1bdd9062ab7e70,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-01 06:29:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2b.UUCP
Path: utzoo!watmath!clyde!cbosgd!ihnp4!houxm!hou2b!gkm
From: gkm@hou2b.UUCP (G.MCNEES)

Newsgroups: net.micro.atari
Subject: Re: De Re Atari
Message-ID: <433@hou2b.UUCP>
Date: Fri, 1-Mar-85 09:29:53 EST
Article-I.D.: hou2b.433
Posted: Fri Mar 1 09:29:53 1985
Date-Received: Sat, 2-Mar-85 03:05:20 EST
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 10

References:

Does any one out there know anything about a book entitled
"DE RE ATARI" ??? How can I get one? Who published it?
Etc.? I understand it is a very good reference for basic
technical information on Atari.

Thanks in adavance,
Sincerely, Gary McNees

From 5550943502789141608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8fe10a251df108
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-01 19:18:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!panda!
talcott!harvard!seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: Re: Do they exist?
Message-ID: <249@eneevax.UUCP>
Date: Fri, 1-Mar-85 22:18:50 EST
Article-I.D.: eneevax.249
Posted: Fri Mar 1 22:18:50 1985
Date-Received: Mon, 4-Mar-85 07:57:23 EST
References: <5140@ucbvax.ARPA>
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 16

Atari said they would wait until they cleared out the old
inventory of 800XL's. This may be a while because when I visited
toys r us in early january and just recently there were still a
lot of stickers for the 800XL's. It looks like sales have sort
of dropped off somewhat. It is not only atari that is down but
the c64 as well. The 16 bit computers are not supposed to ship
until April at least. One thing I noticed is that the amount of
software displayed for the c64 was about 5 times greater than
that for the atari. The disturbing thing about this was that a
lot of the titles for the c64 were originally written for the
atari. Even though I am a c64 owner, I sort of wonder whether

toys r us is pushing commodore stuff intentionally.

--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 967965913628703723
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,adc7b35c65789b27
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-01 19:43:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!panda!
talcott!harvard!seismo!umcp-cs!eneevax!ravi
From: ravi@eneevax.UUCP (Ravi Kulkarni)
Newsgroups: net.micro.atari
Subject: Re: Jackintosh vs Macintosh vs Amigo ?
Message-ID: <250@eneevax.UUCP>
Date: Fri, 1-Mar-85 22:43:07 EST
Article-I.D.: eneevax.250
Posted: Fri Mar 1 22:43:07 1985
Date-Received: Mon, 4-Mar-85 07:57:55 EST
References: <1342@hou4b.UUCP> <8284@watarts.UUCP>
Organization: U of Maryland, EE Dept., College Park, MD
Lines: 20

They had a full page article on atari and their chances for
making a comeback in the February 10 business section of the
N.Y. Times. Near the end of the article they said that one of
the advantages of the amiga over the ST line would be
multitasking capability. I somehow doubt though that they have
put in a mmu chip to do this. More likely is that the bundled
turbo pascal generates relocatable code and thus is limited to
32kbyte segments. I am not sure that this would be an
advancement as it brings back one of the worst features of the
IBM pc namely segmentation, except that it is even worse since
at least you can have 64k segments in the pc. If you want a true
multitasking environment I can bet that you probably won't find
it in these machines. Of course neither can the IBM pc(excluding
AT) or the macintosh.

(Hey,I like the new name of the Commodore 68k machine, eh amigo!)
--
ARPA: eneevax!ravi@maryland
UUCP: [seismo,allegra]!umcp-cs!eneevax!ravi

From 4733913704085339552
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,991f427b194bc3a8

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-02 17:07:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 (Tek) 9/28/84 based on 9/17/84; site tekgvs.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!tektronix!tekcrl!
tekgvs!jerem
From: jerem@tekgvs.UUCP (Jere Marrs)
Newsgroups: net.micro.atari
Subject: Re: Action!
Message-ID: <1057@tekgvs.UUCP>
Date: Sat, 2-Mar-85 20:07:00 EST
Article-I.D.: tekgvs.1057
Posted: Sat Mar 2 20:07:00 1985
Date-Received: Tue, 5-Mar-85 02:18:53 EST
References: <2@parallel.uucp> <913@vax1.fluke.UUCP>
Organization: Tektronix, Beaverton OR
Lines: 17

> > In the March '85 Byte there is mention of a programming language that
> > is C-like and runs on the Atari called 'Action!'. Unfortunately, it
> > never mentioned who markets it. Does anyone in net-land know where I
> > could find it?
> >
> >   Eric Griswold
> >   {sun, pesnta}!parallel!eric
>
> My system could not find the sender, so I'm posting a followup.
>
> OSS (Optimized Software Systems) in California makes it. Also get their DOS-XL
> for the ATARI. These are the same guys that wrote ATARI BASIC.

*OSS, Inc.
1221 B Kentwood Avenue
San Jose, California 95129

From 7803557801109065006
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,85c4cdbc29e4948d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-05 13:40:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2e.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!mhuxj!houxm!hou2e!yosh
From: yosh@hou2e.UUCP (M.CHING)
Newsgroups: net.micro.atari
Subject: Re: I hate to say this, but.....
Message-ID: <491@hou2e.UUCP>
Date: Tue, 5-Mar-85 16:40:31 EST
Article-I.D.: hou2e.491
Posted: Tue Mar 5 16:40:31 1985
Date-Received: Thu, 7-Mar-85 04:43:44 EST

References: <1248@sunybcs.UUCP>
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 14

<>
>
>
> ...Tim Thomas
> Remember......
>   Only you can prevent software piracy.
>
>

Who would want to ????????

Dave Bloom
Bell Labs, Holmdel

From 8112312229763504869
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,85c4cdbc29e4948d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-06 14:02:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihu1n.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!ihu1n!freak
From: freak@ihu1n.UUCP (c e malloy)
Newsgroups: net.micro.atari
Subject: Re: I hate to say this, but.....
Message-ID: <196@ihu1n.UUCP>
Date: Wed, 6-Mar-85 17:02:40 EST
Article-I.D.: ihu1n.196
Posted: Wed Mar 6 17:02:40 1985
Date-Received: Fri, 8-Mar-85 02:48:40 EST
References: <1248@sunybcs.UUCP> <491@hou2e.UUCP>
Organization: AT&T Bell Laboratories
Lines: 25

> <>
> >
> >
> > ...Tim Thomas
> > Remember......
> > Only you can prevent software piracy.
> > >
> > >
>
> Who would want to ????????
>
>
> Dave Bloom

> Bell Labs, Holmdel

What a stupid thing to say. Software piracy is a crime, and the
sooner you realize it the better off everyone will be. There is
no excuse for the stealing of other peoples things.

Clancy Malloy
AT&T Bell Labs
Indian Hill
Naperville, IL
(..!ihnp4!ihu1n!freak)

From -1885741992093242060
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6d3bec539ef73dec,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-07 11:21:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site ptsfa.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!mit-eddie!
godot!harvard!seismo!umcp-cs!gymble!lll-crg!dual!ptsfa!jon
From: jon@ptsfa.UUCP (Jon Gallagher)
Newsgroups: net.micro.atari
Subject: Atari 800 termcap needed
Message-ID: <500@ptsfa.UUCP>
Date: Thu, 7-Mar-85 14:21:25 EST
Article-I.D.: ptsfa.500
Posted: Thu Mar 7 14:21:25 1985
Date-Received: Sun, 10-Mar-85 06:23:32 EST
Distribution: net
Organization: Pacific Bell, San Francisco
Lines: 28

This may already have been covered, but I need to get some information
about using the 800 as a terminal to a UNIX* system. Three questions:

1) What's the best modem to use? How do you set it up?

2) Do you need emulation software? What's the best? Is there anything
good in the Public Domain?

3) Does anyone have a working termcap/terminfo ?

Experience with setting this all up would also be appreciated. You
could consider me a novice at all this since I've been SA strictly around
big U*X systems.

Please *mail* me any help you have and I'll summarize to the net.
If you need to know we're running System V in various releases (why not?,
we paid for it!).

Thanks in advance for any help.

--
Jon Gallagher
Pacific Bell, San Francisco
(415) 774-1326

{ihnp,ucbvax,cbosgd,decwrl,fortune,zehntel}!dual!ptsfa!pbauae!matt

From 9106468958617327283
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,95134b993a0a1a21,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-07 22:15:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site cae780.UUCP
Path: utzoo!utcs!lsuc!pesnta!amdcad!cae780!gordon
From: gordon@cae780.UUCP (Brian Gordon)
Newsgroups: net.micro.atari
Subject: Re: De Re Atari
Message-ID: <579@cae780.UUCP>
Date: Fri, 8-Mar-85 01:15:16 EST
Article-I.D.: cae780.579
Posted: Fri Mar 8 01:15:16 1985
Date-Received: Fri, 8-Mar-85 17:33:44 EST
Distribution: net
Organization: CAE Systems, Sunnyvale, CA
Lines: 55

Since repeated attempts at mailing have failed, and the subject is of
potential wider interest anyway, I am posting a response to the request:

>Does any one out there know anything about a book entitled
>"DE RE ATARI" ??? How can I get one? Who published it?
>Etc.? I understand it is a very good reference for basic
>technical information on Atari.

<From the front cover>
"De Re Atari, Anno Domini MCMLXXI, A Guide To Effective Programming,
400/800 Home Computer", APX-90008

<from the inside front cover>
     Distributed By
  The ATARI Program Exchange
      P.O. Box 3705
      Santa Clara, CA 95050

To request an APX Product Catalog, write to the address above,
 or call toll-free:

800/538-1862 (outside California)
800/672-1859 (within California)

Or call our Sales number, 408/727-5603

(c) 1982 Atari, Inc.

- - - - -

I ran out and bought mine a year and a fraction ago, when they were obviously unloading the 800 line. The local technical bookstore was unable to get delivery on it then, so I went directly to Arari's APX - I had a catalog then - and got it by mail. Seems to me, it was $19.95 or the like, but I wouldn't bet on it.

If you can still contact them, it is certainly worth getting - it is all I have ever heard said about it plus quite a bit more.

If they claim it can't be bought any more, see if they will agree - in writing - for you to make a copy of an existing one, for free or for a nominal fee. If they will, I'll be glad to work something out with you. It is an absolute 'must have' reference.

An aside: the other 'must have' is their "ATARI Home Computer System Technical Reference Notes, includes: Operating System User's Manual, Operating System Source Listing, and Hardware Manual". Same source, 500 or so pages of EVERYTHING KNOWN by the developers about the HW/SW!!! I remember it at maybe $29.95, but wouldn't bet on that memory either.

FROM: Brian G. Gordon, CAE Systems
UUCP: {ucbvax, ihnp4, decvax!decwrl}!amd!cae780!gordon
{nsc, resonex, qubix, hplabs, leadsv, teklds}!cae780!gordon
USNAIL: 1333 Bordeaux Drive, Sunnyvale, CA 94089
AT&T: (408)745-1440

From 2133624832143076150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6c45e5262471cef9,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,6c45e5262471cef9,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-03-11 11:12:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site lanl.ARPA
Path: utzoo!linus!philabs!cmcl2!lanl!sct
From: sct@lanl.ARPA
Newsgroups: net.micro.atari,net.micro
Subject: Printer interface for 800XL
Message-ID: <23119@lanl.ARPA>
Date: Mon, 11-Mar-85 14:12:08 EST
Article-I.D.: lanl.23119
Posted: Mon Mar 11 14:12:08 1985

Date-Received: Tue, 12-Mar-85 21:29:36 EST
Sender: newsreader@lanl.ARPA
Distribution: net
Organization: Los Alamos National Laboratory
Lines: 14
Xref: linus net.micro.atari:585 net.micro:8298

A friend of mine has an Atari 800XL and wishes to get a printer for it. There are many good printers out there that have Centronics interfaces as standard. What he needs is a good and hopefully inexpensive interface from his 800XL to a printer.

Does anyone have any suggestions for an interface such as where he can get one, price, and reliability. Also, where would this interface plug into on his Atari?

Thanks in advance.

Steve Tenbrink
Los Alamos Nat Lab
ARPA: sct@lanl.arpa
*** REPLACE THIS LINE WITH YOUR MESSAGE ***

From 6794070577449656947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe4746aaa26c6013,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 14c70f,fe4746aaa26c6013,start
X-Google-Attributes: gid14c70f,public
X-Google-Thread: 13dc46,fe4746aaa26c6013,start
X-Google-Attributes: gid13dc46,public
X-Google-ArrivalTime: 1985-03-11 12:06:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site voder.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!hplabs!nsc!voder!kevin
From: kevin@voder.UUCP (The Last Bugfighter)
Newsgroups: net.micro.atari,net.games.rogue,net.games.emp
Subject: Rogue and Empire for Atari
Message-ID: <711@voder.UUCP>
Date: Mon, 11-Mar-85 15:06:20 EST
Article-I.D.: voder.711
Posted: Mon Mar 11 15:06:20 1985
Date-Received: Thu, 21-Mar-85 01:37:02 EST
Reply-To: kevin@voder.UUCP (The Last Bugfighter)
Organization: National Semiconductor, Santa Clara
Lines: 12
Keywords: hit,slash,kick,kill,world domination
Xref: watmath net.micro.atari:693 net.games.rogue:2714 net.games.emp:345

*** The Atari scores an excellent hit...you feel delighted! ***

Epyx, a computer game company, now has both Rogue and Empire available

for Atari computers. They were announced at the Las Vegas CES show and
are adaptations of their mainframe origins.

Kevin Thompson   {ucbvax,ihnp4!nsc}!voder!kevin

"It's sort of a threat, you see. I've never been very good at them
  myself but I'm told they can be very effective."

From 9188269519105225132
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f298204552d4b932,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-11 13:50:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!decvax!decwrl!dec-rhea!dec-dvinci!
fisher
From: fisher@dvinci.DEC
Newsgroups: net.micro.atari
Subject: Where is the memory?
Message-ID: <1055@decwrl.UUCP>
Date: Mon, 11-Mar-85 16:50:56 EST
Article-I.D.: decwrl.1055
Posted: Mon Mar 11 16:50:56 1985
Date-Received: Fri, 15-Mar-85 02:18:20 EST
Sender: daemon@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 39

<Sacrificial line>

I recently upgraded from an Atari 400 w/32K to an 800XL with the full wad of
64K.

What I thought was strange was that when I tried my LOGO cartridge, it showed
no more nodes (memory available) than I had with my 400.

I tried the following algorithm in both LOGO and the builtin basic:

```
    address = 0
    loop while (address < 64K)
     temp = peek(address)
     poke address,127   !Put distinguishable number in mem loc
     if peek(address) = 127 then print "ram",address
                   else print "rom",address
     poke address,temp
     address = address+1024
     end loop
```

As expected, Basic showed 40K of RAM available (40-48K=basic code,
48-64=OS ROM, hardware registers, etc etc). The odd thing is that LOGO

showed there to be only 32K.

My old hardware manual says that RAM is usable between 32K and 40K if there is no right cartridge in the non-XL 800. Is an 800XL different? Is a LOGO cartridge different (has 16K?)

BTW, is there any software which uses the memory above 40K by bank-switching or whatever?

Burns

UUCP: ... {decvax|allegra|ucbvax}!decwrl!rhea!dvinci!fisher

ARPA: fisher%dvinci.dec@decwrl.ARPA

From -8799730998001542460
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,882c276080cde20,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-11 14:05:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!decvax!decwrl!dec-rhea!dec-dvinci!
fisher
From: fisher@dvinci.DEC
Newsgroups: net.micro.atari
Subject: Disk power
Message-ID: <1057@decwrl.UUCP>
Date: Mon, 11-Mar-85 17:05:50 EST
Article-I.D.: decwrl.1057
Posted: Mon Mar 11 17:05:50 1985
Date-Received: Fri, 15-Mar-85 02:19:17 EST
Sender: daemon@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 25

Atari warns that the diskette should always be removed when powering the 1050 up and down. How important is this? Will it hurt the DRIVE if I am willing to loose a diskette once in a while? (The fewer steps the kids have to perform the better.) How about leaving the 1050 powered on all the time? Any problem?

And finally (this is disk-related, so I'll put it in the same note): The DOS-3 manual says that a specially formatted blank disk comes with the drive to copy the master diskette onto. The formatting is alleged to allow the drive to be faster than the formatting that the drive writes. Open the drive box. No blank diskette. Call store. None of them have a blank. What gives? Did they upgrade the drive formatting firmware, but not the DOS manual?

Thanks for the info!

Burns

UUCP: ... {decvax|allegra|ucbvax}!decwrl!rhea!dvinci!fisher

ARPA: fisher%dvinci.dec@decwrl.ARPA

From -3543475800367931328
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f298204552d4b932
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-12 16:29:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mcnc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: Re: Where is the memory?
Message-ID: <2657@mcnc.UUCP>
Date: Tue, 12-Mar-85 19:29:06 EST
Article-I.D.: mcnc.2657
Posted: Tue Mar 12 19:29:06 1985
Date-Received: Fri, 15-Mar-85 02:30:29 EST
References: <1055@decwrl.UUCP>
Reply-To: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Distribution: net.micro.atari
Organization: Microelectronics Ctr. of NC; RTP, NC
Lines: 17
Summary:

The XL's do have 64K, but the 'extra' 16 K is hidden beneath the
cartridge, and as you rightly guessed, is not usually available, in
fact hardly ever available. OSS (optimised software systems) does make
bank switched cartridges for the Atari; called 'Supercartridges', their
BASIC XL, ACTION!, and MAC65 are in those cartridges, which basically
are 16K carts. which appear to the machine to be 8k carts, and which
bank switch to give you an extra 4K. They also sell DOS XL, a true
double density DOS which can use some of the memory that exists in parallel
with the OS to give you some more (beyond the supercart); DOS XL can be
used with any XL machine to get this extra memory, not just with supercarts,
though they work together to give even more.

-Ravi

From 7307048495383350115
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8f1bdd9062ab7e70
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1985-03-12 16:31:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version nyu B notes v1.5 12/10/84; site acf4.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!panda!
talcott!harvard!seismo!cmcl2!acf4!axk8358
From: axk8358@acf4.UUCP (>> Alex Kriger <<)
Newsgroups: net.micro.atari
Subject: Re: De Re Atari
Message-ID: <990003@acf4.UUCP>
Date: Tue, 12-Mar-85 19:31:00 EST
Article-I.D.: acf4.990003
Posted: Tue Mar 12 19:31:00 1985
Date-Received: Sat, 16-Mar-85 02:06:23 EST
References: <433@hou2b.UUCP>
Organization: New York University
Lines: 20

/* acf4:net.micro.atari / gkm@hou2b.UUCP (G.MCNEES) / 9:29 am Mar 1, 1985 */
References:

Does any one out there know anything about a book entitled
"DE RE ATARI" ??? How can I get one? Who published it?
Etc.? I understand it is a very good reference for basic
technical information on Atari.

                        Thanks in adavance,
                        Sincerely, Gary McNees
/* ---------- */
        In one of the atari magazines (either ANTIC or ANALOG somebody asked
the same question. Their answer was that the book is impossible to find, but
there is a book out (I forget the name!) that is supposed to cover what is
in DE RE ATARI, but in a much more readable format. You should look through
the last two or three issues of those magazines (I'm almost positive, that
it should be in the ANTIC!). If you find the answer, please post it, and
I will do the same !

                                    Alex Kriger

From 5714827083515724557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b3255d2650ceaafb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-12 16:32:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mcnc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: Re: Unprotected cartridges
Message-ID: <2658@mcnc.UUCP>
Date: Tue, 12-Mar-85 19:32:36 EST
Article-I.D.: mcnc.2658

Posted: Tue Mar 12 19:32:36 1985
Date-Received: Fri, 15-Mar-85 02:31:28 EST
References: <1056@decwrl.UUCP>
Reply-To: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Organization: Microelectronics Ctr. of NC; RTP, NC
Lines: 12
Summary:

Distribution:net.micro.atari
Organization: Microelectronics Center of NC; RTP, NC
Keywords:

There is NO protection; you could conceivably wreck a cart. I guess atari
thought it was dispensable, it certainly wasn't essential, and besides it
made it somewhat easier to copy cartridges onto diskfiles.. I'd say you'd
better tell the kids that their favourite games may get wrecked..

Ravi

From 9170961900508668140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,882c276080cde20
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-12 16:42:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mcnc.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: Re: Disk power
Message-ID: <2660@mcnc.UUCP>
Date: Tue, 12-Mar-85 19:42:03 EST
Article-I.D.: mcnc.2660
Posted: Tue Mar 12 19:42:03 1985
Date-Received: Fri, 15-Mar-85 02:32:26 EST
References: <1057@decwrl.UUCP>
Organization: Microelectronics Ctr. of NC; RTP, NC
Lines: 24
Summary:

Sender:ravi@mcnc
Reply-To: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Followup-To:
Distribution:net.micro.atari
Organization: Microelectronics Center of NC; RTP, NC
Keywords:

The advice is meant to protect diskettes from being accidentally written to
during transients that occur during power on/off. However, the 1050
also does not have a head loading scheme (basically, the Tandon 55B drives
used in it do not have head loading), which means that the head is always

in contact with the disk when the disk is in & the doorknob is down; I personally wouldn't want to run the risk of some transient destroying the *head*; though the drive is designed to prevent such weird things from occurring, they do occur (the head is delicate, so is its suspension, and the whole thing may get jerked off). I'm no one to offer advice here, but I suggest you tell the kids the right way to do things, the little guys are often more careful than adults I've known ..

Re. the formatted diskette from atari, I don't think that has been shipped since the early days of the 810's .. it doesn't really make all that much of a difference' just let it go..

From 4821411172379930264
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,65b948f926b16aad,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-13 07:05:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site cmu-cs-spice.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!allegra!bellcore!decvax!genrad!panda!
talcott!harvard!seismo!rochester!cmu-cs-pt!cmu-cs-spice!tdn
From: tdn@cmu-cs-spice.ARPA (Thomas Newton)
Newsgroups: net.micro.atari
Subject: Re: Logo cartridge
Message-ID: <306@cmu-cs-spice.ARPA>
Date: Wed, 13-Mar-85 10:05:53 EST
Article-I.D.: cmu-cs-s.306
Posted: Wed Mar 13 10:05:53 1985
Date-Received: Sat, 16-Mar-85 03:31:32 EST
Organization: Carnegie-Mellon University, CS/RI
Lines: 14

Although the Atari 800 has a right cartridge slot, it is also possible to make 16K cartridges that work as if one had cartridges plugged into both the left-hand and right-hand slots on an Atari 800. The advantage of the 16K cartridge is that it can work on Atari 400s, 1200XLs, 600XLs, and 800XLs in addition to working on Atari 800s. Of course, it takes 16K of addressing space, leaving the Atari with only 32K of easily-addressable RAM.

The BASIC/XL cartridge from OSS uses some sort of bank-switching scheme that allows it to have 24K of ROM while taking up only 8K of addressing space (the same as the Atari BASIC cartridge or the built-in BASIC on XL machines). It leaves 40K free. I don't have one, so I'm quoting these details from memory.

-- Thomas Newton
Thomas.Newton@cmu-cs-spice.ARPA

From 1693581013312805227
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6c45e5262471cef9
X-Google-Attributes: gid1517c1,public

X-Google-Thread: 129c11,6c45e5262471cef9
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1985-03-13 13:49:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84 exptools; site ihu1n.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxr!ihnp4!ihu1n!freak
From: freak@ihu1n.UUCP (c e malloy)
Newsgroups: net.micro.atari,net.micro
Subject: Re: Printer interface for 800XL
Message-ID: <201@ihu1n.UUCP>
Date: Wed, 13-Mar-85 16:49:45 EST
Article-I.D.: ihu1n.201
Posted: Wed Mar 13 16:49:45 1985
Date-Received: Thu, 14-Mar-85 06:00:20 EST
References: <23119@lanl.ARPA>
Distribution: net
Organization: AT&T Bell Laboratories
Lines: 20
Xref: watmath net.micro.atari:674 net.micro:9690

> A friend of mine has an Atari 800XL and wishes to get a printer for it.
> There are many good printers out there that have Centronics interfaces as
> standard. What he needs is a good and hopefully inexpensive interface
> from his 800XL to a printer.
> Does anyone have any suggestions for an interface such as where he can
> get one, price, and reliability. Also, where would this interface plug into
> on his Atari?
> Thanks in advance.

I have heard many, many comments about different interfaces for the
Atari line of computers, but none are as reliable or as supported as
the Atari 850 Interface. They can be found through most mail order
places for about $70. With one you can add both printers and modems.
I have 4 computers (three at home and one at my office), and I have
the 850 in both places.

Anyone have a better idea?

From inside the Tesseract of
Clancy Malloy

From -139928088511042326
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,adc7b35c65789b27
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-13 16:51:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site callan.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!trwrb!scgvaxd!wlbr!callan!
tim
From: tim@callan.UUCP (Tim Smith)
Newsgroups: net.micro.atari

Subject: Re: Jackintosh vs Macintosh vs Amigo ?
Message-ID: <315@callan.UUCP>
Date: Wed, 13-Mar-85 19:51:24 EST
Article-I.D.: callan.315
Posted: Wed Mar 13 19:51:24 1985
Date-Received: Mon, 18-Mar-85 07:34:32 EST
References: <1342@hou4b.UUCP> <8284@watarts.UUCP> <250@eneevax.UUCP>
Reply-To: tim@callan.UUCP (Tim Smith)
Organization: Callan Data Systems, Westlake Village, CA
Lines: 12
Summary:

In article <250@eneevax.UUCP> ravi@eneevax.UUCP (Ravi Kulkarni) writes:
>the advantages of the amiga over the ST line would be
>multitasking capability. I somehow doubt though that they have
>put in a mmu chip to do this. More likely is that the bundled

Why wouldn't they put an mmu in? You don't need a fancy and expensive
mmu chip to do memory management. You can build a quite decent mmu out
of a small number of standard, cheap chips.
--
Duty Now for the Future
                        Tim Smith
              ihnp4!wlbr!callan!tim or ihnp4!cithep!tim

From -6709317984478083142
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45aafd3f6127a84f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-14 08:53:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site utai.UUCP
Path: utzoo!utcsri!utai!jenkin
From: jenkin@utai.UUCP (Michael Jenkin)
Newsgroups: net.micro.atari
Subject: generating bad blocks on atari disks
Message-ID: <389@utai.UUCP>
Date: Thu, 14-Mar-85 11:53:30 EST
Article-I.D.: utai.389
Posted: Thu Mar 14 11:53:30 1985
Date-Received: Thu, 14-Mar-85 12:42:32 EST
Distribution: net
Organization: CSRI, University of Toronto
Lines: 18

Recently I saw an add in Antic or Analog for a software bad-block/custom
format program. Does anyone know how a software bad-block generator
would work on an un-altered 810/1050 drive? The obvious way would
be to perform alternating writes with different bit patterns until
a write error occurs, but this seems a little brute-force.
I don't have any documentation on the way the drive handles SIO commands,
but it might be possible to specify very short time-out times to the

device, or to interrupt it during the execution of a command, or maybe
there are undocumented CIO commands for the device? Does anyone
out there have any ideas.

--
Michael Jenkin   University of Toronto
{wearing my peril-sensitive sunglasses}
USENET: {decvax,ihnp4,allegra}!utcsrgv!utai!jenkin
CSNET: jenkin@Toronto
BELL: 416-978-7321

From 8096669737682371193
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8f1bdd9062ab7e70
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1985-03-14 12:01:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mcnc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!mcnc!ravi
From: ravi@mcnc.UUCP (Ravi Subrahmanyan)
Newsgroups: net.micro.atari
Subject: Re: De Re Atari
Message-ID: <2669@mcnc.UUCP>
Date: Thu, 14-Mar-85 15:01:51 EST
Article-I.D.: mcnc.2669
Posted: Thu Mar 14 15:01:51 1985
Date-Received: Sat, 16-Mar-85 01:13:05 EST
References: <433@hou2b.UUCP>, <990003@acf4.UUCP>
Organization: Microelectronics Ctr. of NC; RTP, NC
Lines: 3

The book 'Your ATARI Computer' by Lon Poole is just about
a bible for Atari owners. It has all the stuff you need, most of
what De Re Atari has. I'd say it is a must have for atari owners.

From -5504979759609786496
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,deab754beefe2c43,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-30 10:48:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Random news
Message-ID: <9542@mgweed.UUCP>
Date: Wed, 30-May-84 13:48:25 EDT
Article-I.D.: mgweed.9542
Posted: Wed May 30 13:48:25 1984

Date-Received: Fri, 1-Jun-84 22:22:29 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 54

These are some points I came across while reading the July issue of
ANTIC magazine. Might be of interest to some

DISK DRIVE:
     TRAK is advertizing a new drive called the "CHAMP" that lists
     for under $400. It looks similar to their other drives but
     doesn't have all the fancy readouts on the front. It is double
     density and comes with: a) double density DOS; b) POGOMAN by
     Computer Magic (game); c) TRAKMANAGER - Diskette filing system;
     d) a games and utilities diskette. A TURBO option is also
     available.
AMODEM Program:
     This was a special issue on communications and contained an article
     and Version 4.2 AMODEM terminal software. But the letters column
     also mentioned that Jim Steinbrecher who wrote the article also
     has a customized version that allows owners of Atari 835 and 1030
     modems to upload and download programs. It is available on his
     ARCADE BBS in Michigan (313)-978-8087 or on disk by mail for $10.
     If you want an address, mail me.
Programs:
     There is another company, AMTYPE Corp., advertizing that they will
     type and mail computer magazine programs for Atari, C64 and Apple.
     Their price is advertized to be from $8.25 per month. Probably
     depends on machine you own. They type, run, test and mail you a
     disk each month.

     ANTIC maintains their own software library of mostly games and
     utilities that they have published in past issues. They also
     have some graphics, sound and music demo disks. Four or their
     games disks are now available on cassette tape. At $10 each
     plus $1.50 shipping, they are reasonable.

     Another company, LotsaBytes, is three disks of games
     and utilities and music that are supposedly public domain
     programs at $7.95 each plus $1.50 shipping per order. They
     call them selves a nationwide public domain copy service.

     Finally, I got an advertizement from a company called OVER SOFT
     in Michigan that have some real good prices. RALLY SPEEDWAY
     for $19.95 (cart.), PREPPIE for $9.95 (disk & tape) and
     PREPPIE II for $12.24 (disk & tape). These are all by Adventure
     International. Does anyone know is AI is in financial trouble
     and might be dumping these? Know anything about OVER SOFT?

Replies welcome and acknowledged.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Aurora, Il. 60507
..!ihnp4!mgnetp!mgweed!kek

From 1066854549851751454
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,deab754beefe2c43
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-31 09:55:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!houxm!houxl!oaa
From: oaa@houxl.UUCP (O.ALEXANDER)
Newsgroups: net.micro.atari
Subject: Re: Are Atari 400/800 programs being discounted?
Message-ID: <300@houxl.UUCP>
Date: Thu, 31-May-84 12:55:04 EDT
Article-I.D.: houxl.300
Posted: Thu May 31 12:55:04 1984
Date-Received: Sat, 2-Jun-84 09:52:22 EDT
References: <9542@mgweed.UUCP>
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 13

[]
     Look for games and programs for the Atari to be discounted at various video, computer, and other stores. From what I've noticed several titles are incompatable with the new XL line of computers so they are being discounted. Although the Translator disk is available, not many people would buy a new program if it didn't work on their computer without the need to load another disk. Also the translator is unavaliable on cassette, and the time waiting for the translator to load would be frustrating.
     I've seen good games selling for under $10 and $20 at a couple of places so I am speculating that the above may be the reason. Has anyone else noticed the same.
                    Owen Alexander   houxl!oaa

From -8354601495898474651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,deab754beefe2c43
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-31 12:34:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxg.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!vax135!houxz!houxm!ihnp4!inuxc!inuxg!burton
From: burton@inuxg.UUCP (Thomas Burton)
Newsgroups: net.micro.atari
Subject: Re: Are Atari 400/800 programs being discounted?

Message-ID: <301@inuxg.UUCP>
Date: Thu, 31-May-84 15:34:42 EDT
Article-I.D.: inuxg.301
Posted: Thu May 31 15:34:42 1984
Date-Received: Sat, 2-Jun-84 11:25:41 EDT
References: <9542@mgweed.UUCP> <300@houxl.UUCP>
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 17

xx <- two-footed bug stomp!
It's not just the games that don't work on the XL series that are
being discounted. A friend of mine just recently picked up some
Thorn EMI games (Sub commander, Pool, Darts, etc) at a big discount
($5 vs. normal $30 price), as well as CBS cartridges (Mountain King
is a wonderful game, and it was only $10). All of the above worked
on my 600XL. He bought them at KayBee Toy and Hobby in West Virginia
I believe, and I checked out KayBee here in Indianapolis and they were
having the same software sale. Also, some of the Software specialty
shops are dumping their Atari software (Missile Command was only $5
on cartridge), and they too work on my 600XL. I wonder what's going
on?

Doug Burton
ATT-CP Indianapolis
inuxg!burton

From -7914910523000857140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8b4b17ab061c2a4b,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,8b4b17ab061c2a4b,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1984-06-01 08:03:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!linus!vaxine!wjh12!genrad!decvax!decwrl!dec-rhea!dec-cyclps!ward
From: ward@cyclps.DEC (John FPO/A-4 283-6223)
Newsgroups: net.micro.cbm,net.micro.atari
Subject: ACTION! compiler for the 6502
Message-ID: <934@decwrl.UUCP>
Date: Fri, 1-Jun-84 11:03:00 EDT
Article-I.D.: decwrl.934
Posted: Fri Jun 1 11:03:00 1984
Date-Received: Wed, 6-Jun-84 02:30:06 EDT
Organization: DEC Engineering Network
Lines: 9

[Chomp, Chom, Cho, Ch, C, ,] ...yes, I stole that one from a net-person!

Does anyone know where or how I can purchase an ACTION! compiler for my
Commodore 64? Price? Thanks.

j o h n John Ward
DEC - Burlington, MA

...!decwrl!dec-rhea!dec-cyclps!ward

From 1067535169671362627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3668dedd440882fa,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12eaa7,3668dedd440882fa,start
X-Google-Attributes: gid12eaa7,public
X-Google-Thread: 15517a,3668dedd440882fa,start
X-Google-Attributes: gid15517a,public
X-Google-Thread: 1622d3,3668dedd440882fa,start
X-Google-Attributes: gid1622d3,public
X-Google-Thread: 12c65a,3668dedd440882fa,start
X-Google-Attributes: gid12c65a,public
X-Google-ArrivalTime: 1984-06-08 11:49:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxj.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!vax135!houxz!houxm!ihnp4!ihuxj!freak
From: freak@ihuxj.UUCP (C. E. Malloy, III)
Newsgroups:
net.micro.apple,net.micro.atari,net.micro.pc,net.micro.cbm,net.micro.trs-80
Subject: Floppy Disks
Message-ID: <545@ihuxj.UUCP>
Date: Fri, 8-Jun-84 14:49:25 EDT
Article-I.D.: ihuxj.545
Posted: Fri Jun 8 14:49:25 1984
Date-Received: Sat, 9-Jun-84 08:13:27 EDT
Organization: AT&T Bell Labs, Naperville, IL
Lines: 6

I have about 45 floppy disks that I no longer need. Most of them are Dysan
single sided/double density. Others are generic, elephant, etc. They are all
5.25" and I will sell them for $1.25 each. If you are interested, please
send me mail, and I will send them to you where ever you wish.

Clancy Malloy (ihuxj!freak)

From 5812938583182266853
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3668dedd440882fa
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,3668dedd440882fa
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 1622d3,3668dedd440882fa
X-Google-Attributes: gid1622d3,public
X-Google-Thread: 12eaa7,3668dedd440882fa
X-Google-Attributes: gid12eaa7,public

X-Google-ArrivalTime: 1984-06-09 15:35:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxj.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!ihuxj!freak
From: freak@ihuxj.UUCP (C. E. Malloy, III)
Newsgroups: net.micro.apple,net.micro.atari,net.micro.cbm,net.micro.trs-80
Subject: Floppy Disks
Message-ID: <547@ihuxj.UUCP>
Date: Sat, 9-Jun-84 18:35:42 EDT
Article-I.D.: ihuxj.547
Posted: Sat Jun 9 18:35:42 1984
Date-Received: Sun, 10-Jun-84 01:48:06 EDT
Organization: AT&T Bell Labs, Naperville, IL
Lines: 6

I have about 50 5.25 disk that I no longer need. Most of them are Dysan single
sided/double density. Some are elephant, maxell, generic and others.
I will send them anywhere in the U.S. for the small price of $1.25 each.
Either send me mail or post a message to me if you are interested.

Clancy Malloy (ihuxj!freak)

From -7766457340004394651
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ccc3990504c1a195,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1622d3,ccc3990504c1a195,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1984-06-12 09:49:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site aluxe.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!aluxe!david1
From: david1@aluxe.UUCP (nelson)
Newsgroups: net.micro.atari,net.micro.apple
Subject: Adventure Game Wanted
Message-ID: <183@aluxe.UUCP>
Date: Tue, 12-Jun-84 12:49:05 EDT
Article-I.D.: aluxe.183
Posted: Tue Jun 12 12:49:05 1984
Date-Received: Wed, 13-Jun-84 01:03:34 EDT
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 3

I want to buy a graphics adventure game for my Atari 800 (48K
with 1050 disk drive). What are some of the better ones? I'd
like to know by Father's Day. Thanks in advance.

From -718623381571273870
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d971c8283697b7ef,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1984-06-12 11:40:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site desoto.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!desoto!benw
From: benw@desoto.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: July 1984 ANALOG TOC
Message-ID: <520@desoto.UUCP>
Date: Tue, 12-Jun-84 14:40:17 EDT
Article-I.D.: desoto.520
Posted: Tue Jun 12 14:40:17 1984
Date-Received: Wed, 13-Jun-84 02:01:59 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 66

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(Games Issue)

Page Article

10 THE WINNERS
The staff of ANALOG pick their 7 favorite Atari games. (The winner might surprise you!)

29 BUZZ-ZAP
BASIC game for 16K Cassette or Disk. You're a bug being chased around by strawberries.

35 BACTERION!
ML Arcade game (generated from BASIC program; Assembler listing also given). Bacterial invaders try to remove the brain cells of world leaders (are we making an assumption here?). You must stop them. Very reminiscent of the arcade game "Ripoff".

51 WHAT IS IT?
BASIC children's game for 16K Cassette, 24K disk. For children 5-10 yrs old. Type in the name of the object pictured, with or without clues.

57 ALTERDOS
Short BASIC program that modifies DOS to run a file with any name you specify as if it was an AUTORUN.SYS file.

59 AUTO LINE NUMBERING +
BASIC/ML program (16K) that lets you automatically number your BASIC program lines as you type them in. Also keeps other useful info, such as number of variable names left and memory left, on the screen as you type.

72 CON TEXT
BASIC utility (16K) that converts files created by "Letter Perfect" and converts them to normal DOS files (so they can be used with other Atari word processors, such as Text Wizard).

82 STARS 3-D IN ACTION!
        A rewrite of the "Stars 3-D" Demo (Analog 16), written
        in ACTION!. If you haven't seen this demo, it is
        definitely worth typing in in either the BASIC or ACTION
        form.
86 BOUNCE IN ACTION!
        A rewrite of the "Bounce" demo (Analog 15), written
        in ACTION!
93 SCREDIT
        BASIC/Assembler program, Stands for "Scrolling Screen Editor".
        Needs 32K disk system. Edit a screen simply by typing in the
        characters and saving to disk...and allows you to scroll.

HARDWARE REVIEWS: None

SOFTWARE REVIEWS: Boulder Dash (First Star Software) -- "Exceptional"
           Universe (Omnitrend) -- "Richness of detail is unmatched"
           Seven Cities of Gold (Electronic Arts)-- "Engrossing"
           Movie Maker (Reston) -- "A winner"

PLUS: Reader Comments, "Griffin's Lair", "Basic Training", "Our Game"
      and "Boot Camp" Columns.

Ben Weber pyuxmm!benw
AT&T Technologies
Piscataway, NJ

From 8810933336485418002
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1622d3,ccc3990504c1a195
X-Google-Attributes: gid1622d3,public
X-Google-Thread: 1517c1,ccc3990504c1a195
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-06-12 12:25:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxj.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!ihuxj!freak
From: freak@ihuxj.UUCP (C. E. Malloy, III)
Newsgroups: net.micro.atari,net.micro.apple
Subject: Re: Adventure Game Wanted
Message-ID: <549@ihuxj.UUCP>
Date: Tue, 12-Jun-84 15:25:32 EDT
Article-I.D.: ihuxj.549
Posted: Tue Jun 12 15:25:32 1984
Date-Received: Wed, 13-Jun-84 01:21:20 EDT
References: <183@aluxe.UUCP>
Organization: AT&T Bell Labs, Naperville, IL
Lines: 9

There are no "good" graphic adventure games for the Atari computer. All

of the good adventures are text only and they are all from Infocom. I do own about 8 graphic adventure games from Serria, Scott Adams, etc., but they don't hold a candle to the "real" adventure that comes on a disk from Infocom.

The above is the opinion of the author, and is correct.

Clancy Malloy (ihuxj!freak)

From 8634317705949468486
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,20eae4dd9231fcd6,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12eaa7,20eae4dd9231fcd6,start
X-Google-Attributes: gid12eaa7,public
X-Google-Thread: 12c65a,20eae4dd9231fcd6,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 1622d3,20eae4dd9231fcd6,start
X-Google-Attributes: gid1622d3,public
X-Google-Thread: 15517a,20eae4dd9231fcd6,start
X-Google-Attributes: gid15517a,public
X-Google-ArrivalTime: 1984-06-13 09:51:42 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxj.UUCP
Path: utzoo!watmath!clyde!burl!hou3c!hocda!houxm!ihnp4!ihuxj!freak
From: freak@ihuxj.UUCP (C. E. Malloy, III)
Newsgroups:
net.micro.apple,net.micro.atari,net.micro.pc,net.micro.cbm,net.micro.trs-80
Subject: RE: Floppies
Message-ID: <555@ihuxj.UUCP>
Date: Wed, 13-Jun-84 12:51:42 EDT
Article-I.D.: ihuxj.555
Posted: Wed Jun 13 12:51:42 1984
Date-Received: Thu, 14-Jun-84 00:29:34 EDT
Organization: AT&T Bell Labs, Naperville, IL
Lines: 4

All of the disks that I had have been spoken for. (They are all gone).
Thanks for the response.

Clancy (ihuxj!freak)

From -8753408794740975762
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ccc3990504c1a195
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1622d3,ccc3990504c1a195
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1984-06-14 11:38:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site fortune.UUCP

Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!fortune!grw
From: grw@fortune.UUCP (Glenn Wichman)
Newsgroups: net.micro.atari,net.micro.apple
Subject: Re: Adventure Game Wanted
Message-ID: <3591@fortune.UUCP>
Date: Thu, 14-Jun-84 14:38:43 EDT
Article-I.D.: fortune.3591
Posted: Thu Jun 14 14:38:43 1984
Date-Received: Fri, 15-Jun-84 01:31:06 EDT
References: <183@aluxe.UUCP>, <549@ihuxj.UUCP>
Organization: Fortune Systems, Redwood City, CA
Lines: 7

bip.

There is at least one good graphic adventure game for the Atari, and that is Ali Baba & the Forty Thieves. I recommend it.

-Glenn

From 3410501627647219204
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d48bc9738e862dd,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,340b9ee6c3ff5d5b
X-Google-Attributes: gid129c11,public
X-Google-Thread: 1622d3,d48bc9738e862dd,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1984-06-15 10:35:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxj.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!ihuxj!freak
From: freak@ihuxj.UUCP (C. E. Malloy, III)
Newsgroups: net.micro.atari,net.micro.apple,net.micro
Subject: Re: Adventure Game Survey
Message-ID: <561@ihuxj.UUCP>
Date: Fri, 15-Jun-84 13:35:26 EDT
Article-I.D.: ihuxj.561
Posted: Fri Jun 15 13:35:26 1984
Date-Received: Sat, 16-Jun-84 04:14:14 EDT
Organization: AT&T Bell Labs, Naperville, IL
Lines: 39

Tom:

I tried to fill out the survey form, but found it impossible. Explainations are necessary. To the first question: For an excellent game, with challenge, Infocom is the only manufacture. If pressed I might add Scott Adams, but there are great flaws in the logic of those games.

Question 2: The Best Game Overall Game" In orger of my preference: The

"Zork" series, The "Enchanter" series, The "Mystery" series. These are all from Infocom.

Question 3: "The Most Difficult Game" This question can be taken either of two ways. One, the most difficult because of flaws in the logic, which is bad. Or, the most difficult because the logic is flawless and puzzles are difficult, which is good. On the first count, number one is Scott Adams followed closely by Serria On-Line. On the second count, my answer is Infocom, of course. In the difficulty field I will also include, Empire of the Over-Mind from Avalon Hill.

Question 4: "The Most Humerous Game" Again a game from Infocom, "Planetfall". But add any and all of the games from Infocom, they all contain both covert and overt humor.

And finally question 5: "The Most Realistic Game" What kind of question is this? Realistic? Adventure games are not realistic, they are escapeism. When I play an adventure game I want to forget about the real world. But, on the other hand, if you are asking if the game in question is real to the realm of Fantasy Role-Playing, then Infocom is the most realistic. And, the closest thing that I have seen to Advanced Dungeons & Dragons (AD&D) is 'The Temple of Apshi' from Epyx, and the 'Dunzhin' series from Screenplay.

All of the information is based on my personal experience after five years of playing AD&D, seven years of playing games on Unix, and three years of playing on my Atari 800.

The above is the opinion of the author, and is correct.

Clancy Malloy (ihuxj!freak)

From -6582816914388044311
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d48bc9738e862dd
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1622d3,d48bc9738e862dd
X-Google-Attributes: gid1622d3,public
X-Google-Thread: 129c11,340b9ee6c3ff5d5b
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1984-06-15 13:30:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxf.UUCP
Path: utzoo!linus!vaxine!wjh12!genrad!decvax!ucbvax!ucbcad!tektronix!uw-beaver!
cornell!vax135!houxz!houxm!ihnp4!ihuxf!at07
From: at07@ihuxf.UUCP
Newsgroups: net.micro.atari,net.micro.apple,net.micro
Subject: Re: Adventure Game Survey
Message-ID: <2258@ihuxf.UUCP>
Date: Fri, 15-Jun-84 16:30:54 EDT
Article-I.D.: ihuxf.2258
Posted: Fri Jun 15 16:30:54 1984

Date-Received: Tue, 19-Jun-84 01:16:08 EDT
References: <561@ihuxj.UUCP>
Organization: AT&T Bell Labs, Naperville, IL
Lines: 7

To question 5, what about the Wizadry series and Ultima III? I consider
Ultima III tens time better than Temple of Asphai. In at least one magazine,
both of these game are ranked the highest among role playing games.

--
Albert L. M. Ting (ihuxf!at07)

From -2064107195903398175
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a760824599e23671,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-06-15 17:52:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sunybcs.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!zehntel!hplabs!hao!seismo!rochester!
rocksvax!sunybcs!elias
From: elias@sunybcs.UUCP (Elias M. Sarraf)
Newsgroups: net.micro.atari
Subject: Bumper Sticker Wanted
Message-ID: <26@sunybcs.UUCP>
Date: Fri, 15-Jun-84 20:52:29 EDT
Article-I.D.: sunybcs.26
Posted: Fri Jun 15 20:52:29 1984
Date-Received: Fri, 22-Jun-84 05:22:37 EDT
Distribution: net.wanted
Organization: SUNY/Buffalo Computer Science
Lines: 18

<< Another line bites the dust >>

One day while driving home from UB, I noticed an interesting bumper
sticker on the car in front of me. It read, "I WOULD RATHER BE COMPUTING
THAN COMMUTING!", followed by the familiar Atari logo.

Since I am an avid Atari user, I have looked everywhere to find one.
Atari public relations and local computer stores were no help. I would
appreciate any information as to where I could obtain one.

Thanx in advance!

Elias
....seismo!rochester!rocksvax!sunybcs!elias

From 7045317029391250850
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,2edb773cf2a60906,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-06-18 10:23:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site abnjh.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!mhuxl!abnjh!nova
From: nova@abnjh.UUCP (Scott D. Allen)
Newsgroups: net.micro.atari
Subject: Help on BallBlaster and Behind Jaggi Lines
Message-ID: <692@abnjh.UUCP>
Date: Mon, 18-Jun-84 13:23:41 EDT
Article-I.D.: abnjh.692
Posted: Mon Jun 18 13:23:41 1984
Date-Received: Fri, 22-Jun-84 09:25:20 EDT
Organization: AT&T Information Systems
Lines: 25

[Into the Bit Bucket]

I got a copy of the two games from Lucasfilm today. Please don't ask where they came from but I need some help on the rules. Neither game, BallBlaster or Behind Jaggi Lines, has any documentation and it is hard to try to figure out what in blazes is going on.

By the way, both of these games have incredible graphics and from what I've been able to figure out so far, both are really good games.

If only I could get all the rules, . . .

Scotty

Scott Allen
ATT-IS
Orlando, Florida
..!abnjh!ncoss

From -3258004107943902286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ba9b6f96b567ff1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-06-19 19:56:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sunybcs.UUCP
Path: utzoo!watmath!clyde!floyd!vax135!houxz!houxm!ihnp4!zehntel!hplabs!hao!seismo!rochester!rocksvax!sunybcs!elias

From: elias@sunybcs.UUCP (Elias M. Sarraf)
Newsgroups: net.micro.atari
Subject: Disk Drive Wanted
Message-ID: <36@sunybcs.UUCP>
Date: Tue, 19-Jun-84 22:56:41 EDT
Article-I.D.: sunybcs.36
Posted: Tue Jun 19 22:56:41 1984
Date-Received: Fri, 22-Jun-84 08:17:47 EDT
Distribution: net.wanted
Organization: SUNY/Buffalo Computer Science
Lines: 14

<< Another line bites the dust >>

The repairman just informed me that a complete repair of the burned-out motor on my ATARI 810 drive would cost $300.

Now that I am in the market for a new drive, I would appreciate any information on ATARI 800 compatible drives. Specifically, I am researching the INDUS GT, RANA 1000, and ATARI 1050.

Stories of personal experience with any of the above will be greatly appreciated. Thank you!

Elias
   ...seismo!rochester!rocksvax!sunybcs!elias

From 1795166149967235445
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6b11c8e277c74d8c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-06-19 19:59:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sunybcs.UUCP
Path: utzoo!watmath!clyde!floyd!vax135!houxz!houxm!ihnp4!zehntel!hplabs!hao!
seismo!rochester!rocksvax!sunybcs!elias
From: elias@sunybcs.UUCP (Elias M. Sarraf)
Newsgroups: net.micro.atari
Subject: Ballblaster & Jaggi Instructions
Message-ID: <37@sunybcs.UUCP>
Date: Tue, 19-Jun-84 22:59:58 EDT
Article-I.D.: sunybcs.37
Posted: Tue Jun 19 22:59:58 1984
Date-Received: Fri, 22-Jun-84 08:18:29 EDT
Organization: SUNY/Buffalo Computer Science
Lines: 77

<< And yet another line bites the dust >>

I agree with you completely - BallBlaster and Behind Jaggi Lines are two of the best action graphics games I have seen.

A quick rundown on how to play both:

BallBlaster

OBJECT: to catch the ball and score in the opponent's goal, by either shooting it in or by carrying it in. The farther away you are from the goal, the more points it is worth (1-3pts).

To select the game options, press the digit keys accordingly:

   1-4 selects computer as player 1. 1 is easiest, 4 is hardest.
   5-8 selects computer as player 2. 5 is easiest, 8 is hardest.
   0   selects two human player game

Player 1 is the top half of the screen; player 2 is the bottom (viewpoint is that of the playing piece on the game grid).

During play, the computer display always turns you toward the ball. When you catch the ball, the view is toward the goal posts.

It is possible to steal the ball from your opponent.

The game continues until someone scores a total of 10 points, or until time runs out. If the score is tied, play continues until there is a game winning point scored.

Total points are never greater than 10. For example, if player 1 has 9 points and player 2 scores 3 points, player 1 now has only 7 points.

The more points you accumulate, the smaller the goal becomes.

Behind Jaggi Lines

OBJECT: To rescue pilots who have crash landed on the alien planet!

As you fly over the planet surface, be careful to avoid the alien sniper laser cannons on the mountain peaks. Defend yourself by pressing the fire button.

Watch for flashing '+' on the surface; these are the pilots to be rescued. To aid in the quest, use the ship's radar scope and range counter to find each pilot. Land within a range of 2 or less, and turn off engines. The pilot will come running to the ship and knock on the door! Open the airlock and let him in. Take off and search for others.

The onboard ship computer will signal when the Mother Ship is present. This means the task is complete. Fire boosters and an automatic rendezvous is

engaged. Onto the next level of difficulty! (More of the same, just harder)

Keyboard Commands:

   A - Open Airlock
   B - Fire Boosters
   E - Engines On/Off
   L - Land
   <right-arrow> - Power up
   <left-arrow> - Power down
   ESC - pause

(WARNING: beware of aliens in space suits!)

Elias
   ...seismo!rochester!rocksvax!sunybcs!elias

From -6737157147749535208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,311a1b9c85d52fd9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-06-22 06:33:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxf.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!ihuxf!bryan
From: bryan@ihuxf.UUCP (Bryan K. DeLaney)
Newsgroups: net.micro.atari
Subject: Wanted bad 810
Message-ID: <2269@ihuxf.UUCP>
Date: Fri, 22-Jun-84 09:33:26 EDT
Article-I.D.: ihuxf.2269
Posted: Fri Jun 22 09:33:26 1984
Date-Received: Sat, 23-Jun-84 03:16:08 EDT
Organization: AT&T Bell Labs, Naperville, IL
Lines: 11

Wanted:

Atari 810 disk drive with good circit boards but shot drive
mechanism. I am willing to pay $50.00 dollars for one.

                  ihuxf!bryan
                  Bryan DeLaney
                  312-979-3987 work
                  312-852-0923 home

From 2073429577747675475

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,db7da8f8a6ff0e5a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-06-22 06:44:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxf.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!ihuxf!bryan
From: bryan@ihuxf.UUCP (Bryan K. DeLaney)
Newsgroups: net.micro.atari
Subject: Re: Atari drives
Message-ID: <2270@ihuxf.UUCP>
Date: Fri, 22-Jun-84 09:44:28 EDT
Article-I.D.: ihuxf.2270
Posted: Fri Jun 22 09:44:28 1984
Date-Received: Sat, 23-Jun-84 03:16:22 EDT
Organization: AT&T Bell Labs, Naperville, IL
Lines: 13

You can buy a "NEW" Atari 810 disk drive from B&C Computervisions
for $270.00. The only difference is that it comes with a Black
Anodized aluminum case not the plastic one.

B&C Computervisions
3400 El Camino Real
Santa Clara, CA 95951
408-554-0666
Store hours 10am to 7pm Tuesday - Friday, 10am to 5pm Saturdays.

ihuxf!bryan

From -5600032580572892116
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,795c16d4b26f1642,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-06-23 01:24:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!houxm!houxz!vax135!cornell!uw-beaver!
tektronix!hplabs!sdcrdcf!sdcsvax!dcdwest!ittvax!decvax!cca!ima!ism70!dianeh
From: dianeh@ism70.UUCP
Newsgroups: net.micro.atari
Subject: Personal to Albert L.M. Ting - (nf)
Message-ID: <22@ism70.UUCP>
Date: Sat, 23-Jun-84 04:24:03 EDT
Article-I.D.: ism70.22
Posted: Sat Jun 23 04:24:03 1984
Date-Received: Thu, 28-Jun-84 01:12:59 EDT
Lines: 41

#N:ism70:13700002:000:2123
ism70!dianeh   Jun 19 15:22:00 1984

Sorry to use the net for a personal note, but I've tried sending messages through the mail and don't seem to be having any luck. Albert, since you recommend Ultima III, does this mean you've played Ultima I and/or Ultima II? I've been playing Ultima II for a couple of months (it's the first and only adventure-type game I have) and I have managed to figure out virtually everything *except* how to acquire alternate transportation (i.e., frigates, planes, and rockets). I have been told by the barkeeps that: "Saylors wear blue tassles", "Pilots wear brass buttons", "Aviators use skull keys", and "Ankhs open space". I have never acquired any of these items on my (Z)tatus page, nor have I been able to find anyone or anywhere to get them from. Do you really need to have them? Where or how do you get them? I've been playing the same character for so long that my experience points have rolled over (at 9999), I'm topped out on attribute points, hit points, and gold, have more food than I could ever possibly consume, and more weapons and armor than I could ever possibly use. BUT I CAN'T FIGURE OUT HOW TO GET ON A FRIGATE, PLANE, OR ROCKET!! I've tried (O)ffering to everyone I can find, I've gone groping around in towers (although I have as yet never seen a dungeon), I've even been to Minax's castle. I've tried fighting my way to the frigates docked in Port Bonifice, I've offered gold to the Ithilian wench...frankly, Albert, I'm going just a little bit crazy! I've slaughtered entire towns and villages, I've wiped out all the meanies that guard the entrance to Minax's castle...I just can't take it anymore. Please, you've got to help me, if you can. I'll be watching this file for your reply. (Again, I'm sorry about having to use the net this way, but really, the mail system just doesn't seem to be making it.) Thanks.

"...living in a land of make-believe,
and trying not to let it show..."

diane

P.S. I seem to acquire an endless supply of Green Gems on my (Z)tatus page (in fact, they've rolled over twice), but I have no idea what to use them for or how to access them. Any ideas?

d.

From 2831165703426452555
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a141b23bb1990483,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-06-23 13:00:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sunybcs.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!rocksvax!sunybcs!250sy
From: 250sy@sunybcs.UUCP (Yat Shen)
Newsgroups: net.micro.atari
Subject: adventures
Message-ID: <59@sunybcs.UUCP>

Date: Sat, 23-Jun-84 16:00:19 EDT
Article-I.D.: sunybcs.59
Posted: Sat Jun 23 16:00:19 1984
Date-Received: Wed, 27-Jun-84 02:58:51 EDT
Organization: SUNY/Buffalo Computer Science
Lines: 15

I am glad to see that everyone else feels the same way about
Infocom games as i do.

No adventure can stand up to the excitement
and realism that Infocom puts into all of its games.

Of any of the games I have, Infocom is the only company
worth paying money for. If anyone is looking for a great
adventure to play, i suggest getting PLANETFALL.

Floyd. ('Floyd recalls the time he bruised his knee')

From -3192369915869232431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebcf8091eb9ffdc9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-06-25 14:40:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: August 1984 ANTIC TOC
Message-ID: <10244@mgweed.UUCP>
Date: Mon, 25-Jun-84 17:40:47 EDT
Article-I.D.: mgweed.10244
Posted: Mon Jun 25 17:40:47 1984
Date-Received: Thu, 28-Jun-84 01:52:13 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 86

          August 1984 ANTIC magazine TOC

page   article

10   WOMEN'S OLYMPIC VOLLEYBALL TEAM
          A continuing series on Atari's sponsorship.
12   RECALL
          This colorful game tests your ability to remember
          a sequence of colors and sounds, and is suitable for
          all ages.
18   LET'S PLAY PASSWORD
          This is a discussion of bulletin boards that require

a password for use. The article also contains a BBS update to previous articles.

20 IT'S MERE HORSE PLAY
This program handicaps race horses, using information taken from the Daily Racing Form. Users of this program must be familiar with the terminology of the track, etc. It will run on 16K machines if the fancy title page is left off.

26 ADD IBM OR CP/M COMPATIBILITY TO YOUR SYSTEM
A discussion of the ATR8000 add-on system.

31 DO MORE WITH DOS 2.0
Shows how to modify DOS 2.0 for dual density to use with your 1050 disk drive while waiting for DOS 3.0 to arrive.

36 DISK DRIVE SURVEY
Discussion of several different (but not all) disk drives that are available for the ATARI.

40 LUCASFILM LTD AND ATARI--CREATIVE PARTNERS
A good discussion of the games Lucasfilm developed for Atari.

44 EMBARK ON THE ROAD TO ADVENTURE
A look at three new adventure games from INFOCOM. (Enchanter, Planetfall and Infidel).

48 LOGO ACCORDING TO BOOLE
Using Boolean logic to make your programs more efficient.

56 PRODUCT REVIEWS
Hardware:
810 TURBO (Neanderthal Computer Things) adds double density.
APROM and SIX PACK (Walling Co.)
Software:
Panzer-Jagd (Avalon Hill)
Exodus: Ultima III (Origin Systems, Inc)
Safetyline (Maximus, Inc)
Spare Change (Broderbund Software, Inc)
Basic Building Blocks (Micro Education Corp. of America)
Dragonriders of Pern (Epyx)
Success with Math (CBS Software)

64 CREEPY CAVERNS (game of the month)
This is a fast-paced action/adventure game for one player. It can run on 16K machines if run in two parts.

71 CROSS-REFERENCE YOUR BASIC VARIABLES
This program creates a sorted list of variables from any SAVEd Atari BASIC program on disk or cassette.

77 RENAMER
This utility program lets you rename variables in a BASIC program.

83 ESCAPE FROM FRAGILE FLOPPIES
A discussion of the Amdek AMDC I and AMDC II disk drives. I has some nice features such as a parallel printer port and allows you to attach an off-the-shelf 5 inch disk drive if you don't have one now. Some software companies such as LJK, Broderbund, Synapse, Continental and Penguin already have or soon will release software in the 3 inch format.

90 THE CARE AND FEEDING OF FLOPPY DISKS
A beginners guide to care of disks.

Notes of interest:
     I mentioned last month that TRAK is coming out with a no-frills disk drive called THE CHAMP that is single sided all densities. They will also come out with THE CHAMP 2 which will be double sided, all densities. They also have now available the AT-D4, the first double sided, double density drive for Atari.
     Astra is advertising their new 2001 drive which is a double density, double disk drive (not double sided) that is supposed to be more reliable, quieter, greater capacity, faster read and write and easier data read than their 1620.
     Synapse had an ad for a demo disk the previews four of their hottest games for $4.00. It requires 48K.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Aurora, Il. 60507
..!ihnp4!mgnetp!mgweed!kek

From 403805719452394005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45441ff97289fc7f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-03 05:22:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site abnjh.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!mhuxl!abnjh!nova
From: nova@abnjh.UUCP (Scott D. Allen)
Newsgroups: net.micro.atari
Subject: WANTED: Documentation for B-GRAPH
Message-ID: <724@abnjh.UUCP>
Date: Tue, 3-Jul-84 08:22:47 EDT
Article-I.D.: abnjh.724
Posted: Tue Jul 3 08:22:47 1984
Date-Received: Wed, 4-Jul-84 03:35:04 EDT
Organization: AT&T Information Systems
Lines: 25

<<ATARI has been sold to Commodore--- Shields Up!!!>>

I have a friend (really!) who got a copy of B-Graph but, alas, did not get any documentation. He has read the article in the latest version of CREATIVE COMPUTING but it didn't go into enough detail. If anyone out there has a copy of documentation, any help would be grateful. Oh, by the way, my friend is mostly interested in what statistical functions are available on B-Graph.

Thanks Again,

Scotty

Scott Allen
ATT-IS
Orlando, Florida
..!abnjh!ncoss

From -1504083125977697685
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,96f79dc006884efd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-03 05:59:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site aluxe.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!mhuxl!mhuxn!mhuxr!mhuxt!mhuxv!mhuxm!
mhuxi!aluxe!david1
From: david1@aluxe.UUCP (nelson)
Newsgroups: net.micro.atari
Subject: macro.dos from Compute
Message-ID: <225@aluxe.UUCP>
Date: Tue, 3-Jul-84 08:59:44 EDT
Article-I.D.: aluxe.225
Posted: Tue Jul 3 08:59:44 1984
Date-Received: Wed, 4-Jul-84 04:12:34 EDT
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 17

I typed in the Macro.dos program from the June issue of Compute. How do I run it? I put it into a file called macro.dos. I tried a run:"macro.dos". The disk drive runs awhile and I get the ready prompt but the program doesn't do anything. I have the basic cartridge in while doing this. The Atari dos 2.0 is also loaded.

Any help will be appreciated. Also while I'm on the subject. I bought a 1050 disk drive and it came with dos 2.0. I read that Atari is supposed to give dos 3.0 to people that bought the 1050. I called Atari a couple of weeks ago and they confirmed this, but said they haven't yet started to ship it. Has anyone heard anything different?

Rick Nelson
AT&T Bell Labs
Reading, Pa.

From -5115365301867547913
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1da7b7293b5a9926,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-03 06:38:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site desoto.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!desoto!benw
From: benw@desoto.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: August 1984 ANALOG TOC
Message-ID: <521@desoto.UUCP>
Date: Tue, 3-Jul-84 09:38:22 EDT
Article-I.D.: desoto.521
Posted: Tue Jul 3 09:38:22 1984
Date-Received: Wed, 4-Jul-84 03:33:33 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 67

August 1984 ANALOG Table of Contents
(Printer Utilities)

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 8 THE ATARI 7800
    Description of the new 7800 game machine and the corporate strategy behind it. ('Course, that was before Atari was sold....)
13 PROSET
    16K BASIC program to control fonts, margins and other programmable parameters on the NEC8023, Prowriter 8510 and PMC DMP-85 printers.
21 SELECTING YOUR PERFECT PRINTER
    Description of the major types of printers and help in determining what's best for you.
25 SPELLING CHECKERS FOR THE ATARI
    Review of (what else?) spelling checkers. Reviewed are Atspeller (APX), Spell Perfect (LJK), Spell Wizard (Datasoft).
28 AVALANCHE
    16K Cassette/24K Disk ML game (from BASIC program). A QBert-like arcade game.
51 MATT*EDIT
    40 Column, menu driven text and character graphics editor. Print'em with Epson w/Graftrax or Gemini printers. 24K BASIC.
59 GRAPH E'S
    Make quality plots and graphs (with labels and all) on your printer. 32K disk BASIC.

75 SPY PLANE
        BASIC game (24K Cassette/32K Disk). Fly a "Spy Plane"
        through obstacles to retrieve secret plans. Much
        like Caverns of Mars II.
83 THE ANALOG CARD FILE
        16K Disk. BASIC database program, simulates an
        index card file. Much like the Home Filing Manager
        from Atari, but no search capability. On the other
        hand, multiple files can be written to disk.
87 THE ANALOG ATARI PRINTER SURVEY
        A table describing the characteristics of various
        printers: Atari 1025, Axiom GP-700AT, Gemini 10X,
        Epson RX-80FT, NEC 8023A, Okidata 82A, Mannesman Tally
        160, and C. Itoh Prowriter.
95 THE FERGEE FILE PRINTER
        BASIC program (40K Disk) to print Bank Street Writer
        files in formatted form. Geared for NEC8023AC printer
        but easily modifiable for others.

HARDWARE REVIEWS: None

SOFTWARE REVIEWS: Jungle Hunt (Atari) - "If you're a master of the
                        joystick, this game is
                           probably not for you"
            Cut & Paste (Electronic Arts) - "A turkey"

PLUS: Reader Comments, "Griffin's Lair", New products
      and "Boot Camp" Columns.

Ben Weber pyuxmm!benw
AT&T Technologies
Piscataway, NJ

From 5637977344112978728
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,69666953bda41185,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-03 07:00:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site desoto.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!desoto!benw
From: benw@desoto.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: Corporate Sales, Printers and Drives
Message-ID: <522@desoto.UUCP>
Date: Tue, 3-Jul-84 10:00:51 EDT
Article-I.D.: desoto.522
Posted: Tue Jul 3 10:00:51 1984
Date-Received: Wed, 4-Jul-84 03:34:02 EDT
Organization: AT&T Bell Laboratories, Piscataway

Lines: 55

I guess the big Atari news is the sale of Atari. Both the video game and computer divisions have been sold; Warner is retaining the Coin-Op division. The TV news just said that it was sold to the man who formerly ran Commodore... though his name escapes me at the moment, is this the same guy who just left Commodore after umpteen years there? I wonder if the name Atari will still be used, or will Warner keep rights to that name. Judging from the internal conflicts between Warners and Atari, I think this is for the best...Atari should be owned by computer company, not by a giant entertainment conglomerate. Opinions?

On other things, a couple of words about printers. My computer is begging for a printer, but my pocketbook cringes at the idea, so I've been looking for a low cost (under $200) printer. I actually bought the Alphacom 41 printer for $90, but returned it the next day. The print quality was fine, the speed was fine, it could do graphics, but one thing I hadn't thought of made me return it...the paper. It comes with thermal 4.5 inch roll paper. I didn't think it would make a difference, but after disassembling a 30 sector file, I had a completely unmanageable strip of paper covering my living room floor. THe output resembles a huge supermarket cash register receipt. Besides, the printer is cheap but the paper (which is not that big a roll) costs almost $5.00 a roll. I will be getting an Atari 1025 printer. Seems the bottom fell out of the price, and they're selling around here for $189 (not bad for a printer listing at $550 and selling in the magazines for ~$350). I'd appreciate any feedback from people using that printer already.

Another random note. I have a Rana 1000 disk drive; it's my third and IT doesn't work any better than my first two (which went back to the factory). Since my warantee was up, I took the metal lid off to perhaps see why the drive was getting CRC checks all over the place when trying to read. When I took the lid off, the drive worked like a charm. Put the lid on, the drive went flakey again. Lid off, fine. All I had to do was APPROACH the drive with the lid, and it went bad again. I called RANA, and they knew about the problem... the motor was improperly shielded. They wanted me to send it back to the factory, but after 2 other turkeys, I decided to keep the drive and simply operate it with he lid off (I keep it covered when not in use). I've used it this way for about a month now, and I haven't had a single misread sector. If you have a RANA drive under warantee and it is acting flakey (like taking 5 minutes to load a program), you should call RANA. (By the way, does anyone know how to shield the motor? It's an MPI half height mechanism).

Ben Weber
pyuxmm!benw
AT&T Technologies
Piscataway, NJ

From -1757898131280204502
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,45441ff97289fc7f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-03 09:33:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site pyuxa.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!mhuxl!ulysses!gamma!pyuxww!pyuxa!wetcw
From: wetcw@pyuxa.UUCP (T C Wheeler)
Newsgroups: net.micro.atari
Subject: Re: WANTED: Documentation for B-GRAPH
Message-ID: <861@pyuxa.UUCP>
Date: Tue, 3-Jul-84 12:33:20 EDT
Article-I.D.: pyuxa.861
Posted: Tue Jul 3 12:33:20 1984
Date-Received: Wed, 4-Jul-84 04:35:52 EDT
References: <724@abnjh.UUCP>
Organization: Bell Communications Research, Piscataway N.J.
Lines: 10

Atari was NOT sold to Commodore, but to the Ex-Commodore chief,
Jack Tramiel. Tramiel bought 75% of the Atari operation, not
including the coin-operated game assets or AtariTel. They
plunked down $75 million plus $140 million in senior debt and
$100 million in subordinate debts to Warner Communications.
Warner had bought Atari for $28 million back in '76. I hope
Tramiel can make a go of it. That's a lot of chickenfeed
they owe Atari.
T. C. Wheeler

From 905530332316193287
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a44a19cad4bd61eb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-03 10:38:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site pyuxa.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!mhuxl!ulysses!gamma!pyuxww!pyuxa!wetcw
From: wetcw@pyuxa.UUCP (T C Wheeler)
Newsgroups: net.micro.atari
Subject: Atari Sold to Tramiel
Message-ID: <866@pyuxa.UUCP>
Date: Tue, 3-Jul-84 13:38:36 EDT
Article-I.D.: pyuxa.866
Posted: Tue Jul 3 13:38:36 1984
Date-Received: Wed, 4-Jul-84 04:26:58 EDT

Organization: Bell Communications Research, Piscataway N.J.
Lines: 13

Atari was NOT sold to Commodore, but to the Ex-Commodore chief,
Jack Tramiel. Tramiel bought 75% of the Atari operation, not
including the coin-operated game assets or AtariTel. They
plunked down $75 million plus $140 million in senior debt and
$100 million in subordinate debts to Warner Communications.
Warner had bought Atari for $28 million back in '76. I hope
Tramiel can make a go of it. That's a lot of chickenfeed
they owe Atari.
T. C. Wheeler

From -796699127158358482
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c7b7117d1c9e8bcf,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12da6b,c7b7117d1c9e8bcf,start
X-Google-Attributes: gid12da6b,public
X-Google-Thread: 129c11,c7b7117d1c9e8bcf,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 12c65a,c7b7117d1c9e8bcf,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 1622d3,c7b7117d1c9e8bcf,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1984-07-06 10:04:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site vaxine.UUCP
Path: utzoo!linus!vaxine!gnz
From: gnz@vaxine.UUCP (Jim Gonzalez)
Newsgroups: net.lang.c,net.micro,net.micro.apple,net.micro.atari,net.micro.cbm
Subject: Want TinyC for 6502.
Message-ID: <302@vaxine.UUCP>
Date: Fri, 6-Jul-84 13:04:18 EDT
Article-I.D.: vaxine.302
Posted: Fri Jul 6 13:04:18 1984
Date-Received: Sat, 7-Jul-84 04:49:46 EDT
Organization: Automatix Inc., Billerica, MA
Lines: 12

/* . . . . . */

I'm interested in getting tiny C working on an Ohio Scientific
Challenger. For those unfamiliar with it, it's a 6502-based
machine. Therefore, anybody who's succeeded in porting to
an Apple, an Atari or a Pet could be very helpful. Specifically,
I need assembler listings, and any tips on interfacing to the
existing I/O system. Thanks.
                  -Jim Gonzalez
                   Automatix Inc., Billerica, MA
                  ...linus!vaxine!gnz

From -5881980542190802576
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c1acf5364e4302d1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-07 11:16:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hound.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!houxm!hound!5112rxk
From: 5112rxk@hound.UUCP (R.KRUPP)
Newsgroups: net.micro.atari
Subject: Help on Atari 825 Printer
Message-ID: <560@hound.UUCP>
Date: Sat, 7-Jul-84 14:16:32 EDT
Article-I.D.: hound.560
Posted: Sat Jul 7 14:16:32 1984
Date-Received: Sun, 8-Jul-84 00:28:56 EDT
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 12

[]
I have purchased an Atari 825 printer with no cable or
documentation. I would like to obtain a Xerox of the
manual, instructions or whatever originally came with
it, as well as advice on the cable pinout, how to
interface without the 850 interface, and anything else
that would be pertinent. Can someone out there help?
             Thanks in advance,
                    Roy Krupp
                    Bell Labs 2D-608A
                    Holmdel 07733 N J
                     (201) 949-3850

From 8588624700094232210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9ae4759d345244e8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-08 12:39:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadre.UUCP
Path: utzoo!linus!decvax!mcnc!idis!cadre!martello
From: martello@cadre.UUCP
Newsgroups: net.micro.atari
Subject: Info on C compiler for 400/800
Message-ID: <28@cadre.UUCP>
Date: Sun, 8-Jul-84 15:39:12 EDT
Article-I.D.: cadre.28
Posted: Sun Jul 8 15:39:12 1984
Date-Received: Wed, 11-Jul-84 03:40:19 EDT
Organization: Decision Systems Lab., Univ. of Pgh.
Lines: 6

Can anyone provide info. on C for the 400/800 (any specifics including
price, run-time libraries provided, first hand comments on it, etc.
are appreciated). Thanks in advance.

Alan Martello
{pitt | vax135 | allegra | idis | mi-cec}!cadre!martello

From 6983938860038802765
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d527a707e450875,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-12 05:44:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!houxm!houxz!vax135!cornell!uw-beaver!
tektronix!hplabs!sdcrdcf!sdcsvax!akgua!mcnc!decvax!ittvax!bunker!jej
From: jej@bunker.UUCP (John E. Jagodnik)
Newsgroups: net.micro.atari
Subject: ATARI 400 memory expansion
Message-ID: <446@bunker.UUCP>
Date: Thu, 12-Jul-84 08:44:05 EDT
Article-I.D.: bunker.446
Posted: Thu Jul 12 08:44:05 1984
Date-Received: Wed, 18-Jul-84 03:35:09 EDT
Lines: 8

My brother-in-law bought an ATARI 400 (against my advice) and now
has discovered that it has too little memory! While ATARI claims
it is not expandable, several independent vendors offer 40K RAM
expanders.

Does anyone have experience with these? If so, are they any good,
and can the ATARI BASIC interpretter access them (since that is all
he can program in!)?

From 4054833215561505963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ca10740e37526454,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-16 16:15:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site stolaf.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!houxm!ihnp4!stolaf!goldman
From: goldman@stolaf.UUCP (Matthew D. Goldman)
Newsgroups: net.micro.atari
Subject: Koala Pad problem
Message-ID: <1773@stolaf.UUCP>
Date: Mon, 16-Jul-84 19:15:52 EDT
Article-I.D.: stolaf.1773
Posted: Mon Jul 16 19:15:52 1984
Date-Received: Wed, 18-Jul-84 02:02:18 EDT

Organization: St. Olaf College, Northfield MN
Lines: 6

I would like to call up pictures drawn with the ATARI KOALA pad from BASIC. does anyone know how to do this?

Thanks in advance!

Matt Goldman

From -3335737530852240005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7b5283e7e10d59a4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-17 05:51:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site cwruecmp.UUCP
Path: utzoo!linus!decvax!cwruecmp!pjd
From: pjd@cwruecmp.UUCP (dr. funk)
Newsgroups: net.micro.atari
Subject: Atari C questions.
Message-ID: <1187@cwruecmp.UUCP>
Date: Tue, 17-Jul-84 08:51:32 EDT
Article-I.D.: cwruecmp.1187
Posted: Tue Jul 17 08:51:32 1984
Date-Received: Wed, 18-Jul-84 06:37:44 EDT
Organization: CWRU Computer Engr. Cleveland, Ohio
Lines: 16

!
Just to settle a few questions:

1. With the demise of APEX, what will become of Deep Blue C?
2. Is OSS C/65 an extension of the Cain Small-C?
3. Is the Hendrix (of "Small-C Handbook" fame, not Jimi) code available from some easily accessible source?

No, I haven't tired of Logo yet (my nMOS circuit editor is just about done), but I can't resist the urge to whack something together for the fun of it.

paul drongowski decvax!cwruecmp!pjd
case western reserve university pjd.Case@Rand-Relay

From 3318957710288251721
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f3319085c5f06754,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,f3319085c5f06754,start

X-Google-Attributes: gid12c65a,public
X-Google-Thread: 15e263,f3319085c5f06754,start
X-Google-Attributes: gid15e263,public
X-Google-Thread: 1433f1,f3319085c5f06754,start
X-Google-Attributes: gid1433f1,public
X-Google-Thread: 1622d3,f3319085c5f06754,start
X-Google-Attributes: gid1622d3,public
X-Google-Thread: 15517a,f3319085c5f06754,start
X-Google-Attributes: gid15517a,public
X-Google-Thread: 150311,f3319085c5f06754,start
X-Google-Attributes: gid150311,public
X-Google-ArrivalTime: 1984-07-17 06:19:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!zehntel!dual!decwrl!dec-rhea!dec-
cache!leigh
From: leigh@cache.DEC (Allen Leigh @SHR1-3/E29 DTN 237-3255)
Newsgroups:
net.micro.apple,net.micro.cbm,net.micro.pc,net.micro.zx,net.micro.6809,net.micro.c
pm,net.micro.atari
Subject: Announcement: The HOME COMPUTER Newsletter
Message-ID: <2632@decwrl.UUCP>
Date: Tue, 17-Jul-84 09:19:09 EDT
Article-I.D.: decwrl.2632
Posted: Tue Jul 17 09:19:09 1984
Date-Received: Wed, 18-Jul-84 03:24:26 EDT
Sender: daemon@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 44

I've begun as a home business the publishing of a monthly newsletter
for people who have an interest in home computers but know little or
nothing about them. You are probably too sophisticated for this
newsletter, but you have friends who would enjoy reading it.

The newsletter is called The HOME COMPUTER Newsletter. Without a
lot of technical jargon and buzz words, it will bring the following:

- price information
- quality information
- new product announcements
- trends from the computer industry
- information for new users to help them feel comfortable with their
  new systems and to learn how to use the systems more effectively.
- my opinions and recommendations about home computer matters.
- answers to questions, etc.

The first issue, which is a pre-subscription issue (subscriptions begin
in October), discusses the following topics:

- Welcome to the Newsletter
- What the Newsletter will contain
- The home computer market

  o News flashes
  o Protection from lightning
  o What are home computers?
  o Some good reading
  o Price trends
  o In the next issue (news flashes, what to do with a home computer, how
    to select a home computer, should you buy mail order or from a store,
    and should you buy a "complete package" or individual components.)

If you feel your friends would be interested in looking at the paper,
please pass this information on. The yearly subscription is $7.00 in
the USA and Canada. A sample issue can be obtained by sending 25 cents
and a stamped self addressed envelope. The address is:

The HOME COMPUTER Newsletter
P.O. Box K126
E. Pepperell, MA 01437

Thanks!

Allen Leigh   ...decvax!decwrl!rhea!cache!leigh

From -1178099460607063096
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3fbb3b5790bd6c98,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-18 12:59:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site stolaf.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!houxm!ihnp4!stolaf!goldman
From: goldman@stolaf.UUCP (Matthew D. Goldman)
Newsgroups: net.micro.atari
Subject: atari XL problem
Message-ID: <1779@stolaf.UUCP>
Date: Wed, 18-Jul-84 15:59:26 EDT
Article-I.D.: stolaf.1779
Posted: Wed Jul 18 15:59:26 1984
Date-Received: Thu, 19-Jul-84 03:34:02 EDT
Organization: St. Olaf College, Northfield MN
Lines: 11

        I have a problem with some of my atari games, when run in an XL the
programs will not function properly because of the BASIC in rom. Does anyone
know how to avoid this?

        Thanks in advance!

                                                Mark Holden
                                                (not Matt Goldman
                                                who is merely an
                                                innocent bystander)

From -2375208773725596683
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3fbb3b5790bd6c98
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-18 16:42:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxj.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!ihuxj!freak
From: freak@ihuxj.UUCP (who)
Newsgroups: net.micro.atari
Subject: Re: atari XL problem
Message-ID: <606@ihuxj.UUCP>
Date: Wed, 18-Jul-84 19:42:10 EDT
Article-I.D.: ihuxj.606
Posted: Wed Jul 18 19:42:10 1984
Date-Received: Thu, 19-Jul-84 04:46:36 EDT
References: <1779@stolaf.UUCP>
Organization: AT&T Bell Labs, Naperville, IL
Lines: 8

From what I understand about the XL series, all you have to do is hold down the <OPTION> key and the system skips the BASIC ROM. If that is not the problem, you may look into the Translator Disk available from Atari.

Clancy Malloy (...ihuxj!freak))

From 3996809769766461424
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1d61a146bfafed68,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-18 20:25:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!houxm!houxz!vax135!cornell!uw-beaver!
tektronix!hplabs!sdcrdcf!sdcsvax!akgua!mcnc!decvax!decwrl!dec-rhea!dec-dvinci!
fisher
From: fisher@dvinci.DEC (Burns Fisher, MRO3-1/E13, 231-4108)
Newsgroups: net.micro.atari
Subject: APEX Gone????
Message-ID: <2690@decwrl.UUCP>
Date: Wed, 18-Jul-84 23:25:34 EDT
Article-I.D.: decwrl.2690
Posted: Wed Jul 18 23:25:34 1984
Date-Received: Tue, 24-Jul-84 03:43:12 EDT
Sender: daemon@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 6

A recent note referred to the demise of APEX. Is this really true?

Thanks,

Burns

From -9078173858518908075
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3fbb3b5790bd6c98
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-19 08:55:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!lshum
From: lshum@utzoo.UUCP (Jerry Zarycky)
Newsgroups: net.micro.atari
Subject: Re: atari XL problem
Message-ID: <4108@utzoo.UUCP>
Date: Thu, 19-Jul-84 11:55:38 EDT
Article-I.D.: utzoo.4108
Posted: Thu Jul 19 11:55:38 1984
Date-Received: Thu, 19-Jul-84 11:55:38 EDT
References: <1779@stolaf.UUCP>, <606@ihuxj.UUCP>
Organization: U of Toronto Zoology
Lines: 13

Just in case there is some confusion about what Mr. Malloy said,
he meant that you should hold down the <OPTION> key when POWERING UP
your XL computer, so that the BASIC ROM will be flipped out.
Once I had done this on my computer, almost all (>95%) of my software
worked flawlessly. As well, since the <RESET> button on the XL
computers attempts to do a 'cold start' (please someone correct me
if I am wrong), if the program you are executing does not trap
<RESET>, you can usually hold down the <OPTION> key, and hit <RESET>
to boot the disk and load a different program (assuming you have more
than one program on the same disk, or have swapped disks by then!).
The above procedure will save wear and tear on your power switch, but
does not always work, especially in the newer programs which attempt
to be smart and trap <RESET>.

From 2254111761799010 28
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1d61a146bfafed68
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-23 08:34:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)

Newsgroups: net.micro.atari
Subject: Re: APEX Gone????
Message-ID: <10988@mgweed.UUCP>
Date: Mon, 23-Jul-84 11:34:23 EDT
Article-I.D.: mgweed.10988
Posted: Mon Jul 23 11:34:23 1984
Date-Received: Tue, 24-Jul-84 04:02:33 EDT
References: <2690@decwrl.UUCP>
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 13

It's true! APX was eliminated by Atari in one of there cost cutting
several months ago, even before the current buy-out by Jack T. I
haven't heard what has happened to the programs but there was rumors
that a seperate company would be set up to sell the best of them.
Now, who knows? Has anyone heard anything new on the direction that
Jack will take with Atari?

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgnetp!mgweed!kek

From 6054777579762525043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7de0946b5b2afdc6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-24 09:15:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxu.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!hao!hplabs!tektronix!uw-beaver!cornell!
vax135!houxz!houxm!houxu!jhv
From: jhv@houxu.UUCP (James Van Ornum)
Newsgroups: net.micro.atari
Subject: GRAPH E's and NOREM
Message-ID: <417@houxu.UUCP>
Date: Tue, 24-Jul-84 12:15:35 EDT
Article-I.D.: houxu.417
Posted: Tue Jul 24 12:15:35 1984
Date-Received: Sat, 28-Jul-84 00:28:37 EDT
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 13

I am looking for a pointer to a program to remove REM statements from
a BASIC program. I recall seeing a short article, titled "NOREM" I
believe, but have not been able to relocate it.

Side question: I've typed in GRAPH E's from the August ANALOG, pass the
DCHECK test, but when I RUN, if I turn traps off at about line number 105,

I get an out of memory for this GRAPHICS mode 8 error message. Has anyone else had the same problem?? (I am running with 48K Bytes of RAM)

Thanks.

     James Van Ornum, AT&T Bell Laboratories, inhp4!houxu!jhv

From -3755474750625771793
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e583eec465bf61eb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-25 08:44:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2g.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!houxm!hou2g!stekas
From: stekas@hou2g.UUCP (J.STEKAS)
Newsgroups: net.micro.atari
Subject: Non-Atari 810 Drives
Message-ID: <290@hou2g.UUCP>
Date: Wed, 25-Jul-84 11:44:39 EDT
Article-I.D.: hou2g.290
Posted: Wed Jul 25 11:44:39 1984
Date-Received: Fri, 27-Jul-84 03:35:43 EDT
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 8

[]

I am looking for info on reconfiguration commands for various reconfigurable disk drives like the 1050, Percoms, Indus, ... What I'd like to know is how to find out what configuration their in, and how to put them in the configuration I want. Any info would be most appreciated.

Jim

From 7327650845030788155
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cf8f5106c6fa8a4b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-25 12:06:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site watdcsu.UUCP
Path: utzoo!watmath!watdcsu!mathnews2
From: mathnews2@watdcsu.UUCP (mathNOOS [editors])
Newsgroups: net.micro.atari
Subject: Atariwriter 1027 printer driver
Message-ID: <318@watdcsu.UUCP>
Date: Wed, 25-Jul-84 15:06:00 EDT
Article-I.D.: watdcsu.318
Posted: Wed Jul 25 15:06:00 1984
Date-Received: Wed, 25-Jul-84 23:30:32 EDT

Organization: U of Waterloo, Ontario
Lines: 9

Does anyone know if it is in anyway possible to get a printer driver for the Atari 1027 Letter Quality Printer on tape? I have a choice between buying a disk drive or a printer (the 1027 being the only one available to me), not both, and Atariwriter is not very handy without a printer, eh?

Scooter!

{allegra, decvax, utcsrgv }!watmath!watdcsu!mathnews2

From 2741174377577048103
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3fbb3b5790bd6c98
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-07-26 21:59:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site utcsstat.UUCP
Path: utzoo!utcsstat!physics
From: physics@utcsstat.UUCP (David Harrison)
Newsgroups: net.micro.atari
Subject: Re: atari XL problem
Message-ID: <2017@utcsstat.UUCP>
Date: Fri, 27-Jul-84 00:59:27 EDT
Article-I.D.: utcsstat.2017
Posted: Fri Jul 27 00:59:27 1984
Date-Received: Fri, 27-Jul-84 02:47:58 EDT
References: <1779@stolaf.UUCP>, <606@ihuxj.UUCP>
Organization: U. of Toronto, Canada
Lines: 3

Holding down <OPTION> while powering up works with a std 16K XL, but after upgrading mine to 64K I need to hold down both the <OPTION> and <START> keys.

From 4125266946932669170
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3ee29bf090237b7c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-06 06:19:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site desoto.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!desoto!benw
From: benw@desoto.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: Re: Archon: Fact or Fiction?
Message-ID: <528@desoto.UUCP>
Date: Mon, 6-Aug-84 09:19:11 EDT
Article-I.D.: desoto.528

Posted: Mon Aug 6 09:19:11 1984
Date-Received: Wed, 8-Aug-84 07:46:39 EDT
References: <772@abnjh.UUCP>
Organization: AT&T Bell Laboratories, Piscataway
Lines: 7

Not only is Archon fact (and a wonderful game), but Archon II is
out! I haven't got a chance to play it, but it looks like there
are some additional or changed characters, as well as
improved graphics.

Ben Weber

From -9015895186448823694
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,feea46c5fab8ac15,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-06 06:29:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site desoto.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!desoto!benw
From: benw@desoto.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: Re: Super Graphics Book
Message-ID: <529@desoto.UUCP>
Date: Mon, 6-Aug-84 09:29:27 EDT
Article-I.D.: desoto.529
Posted: Mon Aug 6 09:29:27 1984
Date-Received: Wed, 8-Aug-84 07:47:08 EDT
References: <526@desoto.UUCP>
Organization: AT&T Bell Laboratories, Piscataway
Lines: 21

In my review of "Graphics Animation Primer" I stated that the
publication of the book was held up because of a dispute
between the publisher and the authors. I got this information
from the McGraw-Hill bookstore in New York City.

However, I have found out (from "reliable sources") that
the publication was held up because the book, as originally
written, was simply too large (remember, the FINAL ended up
> 500 pages).

I apologize and stand corrected.

Ben Weber
AT&T Technologies

From -6875721531791564018
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3db801953ffd27b0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-07 10:37:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: September ANTIC magazine TOC
Message-ID: <11311@mgweed.UUCP>
Date: Tue, 7-Aug-84 13:37:24 EDT
Article-I.D.: mgweed.11311
Posted: Tue Aug 7 13:37:24 1984
Date-Received: Wed, 8-Aug-84 19:46:20 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 83

September 1984 ANTIC magazine TOC

page article

13 UNLOCKING THE 56 GRAPHICS MODES
An introductory article on the full range of Atari's graphics modes. It includes a BASIC program that displays all 56 modes.

16 TELLING TIME IN PILOT
A simple program to teach children to tell time using three difficulty levels. Needs Pilot language.

21 NETWORKING NEWS
Continuing articles on BBS's.

26 ATARI ART
Modern art on a dot matrix printer.

29 DRAWING FUN
A joystick drawing program that uses Graphics 10, a nine color medium resolution GTIA mode. Needs GTIA chip.

32 ANTIC'S MODE 3
Here's how to modify Atari's text mode to display video lowercase letters with real descenders and subscripts.

37 COMPUTER GRAPHICS PRODUCT SURVEY
A long article that covers both software such as MICROPAINTER and PAINT and hardware such as graphics tablets, light pens and printers to make hard copies.

48 PRICE'S COLOR PICTURE PAINTER
This program lets you change all four colors on every scan line in pictures drawn with most graphics programs that use

Mode E, Atari's high-resolution four-color mode. Disk Drive is required.

57 EASY GRAPHICS CONVERTER
This program converts picture files between different drawing software products such as joystick, light pen and KoalaPad. It allows you to use MicroPainter to make backgrounds for Movie Maker files, etc.

64 ROTATE YOUR PLAYER
This article demonstrates some of machine language's special capabilities. Needs both BASIC and ASSEMBLER EDITOR for full effect.

66 CUSTOMIZING BASIC KEY FUNCTIONS
(I quote here) A devilishly clever technique for setting up two-keystroke "function-key" abbreviations that will enter repeats of lengthy commands into your program. BASIC and a disk drive are required.

70 OLYMPIC DASH (game of the month)
This simulation of the 100-yard dash is ANTIC's first machine language action game. (like games out of ANALOG mag) It is a two player game requiring two joysticks that runs on all Atari computers.

76 PRODUCT REVIEW
Hardware:
Advanced Programming Techniques For Your Atari (book)
Atari Basic Faster and Better (book)
Software:
Rainbow Walker (Synapse)
The Seven Cities of Gold (Electronic Arts)
Pitfall! (Activision, Inc)
Drol (Broderbund)
Carrier Force (Strategic Simulations, Inc)
Nato Commander (MicroProse)
Universe (Omnitrend)
Codewriter (Codewriter Corp)

87 COPY MATE
A fast easy disk-sector copier that requires ASSEMBLER EDITOR. XL computers need the translator.

98 FADER--A CLASSY VIDEO "SLIDE SHOW"
A unique dot-by-dot "fade" effect that can be combined with picture files created in MicroPainter format will give a professional looking slide show.

Notes of interest:

I didn't receive my subscription copy of ANTIC until Monday although I saw the copies on the news stands over the weekend so I apologize if most of you already know what articles are in this issue. I am sure there are some of you that will still benefit from this information.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305

..!ihnp4!mgnetp!mgweed!kek

From -5035339006997514784
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f14ce9ab222c456e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-09 22:06:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!zehntel!dual!amd!decwrl!decvax!cca!
ima!ism780b!paul
From: paul@ism780b.UUCP
Newsgroups: net.micro.atari
Subject: Re: Archon: Fact or Fiction?
Message-ID: <51@ism780b.UUCP>
Date: Fri, 10-Aug-84 01:06:55 EDT
Article-I.D.: ism780b.51
Posted: Fri Aug 10 01:06:55 1984
Date-Received: Sun, 5-Aug-84 05:21:27 EDT
Lines: 14
Nf-ID: #R:abnjh:-77200:ism780b:26400001:000:714
Nf-From: ism780b!paul   Aug 1 19:01:00 1984

I've played the C64 version of Archon; the Atari version should
be similar. Like most Byte reviews, their bit on Archon is
mostly empty hype. The potentially interesting strategy part of
the game is dominated by the not-very-good arcade-like part.
Playing against the computer is NO FUN because unless you are a
real arcade wizard it will slaughter you in short order.

Paul Perkins   --   INTERACTIVE Systems
USENET: ...{uscvax|ucla-vax|vortex}!ism780!paul
         ...decvax!cca!ima!ism780!paul
MILNET(?): decvax!cca!ima!ism780!paul@ucb-vax
Disclaimer: This message is provided AS IS. The reader assumes all risk as
         to the accuracy of the content and its usefulness for any
         particular purpose.

From 3627151125969414584
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c7f4e7d087dcb55,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-15 12:04:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Tek) 9/26/83; site orca.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!zehntel!hplabs!tektronix!orca!
rogerc
From: rogerc@orca.UUCP (Roger M. Christal)
Newsgroups: net.micro.atari
Subject: Thank You Rana
Message-ID: <1009@orca.UUCP>
Date: Wed, 15-Aug-84 15:04:59 EDT

Article-I.D.: orca.1009
Posted: Wed Aug 15 15:04:59 1984
Date-Received: Sat, 18-Aug-84 01:21:51 EDT
Organization: Tektronix, Wilsonville OR
Lines: 30

I noticed a bit of discussion about double density problems with the Rana 1000 disk drive. A few months ago, I purchased a Rana 1000 disk drive for my Atari 800. It worked fine in single density mode, but when I converted my OSS DOS XL to double density, I had many problems.

First of all, after powering up the drive, it took a minimum of 10 minutes to boot the double density diskette. When reading files from the disk, it became evident that many retries were required. I used the internal diagnostics in an attempt to discern what the problems were. The drive failed to format a brand new diskette 4 times in a row. I tried another diskette and it formatted correctly on the 2nd try. Other tests gave similiar results.

The problem as I understand it is evident only in the Rana 1000 drives with the serial number prefix ATH. After talking to Rana about my problems, I sent the drive back. They sent me a new drive which also had the ATH prefix. This drive had the same problems as the first drive. I sent this drive back also and finally received a drive with an ATM prefix. THIS DRIVE WORKS WONDERFULLY! It boots up immediately with no retries and files load very quickly.

So, if you plan on purchasing a Rana 1000 Disk Drive for your Atari system, make sure the serial number prefix is ATM.

```
  Mugs Away, Mate!
 - - - - - - - - - - - - - -  \\\\\\        _________
  Doctor Dart   - - - - - - - -  >>>>>>----==(_________)-----
 - - - - - - - - - - - - - - -  //////
  ..!tektronix!orca!rogerc
```

From -1622515430091916088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f228026136bd7693,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15f443,f228026136bd7693,start
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1984-08-21 14:52:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site abnjh.UUCP
Path: utzoo!linus!security!genrad!decvax!ittvax!dcdwest!sdcsvax!akgua!whuxle!
spuxll!abnjh!nova
From: nova@abnjh.UUCP
Newsgroups: net.micro.atari,net.wanted
Subject: Atari/Modem help needed
Message-ID: <808@abnjh.UUCP>
Date: Tue, 21-Aug-84 17:52:56 EDT

Article-I.D.: abnjh.808
Posted: Tue Aug 21 17:52:56 1984
Date-Received: Thu, 23-Aug-84 03:46:48 EDT
Organization: ATTIS, NJ
Lines: 29

[Is this bug still alive?]

I'm posting this for my father who has an 800 but no access to this net.

He has an 800 with 1 disk drive and a Gemini 10X printer running out of the
daisy chain behind the disk drive (some kind of Ape Face Printer Interface
I'm not familiar with).

Now he has a 300 bps modem that he wants to use without losing any of his
present equipment. Is there any kind of interface that runs from joystick
ports 3 & 4 that terminate in a RS-232 connection?

Any and all information on connecting Modems to the Atari are welcome.

Thanks,

Scotty

Scott Allen
ATT-IS
Orlando, Florida
..!abnjh!nova

From 228992572677477512
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dc03a4b3e249748f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-21 10:55:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site pyuxa.UUCP
Path: utzoo!watmath!clyde!floyd!whuxle!spuxll!abnjh!u1100a!pyuxn!pyuxww!pyuxa!
wetcw
From: wetcw@pyuxa.UUCP (T C Wheeler)
Newsgroups: net.micro.atari
Subject: Re: Programs in Magazines now available in a disk!
Message-ID: <641@pyuxa.UUCP>
Date: Wed, 21-Mar-84 13:55:22 EST
Article-I.D.: pyuxa.641
Posted: Wed Mar 21 13:55:22 1984

Date-Received: Fri, 23-Mar-84 07:57:09 EST
References: <1865@tekig.UUCP>, <7963@mgweed.UUCP>
Organization: Bell Communications Research, Piscataway N.J.
Lines: 12

{{

Three cheers for Home Computer Magazine (the old 99er for TI)
They offer tapes or disks of everything in their magazine for
a quit reasonable price (3.95) for all the pcs they cover.
At least that is what their latest offer is. They also have
all the stuff from back issuses available. Plus, they put
out one of those THE BEST OF books which is also available
on tape or disk. They now cover IBM PC, Commodore, Apple IIe,
and TI if your interested.
T. C. Wheeler

From 2889655057598441306
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e468df5641a6af13,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-22 05:31:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!floyd!harpo!ihnp4!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Atari layoff
Message-ID: <7991@mgweed.UUCP>
Date: Thu, 22-Mar-84 08:31:20 EST
Article-I.D.: mgweed.7991
Posted: Thu Mar 22 08:31:20 1984
Date-Received: Fri, 23-Mar-84 20:27:15 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 22

[]
According to Wednesday's Wall Street Journal, Atari is laying off
250 to 260 white-collar workers while adding 50 to 60 people to
its sales, marketing and engineering staff.

They also mentioned that sales have been slow for the 600XL since
they raised the price but that they need the increase to break
even. If they can't sustain sales at that price, they will consider
dropping it altogether. The 800XL has been selling well, even with
the price increase.

As a further cost cutting measure, they have announced the end of
the Atari Program Exchange (apx). This is a shame since the apx
has some good programs. There is no word on whether someone else
will pick up the programs.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From 5515054641445137067
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a41ff424e89831d4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-23 08:32:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!harpo!decvax!cwruecmp!pjd
From: pjd@cwruecmp.UUCP (Dr. Funk)
Newsgroups: net.micro.atari
Subject: The business.
Message-ID: <1116@cwruecmp.UUCP>
Date: Fri, 23-Mar-84 11:32:40 EST
Article-I.D.: cwruecmp.1116
Posted: Fri Mar 23 11:32:40 1984
Date-Received: Sun, 25-Mar-84 08:34:30 EST
Organization: CWRU Computer Engr. Cleveland, Ohio
Lines: 29

Just a few comments to follow up on Kit Kimes' message.

Atari made a bad pricing mistake with the 600XL. Since the 600XL list is about $100 less than the 800XL and the 64K expansion module costs about $100, it doesn't take too much reasoning to buy an 800XL in the first place and blow off the expansion unit. One can only assume that Atari marketing types had their brains addled by too many episodes of the "Dukes of Hazard" or "Riptide." :-)

The amount of technology packed into the $250-$300 800XL is still pretty amazing. The AtariWriter and Logo cartridges look like winners to me. AtariWriter, by the way, has just moved into the Billboard Top Ten Software chart.

It's truly unfortunate if the program exchange is dropped. Perhaps Atari feels that the "regular" software houses are now producing enough product to keep the XL line alive.

Would anyone care to speculate on future Atari machines? I fully expect a Smalltalk (or some such) expander which uses an XL as the graphics engine.

paul drongowski
case western reserve university
decvax!cwruecmp!pjd

paul drongowski   decvax!cwruecmp!pjd
case western reserve university   pjd.Case@Rand-Relay

From 3826215096951645341
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4d22d5d740b74e96,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-24 23:54:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!lshum
From: lshum@utzoo.UUCP (Jerry Zarycky)
Newsgroups: net.micro.atari
Subject: Indus disk drive
Message-ID: <3680@utzoo.UUCP>
Date: Sun, 25-Mar-84 02:54:19 EST
Article-I.D.: utzoo.3680
Posted: Sun Mar 25 02:54:19 1984
Date-Received: Sun, 25-Mar-84 02:54:19 EST
Organization: U of Toronto Zoology
Lines: 10

I am looking for the cheapest mail-order price on an Indus GT disk drive
which I could order for my Atari 800XL. I would like for people
to reply by private mail if they wish, but I feel that this is of general
interest to the net. I realize that others have posted prices in the past,
but as this is a new product, the prices may have fallen further.
Thanks for all replies,

Jerry Zarycky
..!utzoo!lshum
..!utcsrgv!drz

From 8929856491327217855
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 123760,ebf030594a58e3b0,start
X-Google-Attributes: gid123760,public
X-Google-Thread: 1517c1,ebf030594a58e3b0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-25 10:22:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!watarts!desh
From: desh@watarts.UUCP
Newsgroups: net.micro.atari,net.games.video
Subject: Joust: Killing the Pterodactyl
Message-ID: <2132@watarts.UUCP>
Date: Sun, 25-Mar-84 13:22:38 EST
Article-I.D.: watarts.2132
Posted: Sun Mar 25 13:22:38 1984
Date-Received: Mon, 26-Mar-84 08:13:46 EST

Lines: 10

I know that killing the pterodactyl in Atari's version of Joust
for home computers is no easy task. You have to try to spear it in
the mouth. However my brother, and I have discovered that you can
kill it by flying into it from the rear, pretending the tail is the
mouth. I have not perfected it yet, but I think that if you do not flap
when you hit it, then you will kill it, otherwise you die.
If anyone else has any new ideas, please post to the net. Thanks.

 .....desh sharma (Univ. of Waterloo)

From 1030119483522858627
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ebf030594a58e3b0
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 123760,ebf030594a58e3b0
X-Google-Attributes: gid123760,public
X-Google-ArrivalTime: 1984-03-26 08:04:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site drufl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!houxm!hogpc!houxe!drutx!drufl!pmr
From: pmr@drufl.UUCP
Newsgroups: net.micro.atari,net.games.video
Subject: Re: Joust: Killing the Pterodactyl
Message-ID: <896@drufl.UUCP>
Date: Mon, 26-Mar-84 11:04:14 EST
Article-I.D.: drufl.896
Posted: Mon Mar 26 11:04:14 1984
Date-Received: Tue, 27-Mar-84 01:20:49 EST
References: <2132@watarts.UUCP>
Organization: AT&T Information Systems, Denver
Lines: 10

It's all a matter of timing. Trying to kill the Pter. while it's
charging/screeching is impossible but just before and after is easy.
You must stick your lance EXACTLY in the center of its mouth or
between the tail and feet (basically in the same horizontal plane).
The top of the screen is the best place to wait for it and fly
backwards slowly (reverse direction between flaps and keep the joystick
straight after that) until you get the hang of it.

Expert level forever...
Phil

From -5400231666875865048
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce0d7ed800847c2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-26 10:25:55 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: April 1984 Antic index
Message-ID: <8077@mgweed.UUCP>
Date: Mon, 26-Mar-84 13:25:55 EST
Article-I.D.: mgweed.8077
Posted: Mon Mar 26 13:25:55 1984
Date-Received: Tue, 27-Mar-84 03:13:57 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 76

[]
Some groups are talking about listing the indexes for current magazines the are pertinent for the group. I decided to try one to see how it goes over. Following is the index for April, 1984 Antic magazine with a synopsis of most articles. If you like it, let me know.

April 1984 Antic Index

Page Article

14 Biomechanics at the Olympics
Atari is sponsoring the U.S. Women's Volleyball team
18 Talk to Your Peripherals
This article's listing is a subroutine that you can add to your own BASIC programs to gain control of functions that are normally accessible only from DOS.
22 Math Wizard
This program presents a basic arithmetic drill in a colorful, arcade-style format.
30 Light Pen Doodle
This drawing program requires BASIC, 16K, and a light pen. The program runs on all models of Atari Computers.
35 Safe Space and Large Letters
This article explains where to locate machine-language programs when using the Logo programming language, and how to create text displays with large letters.
37 John Victor, Computer Educator
Interview with founder and head of Program Design, Inc. (PDI)
50 Creative Programming with Player/Missile Graphics
This article explains how to use P/M graphics in non-standard ways.
53 Matchbox Tic-Tac-Toe
This program serves as an introduction to the fundamentals of artificial intelligence.
58 Atari Controls Your Environment
A computer-appliance interface is a device that lets you control appliances and other machines with your computer. You must build the circuit to use the programs in this article.
62 Memory Window

This program lets you view any portion of your computers memory on the screen.

67 Little Brother Grows Up
This article explains how to adapt an Atari 400 for audio and video output. It involves wiring and building a circuit board.

69 Wheels within Wheels
A short graphics program that draws various patterns on the screen.

72 Electronic Birthday Card
A computerized birthday card celebrating Antic's second birthday. It can be modified for others.

77 Risky Rescue (game of the month)
This is a maze style arcade game.

82 Update Disks with NOTE and POINT
This article shows how to use NOTE and POINT to update data files on disk.

85 Arena Psychotica (bonus game)
This very challenging arcade game pits you, as a race car driver, against a monster that leaves a deadly trail.

90 Past Page Six
Safe storage areas for machine-language subroutines are discussed. For use only with DOS 2.0s and requires assembly language.

103 Tangle Angles
A regular feature aimed at cassette tape users.

Antic Magazine now has over a 100,000 readers. They will not have a May issue because they want to bring their cover date into line with other magazines.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From -315756042671258247
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9f1b93f9264234bd,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-30 07:33:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site floyd.UUCP
Path: utzoo!watmath!clyde!floyd!gjw
From: gjw@floyd.UUCP (Greg Wroclawski)
Newsgroups: net.micro.atari
Subject: Atari disk drive query
Message-ID: <2058@floyd.UUCP>
Date: Fri, 30-Mar-84 10:33:43 EST
Article-I.D.: floyd.2058

Posted: Fri Mar 30 10:33:43 1984
Date-Received: Sat, 31-Mar-84 07:20:47 EST
Organization: AT&T Bell Laboratories Whippany NJ
Lines: 11

I am ready to buy a disk drive for my 800. I've narrowed the choice down to one of two and would appreciate any coments concerning either one to make my final selection. The choices are the TRAK AT-D2 or the INDUS-GT. The INDUS advantages are that all the after market sofware runs on it, also, it comes with a word processor and spreadsheet software. The TRAK has a printer port with a 4K buffer. Does it come with any software in the base price and can it work with most of the after market software. If I go with the INDUS what would a buffered printer interface run me.

Thanks in advance,

From -5544579032093311314
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,29f4a4405ba34db5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-30 16:13:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mhuxd.UUCP
Path: utzoo!watmath!clyde!floyd!harpo!ihnp4!houxm!mhuxl!mhuxd!cwc
From: cwc@mhuxd.UUCP (Chip Christ)
Newsgroups: net.micro.atari
Subject: Trak AT-D2 woes
Message-ID: <1287@mhuxd.UUCP>
Date: Fri, 30-Mar-84 19:13:28 EST
Article-I.D.: mhuxd.1287
Posted: Fri Mar 30 19:13:28 1984
Date-Received: Sat, 31-Mar-84 09:23:11 EST
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 58

-
How's this for a grabber? I recently purchased one of these things because the buffered printer port seemed to provide the finishing touch to my son's system without going overboard. As I told the guy in the store (who pointed out that there were bigger and better ways of expanding an Atari 800 system), if I want a serious system, I'll go out and buy one. Well, folks, I just proved once again that there's one born every minute.

The disk drive works fine. The only problem here is that the literature (and the dealer, possibly mistakenly) implies that the "Turbo software", which comes with the drive, is a DOS. WRONG!! You still need Atari DOS to boot the thing. Disappointing, but not too big a deal.

Here's the real kick in the teeth. The dealer tries to

sell me a printer cable. Now, I have a real antique of an MPI 88T printer in which both the parallel and serial inputs are terminated in headers on the pc board. I'll make my own, thank you, sez I, knowing that no way will the standard cable work. HA! Nowhere in the documentation does it give the pinouts for the 34-pin edge card connector.

Naturally, I call Trak (on their toll-free number, of course). First, the gal on the other end tries to get me to call their tech staff long distance. No sale. Then another gal, presumably in charge, gets on the phone to listen to my problem-- "that's better, I think to myself". Not on your life! Upon hearing my request, she informs me that they do not give out the pinouts for the printer port. If I have some other kind of connector than that which matches their cable (36-pin Centronics), I could see my dealer, who can evaluate my request, contact Trak, and maybe, just maybe, they can assemble a custom cable for me. And we all can imagine what that will cost.

Moral of this sad tale: With an attitude like that (as if parallel printer connections were some big proprietary deal), I wonder how accommodating they would be if I had a really big technical problem. Caveat Emptor, prospective buyers.

Sadder, but maybe wiser,
Chip

p.s.

Unless someone out there has already solved this problem, and can mail me the pinouts, I'm going to be forced to buy their cable, map the pinouts to the 36-pin connector, and then return it because, surprise, it won't fit. Unfortunately, the only one who will be inconvenienced (besides me) is the dealer. Maybe I'll give him a copy of the pinout map so he can get into the custom cable business himself!

From -8577583391990119779
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6150a2d5b3fadaf,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-31 13:42:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!akgua!sb1!mb2c!arl
From: arl@mb2c.UUCP (Arlan R. Levitan)
Newsgroups: net.micro.atari
Subject: Re: MACE

Message-ID: <237@mb2c.UUCP>
Date: Sat, 31-Mar-84 16:42:22 EST
Article-I.D.: mb2c.237
Posted: Sat Mar 31 16:42:22 1984
Date-Received: Sun, 1-Apr-84 08:30:51 EST
References: ihuxj.446
Lines: 4

New number of main MACE board is (313)-978-1685
theirother board is MACE West (313)-582-0657
Also good is Jim Steinbrecher's ARCADE (313)-978-8087
All of these boards have lists of other Atari boards on them.

From -1403014054629619261
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,458851338843a68e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-04-01 12:07:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cae780.UUCP
Path: utzoo!watmath!clyde!floyd!harpo!ihnp4!zehntel!dual!amd70!cae780!gordon
From: gordon@cae780.UUCP (Brian Gordon)
Newsgroups: net.micro.atari
Subject: Atari hard disk request
Message-ID: <378@cae780.UUCP>
Date: Sun, 1-Apr-84 15:07:43 EST
Article-I.D.: cae780.378
Posted: Sun Apr 1 15:07:43 1984
Date-Received: Sat, 7-Apr-84 01:31:27 EST
Distribution: net.wanted
Organization: CAE Systems Inc. Sunnyvale, Ca.
Lines: 15

[Living sacrifice to assuage the gods of first lines . . .]

Does anyone know about hard disks on an Atari (specifically an 800, but it
should not matter which)? I have never seen an ad or other reference and
would really like to get one if they exist.

Replies by mail, please - summary if appropriate.

FROM: Brian G. Gordon, CAE Systems
USENET: {ucbvax, ihnp4, decvax!decwrl}!amd70!cae780!gordon
        {qubix, hplabs}!cae780!gordon
USNAIL: 1333 Bordeaux Drive, Sunnyvale, CA 94089
AT&T: (408)745-1440

 From the world of the middle of four-part harmony.

From 5460628149989193142
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,4d22d5d740b74e96
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-04-03 08:25:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!linus!decvax!harpo!ihnp4!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: Indus disk drive
Message-ID: <8254@mgweed.UUCP>
Date: Tue, 3-Apr-84 11:25:41 EST
Article-I.D.: mgweed.8254
Posted: Tue Apr 3 11:25:41 1984
Date-Received: Thu, 5-Apr-84 01:35:43 EST
References: <3680@utzoo.UUCP>
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 23

[]
A company called Compucat carries the Indus GT drive for $325.60. They
advertise that they sell hardware and software for cost + 10%. There is
a 5% shipping charge for all orders. Their address is:

          COMPUCAT
          24500 Glenwood Highway
          Los Gatos, Ca. 95030

          (408) 353-1836

The phone is used for computer bulletin board from 6 PM to 9 AM daily and
all day Sat and Sun. They have an on-line catalog and public domain
programs.

I haven't ordered anything from them and don't know how service would be
but they were very pleasant on the phone.

                        Kit Kimes
                        AT&T Consumer Products
                        Montgomery Works
                        Aurora, Il. 60507
                        ..!ihnp4!we13!mgweed!kek

From 1971301715810950050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,29f4a4405ba34db5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-04-04 15:35:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site akguc.UUCP
Path: utzoo!linus!philabs!mcnc!akgua!akguc!rbk
From: rbk@akguc.UUCP (r.b. kummer)
Newsgroups: net.micro.atari

Subject: Re: Trak AT-D2 woes
Message-ID: <7343@akguc.UUCP>
Date: Wed, 4-Apr-84 18:35:44 EST
Article-I.D.: akguc.7343
Posted: Wed Apr 4 18:35:44 1984
Date-Received: Fri, 6-Apr-84 01:14:23 EST
Organization: AT&T Technologies, Atlanta
Lines: 16

The 34-pin edge card connector on the TRAK AT-D2 disk drive is pin-to-pin
compatible with the first 34 pins of a standard 36-pin Centronics parallel
interface (as is used on Epson and most other printers) so that ribbon
connectors can be used on both ends. I don't have the Centronics pin
assignments readily at hand, but I can supply them if you can't find them.

Some of the early drives (before ~ Jan) also had problems with:
   a) garbled graphics output
   b) drive motor sometimes refuses to shut off
   c) won't format the 'flip' side of a disk
Problem a) can be fixed with a new ROM which TRAK will supply free of
charge. Problems b) and c) require some added jumpers and trace cutting.
These problems have all been fixed in the current models, I'm told.

                  Brad Kummer   akgua!rbk
                  AT&T Bell Laboratories - Atlanta

From -5134075359347716040
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,65b6d8f9caac2cef,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-04-04 19:32:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!lshum
From: lshum@utzoo.UUCP (Jerry Zarycky)
Newsgroups: net.micro.atari
Subject: atari expansion news
Message-ID: <3725@utzoo.UUCP>
Date: Wed, 4-Apr-84 22:32:35 EST
Article-I.D.: utzoo.3725
Posted: Wed Apr 4 22:32:35 1984
Date-Received: Wed, 4-Apr-84 22:32:35 EST
Organization: U of Toronto Zoology
Lines: 26

I was wondering if anyone had any more news/rumors about the expansion
capabilities of the XL line. In this month's (April) COMPUTE!, Bill Wilkinson
writes in his Insight:ATARI column about a supposed April Fool's joke.
He writes about an intelligent peripheral interface (card cage)
which could support high-speed modems, parallel printer
interfaces, music synthesizers, parallel disk drives (which would run app.
10 times faster than the current serial ones), and even a winchester hard

disk drive. He claims that this system would be second in expansion capability only to the Apple II systems. Has anyone heard anything about this expansion interface? As a side note, if one bought one of the current serial disk drives, is it possible to take advantage of the increased speed of the parallel port, or is the "serialness" an inherent property of these disk drives?
Replies to the net would probably be most beneficial.

Jerry Zarycky
USENET:
{cornell,uw-beaver,linus,ihnp4,allegra,decvax,floyd}!utcsrgv!drz
{allegra,ihnp4,linus,decvax}!utzoo!lshum
CSNET: drz@Toronto
ARPA: drz%Toronto@CSNet-Relay

P.S.
     Has anyone seen Robotron:2084, Pengo, or Donkey Kong Jr. for the Atari home computers yet???

From 1675628442900083547
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,65b6d8f9caac2cef
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-04-05 19:20:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Tek) 9/26/83; site tekig1.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!harpo!seismo!hao!hplabs!tektronix!tekig1!dont
From: dont@tekig1.UUCP (Don Taylor)
Newsgroups: net.micro.atari
Subject: Re: atari expansion news
Message-ID: <1604@tekig1.UUCP>
Date: Thu, 5-Apr-84 22:20:20 EST
Article-I.D.: tekig1.1604
Posted: Thu Apr 5 22:20:20 1984
Date-Received: Mon, 9-Apr-84 05:35:35 EST
Organization: Tektronix, Beaverton OR
Lines: 14

X
     Isnt this the same guy who described the Cobol cartridge to plug into the atari, last april issue? The whole thing was a joke, and I think the very last line of the article said so. The basic situation is that using the 19.2k baud provides a serious upper limit on the I/O rates. This is not as bad as might be expected, as most micros are obtaining about 5k baud even when using a parallel interface, if you dont believe it, time downloading about 20k bytes into the box and see what happens. The floppy firmware is just not tuned for the real speed that the controller can support. There was consideration of a parallel interface to the atari line, but looking at the advantages, the idea was shelved. (This was an independent hw outfit.)
To upgrade the current drives would require ripping out the disk controller

card in each drive and replacing it, not a cheap option.
Don Taylor

From -7936783376317596099
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,115b46b39d42e610,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-04-17 15:59:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site floyd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!drutx!houxe!hogpc!houti!ariel!
vax135!floyd!gjw
From: gjw@floyd.UUCP
Newsgroups: net.micro.atari
Subject: Looking for 80 Column Board
Message-ID: <2062@floyd.UUCP>
Date: Tue, 17-Apr-84 18:59:02 EST
Article-I.D.: floyd.2062
Posted: Tue Apr 17 18:59:02 1984
Date-Received: Thu, 19-Apr-84 02:35:05 EST
Organization: AT&T Bell Laboratories Whippany NJ
Lines: 7

I am interested in buying an 80 column card for my 800. The only two
I know of are the ones from BIT 3 SYSTEMS and Austin Franklin. I would
appreciate comments concerning reliability and compatibility with
existing software packages. I am mainly interested in word processing
and a terminal emulator. Also does anyone know of build your own
bare board 80 column card? The cheapest I've seen the Bit 3 Systems
board is $219, a bit steep. Thanks in advance.

From -1032154693882133632
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a88a6a64cc5ea478,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-04-18 06:01:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site hou2g.UUCP
Path: utzoo!watmath!clyde!burl!hou3c!hocda!houxm!hou2g!stekas
From: stekas@hou2g.UUCP (J.STEKAS)
Newsgroups: net.micro.atari
Subject: 1450XL Rumors
Message-ID: <238@hou2g.UUCP>
Date: Wed, 18-Apr-84 09:01:40 EST
Article-I.D.: hou2g.238
Posted: Wed Apr 18 09:01:40 1984
Date-Received: Thu, 19-Apr-84 03:20:54 EST
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 10

My local computer outlet informs me that Atari will release

the 1450XL after all. Also on tap is a Laser disc based machine for which I have few details. Can you imagine how much software you can get on a laser disc!

The same source also reports that shipment of Commodore 64 products has dried up. Could the wolf be at Commodore's door now?

Jim

From -6567511175508992977
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,485ef770fc546df3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-04-18 06:35:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site pyuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!pyuxww!pyuxn!benw
From: benw@pyuxn.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: Rana Smartdos
Message-ID: <578@pyuxn.UUCP>
Date: Wed, 18-Apr-84 09:35:32 EST
Article-I.D.: pyuxn.578
Posted: Wed Apr 18 09:35:32 1984
Date-Received: Thu, 19-Apr-84 03:30:45 EST
Organization: Bell Communications Research, Piscataway N.J.
Lines: 27

...

Has anybody used Rana's new SmartDos operating system? The stores here have just received them (in limited quantities, apparently). I've glanced through the manual, which seems quite good (as opposed to Rana's disappointing Drive manual), and it looks like the OS is very nice (user friendly, etc, etc, etc, yawn). Looks like it also comes with some nice utilities (speed checker, sector copier, and other things people already have). How is the compatability with Atari Dos, OSA, etc? Rana really has a nerve...the price tag is 45-50 dollars, whether you have a Rana drive or not. And apparently the $45 is DEALER's cost. (If I do buy it, I'll post a review to the net).

Also, I understand that Rana has "upgraded" their newer drives, and now offers a 1 year warantee (mine, a fairly early model, has a 90 day warantee. I've had to use it; the drive I have now works like a charm, but this is my third try). Aside from the warantee difference, are there any functional or cosmetic differences?

Layoffs be damned, Atari's still
the best machine around!!!!!!!!!

Ben Weber
AT&T Technologies
pyuxn!benw

From 2993879681442801139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ceef222f2251248f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-04-20 06:10:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!harpo!decvax!decwrl!rhea!dvinci!fisher
From: fisher@dvinci.DEC (Burns Fisher, MRO3-1/E13, 231-4108)
Newsgroups: net.micro.atari
Subject: Where do you get Atari DOS?
Message-ID: <7245@decwrl.UUCP>
Date: Fri, 20-Apr-84 09:10:04 EST
Article-I.D.: decwrl.7245
Posted: Fri Apr 20 09:10:04 1984
Date-Received: Sat, 21-Apr-84 02:21:38 EST
Organization: DEC Engineering Network
Lines: 12

Could someone tell me where you get Atari DOS when you buy a non-Atari
disk? Or don't you?

Thanks,

Burns

(oops...)

     USENET: ...allegra!decwrl!rhea!dvinci!fisher

From 6286757088973771607
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,22d7a70ab04eb9e6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-04-20 11:49:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!watarts!desh
From: desh@watarts.UUCP
Newsgroups: net.micro.atari
Subject: Atari BBS in CANADA
Message-ID: <2145@watarts.UUCP>
Date: Fri, 20-Apr-84 14:49:47 EST
Article-I.D.: watarts.2145
Posted: Fri Apr 20 14:49:47 1984

Date-Received: Sat, 21-Apr-84 01:56:19 EST
Lines: 6

Does anyone know of any BBS numbers in CANADA for Atari users? As well
are there any 800 numbers accessible to us the poor souls north of the
border? I mean like ATARI (read IRWIN electronics in CANADA) setting up
a bulletin board service for its customers.   Please !! Thanx in advance
for all help.

From 8232641936985956315
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 11beb3,81a5b2ef04041393,start
X-Google-Attributes: gid11beb3,public
X-Google-Thread: 1517c1,81a5b2ef04041393,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-04-22 22:05:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!zehntel!hplabs!sytek!syteka!blk
From: blk@syteka.UUCP (Brian L. Kahn)
Newsgroups: net.micro.atari,net.lang.forth
Subject: Atari forth?
Message-ID: <462@syteka.UUCP>
Date: Mon, 23-Apr-84 01:05:17 EST
Article-I.D.: syteka.462
Posted: Mon Apr 23 01:05:17 1984
Date-Received: Sat, 21-Apr-84 01:07:52 EST
Lines: 16

;

My friend has an 800XL (extra large?), and he has several
questions about it.

He bought a copy of Val-Forth, but it won't run. Is anyone
running Val-forth on the XL? Is there any other Forth that might
do better?

Someone suggested that the translator disk might help. Does
anyone know? What does that disk do, anyhow?

I am at hplabs!sytek!blk.
Thanx.

From 2594235205356555125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e6dd8763ec465760,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,e6dd8763ec465760,start

X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1984-04-27 04:40:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Tek) 9/26/83; site tekig.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!harpo!seismo!hao!hplabs!tektronix!tekig!jm
From: jm@tekig.UUCP (Jeff Mizener)
Newsgroups: net.micro,net.micro.atari
Subject: More on the "Magazine Disk Service" -- legality thereof...
Message-ID: <1988@tekig.UUCP>
Date: Fri, 27-Apr-84 08:40:38 EDT
Article-I.D.: tekig.1988
Posted: Fri Apr 27 08:40:38 1984
Date-Received: Mon, 30-Apr-84 05:37:53 EDT
Organization: Tektronix, Beaverton OR
Lines: 50

()

Welcome to Chapter 2 of "Young Man Starts a Potentially Troublesome Business".

As you will recall, young Tim Ebling (my friend) is offering a service
to subscribers of "Compute!", "Antic" and "ANALOG"; he types all the
programs in each months issue of those three magazines onto a disk,
and sells it to you. A number of you have contacted me and suggested that
I advise him that there may be some copyright issues here. Well, there
are, and we have discussed it with a lawyer, and here is Tim's response:

"   I realize that there have been many misunderstandings of
     exactly what is illegal and what isn't. I've checked with a
     number of lawyers, and they have agreed that what I'm doing
     is legal as long as the buyer owns the issues included on the
     disk. With each order, I send a 'certification sheet' with
     which the buyer certifies that s/he owns those issues. Remember,
     what I'm doing is strictly a typing service; I respect all the
     copyright laws for the magazines and the software. I have no
     intention of piracy.

     Also, due to the higer than expected costs of mailing, a single
     Magazine Disk costs $5.50 and a 12 month subscription costs $65.

     Thanks for your concern,

          Tim Ebling
          Magazine Disk
          1501 River Loop #1
          Eugene, OR 97404
          (503) 688-6872   "

Well, there you have it. Right form the entrepreneurial source.
If you have an Atari machine, you might give him a try. IF you own
those magazines, however. I think it'd be worth $5.50 to have someone
else type all that stuff in for me.

CAVEAT: My employer (Tektronix) does not endorse the above service;
     I am supplying this information as a public service. It is
     my opinion only. (I think he's a smart kid with a bright future).

It don't mean a thing if it ain't got that swing,

     Jeff Mizener / Tektronix ADG / Beaverton, OR
uucp: {purdue,ihnp4,uw-beaver}
     {ucbvax,decvax,hplabs,uoregon}
     {zehntel,hplabs,allegra,masscomp}!tektronix!tekadg!jm
ARPA: tekadg!jm.tek@udel-relay   CSnet: tekadg!jm@tek

From 6567450098337559984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a79d0331868e52b,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,fdf69bf0dca87d37
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1984-04-28 07:49:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site sequent.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!zehntel!hplabs!tektronix!
ogcvax!sequent!merlyn
From: merlyn@sequent.UUCP
Newsgroups: net.micro,net.micro.atari
Subject: Re: ..Re: Software Piracy and Solo Flight
Message-ID: <474@sequent.UUCP>
Date: Sat, 28-Apr-84 11:49:48 EDT
Article-I.D.: sequent.474
Posted: Sat Apr 28 11:49:48 1984
Date-Received: Wed, 2-May-84 04:29:09 EDT
References: <735@ihuxp.UUCP>
Organization: Sequent Computer Systems, Portland
Lines: 36

> From: fcm@ihuxp.UUCP
> Message-ID: <735@ihuxp.UUCP>
> Date: Fri, 27-Apr-84 13:22:56 PST
>
> ...Imagine my surprise when I attempted to run the copied
> disk and save the original when the operations of the flight took place
> at 1/10th lthe speed of the original. It took 10 seconds to complete each
> function that took 1 second on the original disk....

I've noticed that on my properly backed-up version of Solo Flight (for
the Atari... I dunno if yours is on the Atari as well) will about once
out of every fifteen times go into slow mode. I have an 810, and the
backup could not be made using standard DOS disk copying (they use
redundant sectoring on this one... good thing I have hardware-assist
widgets to make my backups!).

I think that what they did is made the s/w on the disk with redundant sectoring, and then put a hook into the program to go ahead and boot up on a "copied" disk, but run the clock at a super slow rate. Different from the other protection schemes, which simply go bonkers on the copies.

If you wanna make a backup of your Solo Flight disk, go find someone who has a Happy Drive, an ATR8000, or the Chip (all are hardware assists to do image bit-for-bit copies of disks).

Flames about the pirating possibilities with a bit-image copier can be sent to /dev/null. People have an honest need to make backups. (Curse "Electronic Arts" for using sector skewing on their latest releases... even the Chip has a heckuva time with those!!)

Randal L. ("joy stick") Schwartz, esq. (merlyn@sequent.UUCP)
     (Official legendary sorcerer of the 1984 Summer Olympics)
Sequent Computer Systems, Inc. (503)626-5700 (sequent = 1/quosine)
UUCP: ...!XXX!sequent!merlyn where XXX is one of:
     cdi decwrl nsc ogcvax pur-ee rocks34 shell unisoft vax135 verdix

From -3969861829355558365
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6841a7b50722d33d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-04-30 08:37:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!lshum
From: lshum@utzoo.UUCP (Jerry Zarycky)
Newsgroups: net.micro.atari
Subject: Concorde disk drives
Message-ID: <3807@utzoo.UUCP>
Date: Mon, 30-Apr-84 11:37:31 EDT
Article-I.D.: utzoo.3807
Posted: Mon Apr 30 11:37:31 1984
Date-Received: Mon, 30-Apr-84 11:37:31 EDT
Organization: U of Toronto Zoology
Lines: 17

I noticed an advertisement for Concorde disk drives in an Atari magazine. The Concorde drives are double-density, and double sided, selling only for about $380 at this place (whose name escapes me). This is also the price for the so-called master drive. You can hook up additional "slave" drives (up to 3) which cost only about $310, and are also DD and DS (each drive can thus hold 384K). My question is: has anyone heard of these drives, and does anyone know if they are reliable, or how they work the master-slave combination?
Replies to the net would probably be most beneficial.

Jerry Zarycky

USENET:
{cornell,uw-beaver,linus,ihnp4,allegra,decvax,floyd}!utcsrgv!drz
{allegra,ihnp4,linus,decvax}!utzoo!lshum
CSNET: drz@Toronto
ARPA: drz%Toronto@CSNet-Relay

From 7837084768787397074
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bd05fc030de5c537,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-04-30 11:09:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: June 1984 ANTIC Magazine TOC
Message-ID: <8879@mgweed.UUCP>
Date: Mon, 30-Apr-84 14:09:56 EDT
Article-I.D.: mgweed.8879
Posted: Mon Apr 30 14:09:56 1984
Date-Received: Tue, 1-May-84 08:22:04 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 75

[]

Below is the table of contents and synopsis of the articles appearing in the June 1984 issue of ANTIC magazine. They did not produce a May issue. Thanks to all who took the time to write and say that they thought this was a good idea. I got no negative responses. If someone else wants to put the TOC of other magazines in this group, go ahead. This is the only one I am going to do, even though I read all the magazines that apply to Atari, this is the only one I subscribe to.

June 1984 ANTIC Table of Contents

Page Article

10 EVOLUTION OF THE XL COMPUTERS
Explores some of the changes in the new computers.
16 ALPHABET MUSIC
This is a short educational game for young children using musical notes. It runs on all Atari computers with all memory configurations.
20 TALK TO YOUR ROBOT
Third in a series. Requires FORTH language.
27 PROFILE
Interview with James Levy, head of Activision.
33 ANATOMY OF AN 800XL
An inside look at the new computers.
38 EXPLORING THE XL

This article looks at at number of interesting aspects of Atari's new line of XL computers. If you have an XL and Synassembler, the accompanying program listing will convert Synassembler so that it can run on your XL machine without the Translator program.

41 SCROLL YOUR WAY TO THE TOP
This article serves as an introduction to the graphics animation technique called scrolling. Requires BASIC and 16K. It runs on all Atari computers.

46 USE BASIC TO ANIMATE
This article, the first in a two-part series, shows you how to control Player/Missile graphics from BASIC. The accompanying BASIC program is a 4 player, tank battle game. It requires 32K. Modifications are included to run on XL machines.

54 COLOR FINETUNER
This article presents an assembly-language program, with a BASIC loader, which lets you change the contents of the color registers--even when a program is running. Requires BASIC and 16K. Must use Translator to work on XL machines.

58 BASIC--A VARIABLE APPROACH
This article presents a variable-list utility that aids in the debugging of BASIC programs. Runs on all Atari computers but requires a disk drive, printer and 16K.

62 COMPUTER FURNITURE
A round-up of stands, desks, etc.

71 ESCAPE FROM EPSILON (game of the month)
Escape from Epsilon is a challenging arcade game for one player. Requires joystick, BASIC and 16K (Cassette) or 24K (Disk) and runs on all Atari computers.

87 SHORTCUTS TO SUCCESS
This article explains the use of macros in assembly-language programming, and supplies a library of macros for graphics programming. To use the accompanying programs, you must use MAC/65, a macro assembler from Optimized Systems Software (OSS). The macros and demo program will run on any Atari computer.

This issue also includes some regular columns and reviews and previews of new products.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From -7950687608207290643
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,91ad8a4b9741054a,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-03 08:31:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site pyuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!pyuxww!pyuxn!benw
From: benw@pyuxn.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: May/June 1984 ANALOG Magazine TOC
Message-ID: <628@pyuxn.UUCP>
Date: Thu, 3-May-84 11:31:35 EDT
Article-I.D.: pyuxn.628
Posted: Thu May 3 11:31:35 1984
Date-Received: Fri, 4-May-84 03:37:31 EDT
Organization: Bell Communications Research, Piscataway N.J.
Lines: 71

Kit Kimes had a good idea in posting the ANTIC table of contents, so I'm volunteering to post the monthly table of contents from A.N.A.L.O.G. (MY subscription!). I'll even steal Kit's format. Anyone for Hi-Res or Compute?

By the way, the last issue (#19) of ANALOG is dated May/June, for the same reason that ANTIC skipped their May issue.

Ben Weber pyuxn!benw

May/June 1984 ANALOG Table of Contents
(Telecommunications and the ATARI theme)

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     that Atari is currently having.
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     ML Arcade game (generated from BASIC program; Assembler
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     A listing of 37 BBS's for the Atari
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     A brief introduction to modems and computer telecommunications.
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     Mods to the "Low Cost Printer Interface" article from
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     to work with Cassette based systems.
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     Descriptions of publicly available terminal programs,
     such as COMM40, JTERM, and TSCOPE.

54 THE SATURDAY NIGHT SPECIAL
        Subtitled "...or How to write a modem program in one day".
        A BASIC program that generates a quick and dirty ML
        terminal program.
57 TOUCH-TONE DIALER
        Short BASIC program to generate Touch-Tone tones from
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        An overview of what makes an "educational" computer
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        New reader submitted shapes for the Solid States
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           Baseball.

PLUS: Reader Comments, New Products, "Our Game" and "Boot Camp" Columns.

From -5582433116401509162
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,485ef770fc546df3
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-04 12:01:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site tymix.UUCP
Path: utzoo!watmath!clyde!akgua!sdcsvax!bmcg!cepu!trwrba!trwrb!sdcrdcf!hplabs!
oliveb!tymix!granvold
From: granvold@tymix.UUCP
Newsgroups: net.micro.atari
Subject: Re: Towers Of Hanoi in BASIC
Message-ID: <233@tymix.UUCP>
Date: Fri, 4-May-84 15:01:40 EDT
Article-I.D.: tymix.233
Posted: Fri May 4 15:01:40 1984
Date-Received: Sun, 6-May-84 07:42:39 EDT

References: <578@pyuxn.UUCP>, <334@houxh.UUCP>
Organization: Tymshare Inc., Cupertino CA
Lines: 11

-
     I know that you asked for a program in Basic that does not use
recursion. But, I just could not resist.
     Using Logo with recursion makes it so much easier.

                    Down with Basic, long live Logo.
                    Tom Granvold
                    Tymshare
                    Cupertino, Calif.
                    decvax!ucbvax!oliveb!tymix!granvold

From 7742977362673047715
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c05bd1b4b8012da5,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,c05bd1b4b8012da5,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 13bddc,c05bd1b4b8012da5,start
X-Google-Attributes: gid13bddc,public
X-Google-ArrivalTime: 1984-05-08 09:18:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxw.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!ihuxw!rung
From: rung@ihuxw.UUCP (Pete Rung)
Newsgroups: net.micro,net.micro.atari,ih.micro
Subject: Using TI 700 with Atari 800 Query
Message-ID: <829@ihuxw.UUCP>
Date: Tue, 8-May-84 12:18:05 EDT
Article-I.D.: ihuxw.829
Posted: Tue May 8 12:18:05 1984
Date-Received: Wed, 9-May-84 02:21:59 EDT
Organization: AT&T Bell Labs, Naperville, IL
Lines: 15

Sometime in January there was a query on this network on
using a TI Silent 700 terminal as a printer without connecting
it to a Atari 850 interface for use with an Atari 800 computer.
I never saw any response and I'm interested in this possibility.
If you have any information, I would greatly appreciate a response.
I'll be happy to summarize any response I receive and post to
net.micro.atari

Thanks in advance.

--
                    Pete Rung
                    AT&T Bell Labs
                    Naperville, Ill.

ihuxw!rung

From -3107026657803357154
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,317bf71472187590,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-08 11:11:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!houxm!houxl!oaa
From: oaa@houxl.UUCP (O.ALEXANDER)
Newsgroups: net.micro.atari
Subject: Serial bus to RS232 device | OSS SuperBasic
Message-ID: <268@houxl.UUCP>
Date: Tue, 8-May-84 14:11:46 EDT
Article-I.D.: houxl.268
Posted: Tue May 8 14:11:46 1984
Date-Received: Wed, 9-May-84 02:35:36 EDT
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 28

[]

In the June issue of Analog Computing, there is a brief mention of a
Serial Bus Modem Adapter from Advanced Interface Devices, that can
be used to connect most modems and RS-232 devices to the
Atari over it's serial bus without an 850 interface module. This was
in the new products section and had an accompanying picture showing what
looked like a cable, a manual, and software on floppy.
The Question: has anyone had any experience with this device and (as usual)
what was their experience with it. It comes with software, but
is this just a device driver, or must a special program be used to utilize
the device (ie. for different baud rates and other configurations).

Also in that issue was a brief review of OSS SuperBasic cartidge. OSS Super
cartidges uses bank switching within the cartidge (multiple ROMs software
selected and mapped to overlapping address spaces) to allow, for example, a
12K ROM that uses 8K of address space. Any way the article said that the
cartidge was upward compatable with Atari Basic, and SIGNIFICANTLY faster.
The Question: has anyone had any experience with this device and (again)
what was their experience with it. Also does anyone have execution speed
comparisons.

Replies can be sent to me or posted if deemed news worthy.!
I will summarize and post [assuming I get replies. This news group has
been kind of dead, but that's another article].

Owen Alexander
houxl!oaa

From -7639618357554278615

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,277b157aef1d1699,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-09 06:36:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site desoto.UUCP
Path: utzoo!watmath!clyde!burl!we13!ihnp4!desoto!benw
From: benw@desoto.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: May/June 1984 ANALOG TOC (REPOSTING)
Message-ID: <516@desoto.UUCP>
Date: Wed, 9-May-84 09:36:50 EDT
Article-I.D.: desoto.516
Posted: Wed May 9 09:36:50 1984
Date-Received: Thu, 10-May-84 00:28:16 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 76

I POSTED THIS ARTICLE FROM ANOTHER SYSTEM LAST WEEK, BUT I DON'T
THINK IT EVER SAW THE LIGHT OF DAY. I APOLOGIZE IF THIS IS
A DUPLICATE FOR YOU.

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           Baseball.

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From 6827718747400204313
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dda4b2bb476c1888,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-09 13:11:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari

Subject: New Atari Games from Lucasfilm, Ltd.
Message-ID: <9035@mgweed.UUCP>
Date: Wed, 9-May-84 16:11:25 EDT
Article-I.D.: mgweed.9035
Posted: Wed May 9 16:11:25 1984
Date-Received: Thu, 10-May-84 00:35:33 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 32

[]

According to the Wall Street Journal, May 9, 1984, Atari announced the forthcoming release of two new video games that have been developed by Lucasfilm Ltd. They have been under development for nearly two years under a joint venture between Atari and Lucasfilm.

Atari executives said the games are among several new products, including new video game and computer hardware, that the company will introduce this year. Atari is hoping the Lucasfilm video games will help rekindle consumer interest in video games. One official said these games are the most significant thing to happen in video games since "Pac-Man".

The games are designed to be played on existing hardware systems. They use more sophisticated computer graphics and animation techniques and have more of a three-dimensional appearance than most existing games. They use computer-generated music and sound effects.

The games are named "Ballblazer" and "Rescue on Fractalus" and will retail for about $35. That is a little hard to believe since most of Atari's new games go for $49.95 retail.

I plan to attend the Consumer Electronic Show here in Chicago next month. I'll report on what's new for Atari.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From -8002642940761227778
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a79b53ee370c102b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-10 08:23:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari

Subject: Re: Atari Games by Lucasfilms, Ltd.
Message-ID: <9052@mgweed.UUCP>
Date: Thu, 10-May-84 11:23:47 EDT
Article-I.D.: mgweed.9052
Posted: Thu May 10 11:23:47 1984
Date-Received: Sat, 12-May-84 07:46:40 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 13

[]

As a follow up to my article on the new Lucasfilm developed games
for Atari, I forgot to mention that they are not scheduled for
release until the third quarter of this year. I'm sure that
they will be on display at CES next month. I'll test them out
and report my reaction some time after June 6.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From -2314448305894538680
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fa3f03409a57717b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-10 17:42:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site floyd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!harpo!seismo!cmcl2!floyd!gjw
From: gjw@floyd.UUCP (Greg Wroclawski)
Newsgroups: net.micro.atari
Subject: Printer Interface Questions
Message-ID: <2065@floyd.UUCP>
Date: Thu, 10-May-84 20:42:41 EDT
Article-I.D.: floyd.2065
Posted: Thu May 10 20:42:41 1984
Date-Received: Sat, 12-May-84 10:48:14 EDT
Organization: AT&T Bell Laboratories Whippany NJ
Lines: 5

An recent article about a printer interface in A.N.A.L.O.G. 16 interested
me. I would like to try and get the back issue but first a couple of
questions. Does it connect to the joystick ports or to the serial
port? Does the article include driver software? Has anybody tried
it and how does it work? Thanks in advance.

From 8738311363381827263
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dda4b2bb476c1888

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-14 12:33:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site fortune.UUCP
Path: utzoo!watmath!clyde!akgua!mcnc!decvax!harpo!ulysses!mhuxl!ihnp4!fortune!grw
From: grw@fortune.UUCP (Glenn Wichman)
Newsgroups: net.micro.atari
Subject: Re: New Atari Games from Lucasfilm, Ltd.
Message-ID: <3298@fortune.UUCP>
Date: Mon, 14-May-84 15:33:24 EDT
Article-I.D.: fortune.3298
Posted: Mon May 14 15:33:24 1984
Date-Received: Wed, 16-May-84 07:13:21 EDT
References: <9035@mgweed.UUCP>
Organization: Fortune Systems, Redwood City, CA
Lines: 15

[]

Okay, I'll tell. I've seen early versions of both the lucasfilm games, and played one of them quite a bit. They are tentatively called "Behind Jaggai Lines" and "Ballblaster". They are without any doubt the greatest games I have seen on any home computer system. BJL is a shoot the aliens game, and BB is a bumbercar soccer game. Both have 3-D graphics, with the screen looking like a viewport into the real world. BJL has a better flight simulator than the ones running on the IBM-PC. BB is fast, exciting and an incredible amount of fun. Definitely the biggest thing since pacman. You can stop wondering.

-Glenn

From -915903730008612825
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dda4b2bb476c1888
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-16 09:49:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site sequent.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!harpo!seismo!hao!hplabs!tektronix!ogcvax!
sequent!merlyn
From: merlyn@sequent.UUCP
Newsgroups: net.micro.atari
Subject: Re: New Atari Games from Lucasfilm, Ltd.
Message-ID: <504@sequent.UUCP>
Date: Wed, 16-May-84 12:49:00 EDT
Article-I.D.: sequent.504
Posted: Wed May 16 12:49:00 1984
Date-Received: Mon, 21-May-84 05:27:04 EDT
References: <9035@mgweed.UUCP> <3298@fortune.UUCP>
Organization: Sequent Computer Systems, Portland

Lines: 38

> From: grw@fortune.UUCP
> Message-ID: <3298@fortune.UUCP>
> Date: Mon, 14-May-84 12:33:24 PDT
>
>   Okay, I'll tell. I've seen early versions of both the lucasfilm
>   games, and played one of them quite a bit. They are tentatively called
>   "Behind Jaggai Lines" and "Ballblaster". They are without any doubt
>   the greatest games I have seen on any home computer system. BJL is
>   a shoot the aliens game, and BB is a bumbercar soccer game. Both have
>   3-D graphics, with the screen looking like a viewport into the real
>   world. BJL has a better flight simulator than the ones running on
>   the IBM-PC. BB is fast, exciting and an incredible amount of fun.
>   Definitely the biggest thing since pacman.   You can stop wondering.
>
>
>   -Glenn

I too have played both games. Definitely HOT. Jaggi still amazes me
about the number of necessary calculations in realtime necessary to get
the picture on the screen. I dunno how they can even *approach* the
computational complexity that it appears to have with the poor ole' 6502.
Sounds, talk about sounds! The ship flying through space makes great
sound stuff. The music on Blaster is really great (not the standard arcade
quality music either... these guys go full out). And the pace of Blaster
(even on you vs. the machine) is something that even my world-class video
champ brother Ron (who scored the record for Defender @ 25M points last
year) is challenged by. It's hard to find a game that keeps Ron interested
any more... Blaster succeeded. That's a statement in itself.

Those guys at Lucasfilm are pretty hot. I hope they come out with LOTSA
good games that astound and amaze me as much as Star Raiders did 5 years
ago. (How do they do those things with the Atari processor?)

-- A particularly personal and original observation from the thought-stream of
Randal L. ("blasted ball") Schwartz, esq. (merlyn@sequent.UUCP)
     (Official Legendary Sorcerer of the 1984 Summer Olympics)
Sequent Computer Systems, Inc. (503)626-5700 (sequent = 1/quosine)
UUCP: {decwrl,ogcvax,pur-ee,rocks34,shell,unisoft,vax135,verdix}!sequent!merlyn

From 2456146494032038045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3baacac26639ec8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-16 12:51:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site cwruecmp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!harpo!decvax!cwruecmp!pjd
From: pjd@cwruecmp.UUCP (dr. funk)
Newsgroups: net.micro.atari
Subject: Lucasfilm games.

Message-ID: <1158@cwruecmp.UUCP>
Date: Wed, 16-May-84 15:51:32 EDT
Article-I.D.: cwruecmp.1158
Posted: Wed May 16 15:51:32 1984
Date-Received: Thu, 17-May-84 04:24:12 EDT
Organization: CWRU Computer Engr. Cleveland, Ohio
Lines: 27

[]
The Spring '84 issue of Atari Connection has an article on
the new games from Lucasfilm. As mentioned in an earlier
message, there are two games: a rescue game and a surreal
ballgame. The rescue game is a flight simulation over a
changing landscape. The quasi 3-D images are produced on
the fly using fractals. The ballgame has a split screen --
one for each player. Again, it is a "point of view" game
and the windows show the view from your "Rotofoil" cycle
and your opponent's machine. The object is to send a ball
through moving goal posts while trying to juke your opponent.
It features a progressive jazz score.

The game was tested and previewed on an Evans & Sutherland
Picture System (which is a pretty "real" animation tool.)
Once the concept was frozen, much of the development time
was spent cramming the games into 32K ROM's. (Baskin Robbins,
anyone?)

I've been relatively disinterested in video games during the
last 2-3 years, but I'm really looking forward to these games
just out of "technological" curiosity. Remember, Atari sold
a lot of 400/800's solely on the strength of "Star Raiders"
which now looks a little passe.

paul drongowski   decvax!cwruecmp!pjd
case western reserve university   pjd.Case@Rand-Relay

From -8035910421558857 40
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3baacac26639ec8
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-16 18:38:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site rabbit.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!rabbit!mitch
From: mitch@rabbit.UUCP (mitch marcus)
Newsgroups: net.micro.atari
Subject: Re: Lucasfilm games.
Message-ID: <2799@rabbit.UUCP>
Date: Wed, 16-May-84 21:38:14 EDT
Article-I.D.: rabbit.2799
Posted: Wed May 16 21:38:14 1984
Date-Received: Thu, 17-May-84 04:28:20 EDT

References: <1158@cwruecmp.UUCP>
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 6

I too have seen a preliminary version of the new games.
Best games for the 5200 I've ever seen - by far.
Hard to believe the 5200 is capable of what these games make
it do.

From 2433631922258965304
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3baacac26639ec8
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 163b79,a3a7ab17044392bd,start
X-Google-Attributes: gid163b79,public
X-Google-Thread: 13dc46,a3a7ab17044392bd,start
X-Google-Attributes: gid13dc46,public
X-Google-ArrivalTime: 1984-05-17 05:30:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site aplvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!harpo!seismo!rlgvax!cvl!umcp-cs!aplvax!eric
From: eric@aplvax.UUCP
Newsgroups: net.micro.atari, net.games.emp, net.general
Subject: Re: Lucasfilm games.
Message-ID: <591@aplvax.UUCP>
Date: Thu, 17-May-84 08:30:29 EDT
Article-I.D.: aplvax.591
Posted: Thu May 17 08:30:29 1984
Date-Received: Fri, 18-May-84 06:00:19 EDT
References: <1158@cwruecmp.UUCP> <2799@rabbit.UUCP>
Organization: JHU/Applied Physics Lab, Laurel, MD
Lines: 9

    There was a bit on "Today" last week about the Lucasfilm/Atari
games. What makes it interesting was a brief interview with one of the
game designers - Peter Langston (better known for his work on "empire" and
various other Unix games)

--
                        eric
                        ...!seismo!umcp-cs!aplvax!eric

From 997829823774552237
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c33f80612b463f30,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-18 12:57:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cepu.UUCP
Path: utzoo!watmath!clyde!akgua!sdcsvax!bmcg!cepu!mitch

From: mitch@cepu.UUCP
Newsgroups: net.micro.atari
Subject: Tandon/Atari?
Message-ID: <262@cepu.UUCP>
Date: Fri, 18-May-84 15:57:50 EDT
Article-I.D.: cepu.262
Posted: Fri May 18 15:57:50 1984
Date-Received: Sat, 19-May-84 07:08:02 EDT
Organization: VA Wadsworth Med. Center; LA CA
Lines: 7

Does Tandon make an Atari compatible disk drive?

What is the format for Atari disks? (i.e. density, #tracks, #sectors)?

TIA!

--Bob Mitchell

From -5330315383188213074
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bc8e9b706899dfe0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-19 06:00:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site floyd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!harpo!seismo!cmcl2!floyd!gjw
From: gjw@floyd.UUCP (Greg Wroclawski)
Newsgroups: net.micro.atari
Subject: Re: Atari Tandon disk drive
Message-ID: <2068@floyd.UUCP>
Date: Sat, 19-May-84 09:00:09 EDT
Article-I.D.: floyd.2068
Posted: Sat May 19 09:00:09 1984
Date-Received: Sun, 20-May-84 00:45:45 EDT
Organization: AT&T Bell Laboratories Whippany NJ
Lines: 9

The Indus GT disk drive for atari computers has a Tandon drive
mechanism in it. I own one and so far I am very pleased with
it. It is an extremely high quality unit not only the mechanism
but the electronics and packaging. It comes with an operating
system that is compatible with single density, double density
and Atari's new dual density modes. From talking to other owners
all after market software boots up properly on it. It also comes
with a decent word processor, spread sheet and data base software.

From -450882274502412931
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c48d9f63c39e6a11,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1984-05-20 12:14:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sdccs6.UUCP
Path: utzoo!watmath!clyde!akgua!sdcsvax!sdccs6!ix533
From: ix533@sdccs6.UUCP (ix533)
Newsgroups: net.micro.atari
Subject: Memory driver for XL machines
Message-ID: <1499@sdccs6.UUCP>
Date: Sun, 20-May-84 15:14:16 EDT
Article-I.D.: sdccs6.1499
Posted: Sun May 20 15:14:16 1984
Date-Received: Mon, 21-May-84 05:42:03 EDT
Organization: U.C. San Diego, Computer Center
Lines: 32

I recently wrote a modified version of Bill Wilkinson's "M"
driver, which allows 64K XL owners to use the RAM below the
Operating System and BASIC. I call the modified version MDRIVEXL.
Like the original "M:" driver it allows you to treat RAM memory
like a regular device (the "M:" device). Unlike the original "M:"
driver, which stores bytes between the display list and your
BASIC program, MDRIVERXL stores bytes under the O.S. and, if you
are using built-in BASIC, under BASIC. It automatically switches
ROM in and out by setting the proper bits in the PORTB register.
You can store over 22,000 bytes there and use all the regular
I.O. commands (OPEN, INPUT, GET, ENTER, RUN etc.). I have added
System Reset "proofing" and memory full error detection: it won't
crash your display list or BASIC program. MDRIVEXL can also tell
if you are using a cartridge (like the Assembler EDITOR), in
which case it won't try to store data in that memory space. I
think MDRIVEXL works on the 1200 XL, but I've never tried it.

When I first started using this device driver, I thought it
wouldn't be of much pratical value. As it turns out I use it all
the time and am still finding uses for it. For instance, it can
be used to move an entire graphics 9 screen from under the O.S.
to screen memory in about 2.5 seconds. With a slight modification
it can be used to store formatted Atariwriter files on disk. It
is much faster than using a disk to get rid of unwanted variables
by LISTing and ENTERing.

I have converted MDRIVEXL to a BASIC loader program that
generates an AUTORUN.SYS file. If you are interested in it, I
will be happy to send it.

Craig Hickman

From 4999203255351763905
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7113e837c30b1d63,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1984-05-21 23:41:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!lshum
From: lshum@utzoo.UUCP (Jerry Zarycky)
Newsgroups: net.micro.atari
Subject: XL series
Message-ID: <3886@utzoo.UUCP>
Date: Tue, 22-May-84 02:41:34 EDT
Article-I.D.: utzoo.3886
Posted: Tue May 22 02:41:34 1984
Date-Received: Tue, 22-May-84 02:41:34 EDT
Organization: U of Toronto Zoology
Lines: 11

Does anyone know of any books which deal with the new Atari XL series
of computers, and the features of the (partially) new operating system?
Have the OS listings been updated for the XL's?
Pointers to any magazine articles would be appreciated as well.

Jerry Zarycky
USENET:
{cornell,uw-beaver,linus,ihnp4,allegra,decvax,floyd}!utcsrgv!drz
{allegra,ihnp4,linus,decvax}!utzoo!lshum
CSNET: drz@Toronto
ARPA: drz%Toronto@CSNet-Relay

From 5825972329615683094
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1d077ace3700ed9a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-21 23:56:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!lshum
From: lshum@utzoo.UUCP (Jerry Zarycky)
Newsgroups: net.micro.atari
Subject: rigging up a modem
Message-ID: <3887@utzoo.UUCP>
Date: Tue, 22-May-84 02:56:17 EDT
Article-I.D.: utzoo.3887
Posted: Tue May 22 02:56:17 1984
Date-Received: Tue, 22-May-84 02:56:17 EDT
Organization: U of Toronto Zoology
Lines: 14

I have a standard modem which I am using with my terminal presently, but I
would like to hook it up to my 800XL. I read about the serial to RS232 cable
but one person seemed to think there would exist some problems with such
a system. On the other hand, I have seen modems which hook up through the
joystick port. Has anyone put together a homebrew system in this manner,
or if they have any ideas about doing so, I would sure like to find out.

Thanks in advance for any advice,

Jerry Zarycky
USENET:
{cornell,uw-beaver,linus,ihnp4,allegra,decvax,floyd}!utcsrgv!drz
{allegra,ihnp4,linus,decvax}!utzoo!lshum
CSNET: drz@Toronto
ARPA: drz%Toronto@CSNet-Relay

From -7235756885384158037
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,343d799c6b914b25,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-22 15:02:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!harpo!decvax!decwrl!dec-rhea!dec-cache!
leigh
From: leigh@cache.DEC (Allen Leigh @SHR1-3/E29 DTN 237-3255)
Newsgroups: net.micro.atari
Subject: Atari field service repair manual available
Message-ID: <418@decwrl.UUCP>
Date: Tue, 22-May-84 18:02:51 EDT
Article-I.D.: decwrl.418
Posted: Tue May 22 18:02:51 1984
Date-Received: Wed, 23-May-84 10:19:28 EDT
Organization: DEC Engineering Network
Lines: 5

Catalog # B200, the Atari Field service repair manual for the 400/800 is
available for $59.95 from American TV, 15338 Inverness St., San Leandro,
Calif. 94579.

(I haven't seen the manual, just received a post card in the mail about it)

From -3450185244472073080
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ca4512aad813fda,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-23 18:48:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!akgua!mcnc!unc-c!gleaves
From: gleaves@unc-c.UUCP
Newsgroups: net.micro.atari
Subject: scriptor
Message-ID: <1388@unc-c.UUCP>
Date: Wed, 23-May-84 21:48:27 EDT
Article-I.D.: unc-c.1388
Posted: Wed May 23 21:48:27 1984
Date-Received: Sat, 26-May-84 12:38:12 EDT
Lines: 18

DATE: May 23, 1984
FROM: gleaves (full name: Bob Gleaves)

     I desperately need help in debugging SCRIPTOR, a word processing program written for the ATARI and published in the april '83 issue of COMPUTE! I have a well-typed copy of it, with changes made for the XL computers (I have a 1200XL), as suggested in the version published in COMPUTE!'S THIRD BOOK OF ATARI. Does anyone have a working copy of SCRIPTOR? If so, did it work without changes?
     I need a clean copy of this so that I can experiment with a character set I have devised for use with Spanish language programs. If you can offer suggestions, please let me know. Also, I am interested in getting in contact with educators who are working on Spanish or French programs for use on the atari or on CP/M machines, such as my KAYPRO II.
     Thank you.

From 3388607551427603935
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1d077ace3700ed9a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-24 05:32:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site dartvax.UUCP
Path: utzoo!watmath!clyde!akgua!mcnc!decvax!dartvax!kenv
From: kenv@dartvax.UUCP (Ken Varnum)
Newsgroups: net.micro.atari
Subject: memory location querry
Message-ID: <1675@dartvax.UUCP>
Date: Thu, 24-May-84 08:32:46 EDT
Article-I.D.: dartvax.1675
Posted: Thu May 24 08:32:46 1984
Date-Received: Fri, 1-Jun-84 01:42:10 EDT
References: <3887@utzoo.UUCP>
Organization: Dartmouth College
Lines: 5

Could someone please tell me where in memory the controller ports are located? Thanks in advance,
Ken Varnum
 {decvax,astrovax,cornell}!dartvax!kenv

From -7974662504227767488
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9095a3651eef9362,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-24 06:24:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10 5/3/83; site pyuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!pyuxww!pyuxn!benw
From: benw@pyuxn.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: SmartDos Review
Message-ID: <695@pyuxn.UUCP>
Date: Thu, 24-May-84 09:24:01 EDT
Article-I.D.: pyuxn.695
Posted: Thu May 24 09:24:01 1984
Date-Received: Sat, 26-May-84 14:08:46 EDT
Organization: Bell Communications Research, Piscataway N.J.
Lines: 55

I gave in to my curiosity and bought Rana's Smartdos operating system.
Review in brief: A good, flexible DOS with some nice utilities thrown
in; BUT...if you have OSA+/DOSXL, Mydos, or Dosmaster, you probably don't
need Smartdos...especially for the price.

The DOS supports single or double density (not 1.5 density, even though
the RANA drive supports it). Smartdos is menu driven (with a pretty
large menu); commands are chosen by typing the first letter of the
menu item. The usual commands are there (copy, format, etc) as well
as some unusual ones, described below. Each command has subprompts,
and good use is made of color to help the user know where he/she's at.
The DOS has some useful shortcuts. For instance, the drive number (1-4)
alone specifies the disk; no "DX:" needed. Another example is the
single drive copy...the user can specify "=" to mean "copy all files
on a single drive".

One of the nicest features of the DOS is the ability to change drive
configurations on the fly. It supports up to 4 drives in any mix
of single or double density, and the "R" (reconfigure) command
toggles any of the drives between single and double without having
to reboot DOS or have a special double density version of DOS.
There is other flexability. A command called (get this!) "OBVERT
RESIDUP" allows the DUP part of the DOS to reside in memory; thus,
when flipping from BASIC to DOS and back, there is no need for
a MEM.SAV and no delay (OSA+ works this way). Smartdos may also
be reconfigured for fewer than 4 drives, and adjusted for the
max number of simultaneous open files allowable, thus freeing up
some memory if you don't need the maximum configuration.

There are some utility functions included in the DOS. There is
a disk speed checker, a sector copier (great...now I have 6
sector copiers!), and a disk checker (reads sectors and reports
errors). The disk checker is good...it even reports double
sectoring, but the manual does not talk at all about the kinds
of errors it can find.

The manual is OK, but not great. One frustrating error occurs
in the startup section, but most of the manual seems correct.
There is not much technical info (give me a memory map and entry

points, PLEEEEEESE), and sometimes the manual seems to wander and jump to seemingly unrelated information in the middle of a topic. It's better (and less cutesy) than their disk drive manual, at least.

The DOS is big (9.5K), but the user has the option of writing the DOS out without the DOS.SYS file. It's also expensive... about $50. In conclusion, if you don't have a double density DOS already, Smartdos is worth looking into. If you already have a DD Dos, it's probably not worth your while.

Ben Weber pyuxn!benw
AT&T Technologies OSTC
Piscataway, NJ

From 1038405375731096110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,58d0a2eb0b20bec8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-24 06:36:21 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site pyuxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!gamma!pyuxww!pyuxn!benw
From: benw@pyuxn.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: Drive Woes
Message-ID: <696@pyuxn.UUCP>
Date: Thu, 24-May-84 09:36:21 EDT
Article-I.D.: pyuxn.696
Posted: Thu May 24 09:36:21 1984
Date-Received: Sat, 26-May-84 14:09:36 EDT
Organization: Bell Communications Research, Piscataway N.J.
Lines: 23

I have been having a tough time with my RANA 1000 disk drive. The drive gets a lot of CRC errors, especially when first powered up. After about a half hour, the situation improves; after about an hour, the drive performs fine. Do I have the only disk drive in the world that has to warm up? I have checked the disk speed when it is "cold", and it's OK. When I use it "cold", it takes forever to load a file, and some commercial programs, especially those that use double sectoring, don't load at all.

It wouldn't be so bad, except that this is the THIRD Rana drive I have had (it's only 2 months old, and got sent to me by the Rana service center after my second drive was returned with similar problems.). As far as I can tell, I don't abuse the drive...it just lives on my desk, away from the window and

TV, covered. Anybody have similar problems with their Rana
drives? Anybody with an Indus want to trade...?

Ben Weber pyuxn!benw
AT&T Tech OSTC
Piscataway, NJ

From 8570741947464212525
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7113e837c30b1d63
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-26 03:58:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!lshum
From: lshum@utzoo.UUCP (Jerry Zarycky)
Newsgroups: net.micro.atari
Subject: XL series
Message-ID: <3908@utzoo.UUCP>
Date: Sat, 26-May-84 06:58:40 EDT
Article-I.D.: utzoo.3908
Posted: Sat May 26 06:58:40 1984
Date-Received: Sat, 26-May-84 06:58:40 EDT
Organization: U of Toronto Zoology
Lines: 14

I am re-posting this message since the mailer has hicupped on it.
Sorry if you have already seen it.

Does anyone know of any books which deal with the new Atari XL series
of computers, and the features of the (partially) new operating system?
Have the OS listings been updated for the XL's?
Pointers to any magazine articles would be appreciated as well.

Jerry Zarycky
USENET:
{cornell,uw-beaver,linus,ihnp4,allegra,decvax,floyd}!utcsrgv!drz
{allegra,ihnp4,linus,decvax}!utzoo!lshum
CSNET: drz@Toronto
ARPA: drz%Toronto@CSNet-Relay

From 5717520463738414050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d48d32bf9318ec3d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-05-29 10:32:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari

Subject: TOC for July, 1984 ANTIC magazine
Message-ID: <9522@mgweed.UUCP>
Date: Tue, 29-May-84 13:32:51 EDT
Article-I.D.: mgweed.9522
Posted: Tue May 29 13:32:51 1984
Date-Received: Fri, 1-Jun-84 21:36:59 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 86

Below is the index for the July 1984 issue of Antic magazine. There were a couple of interesting things contained in this issue. I'll comment on them in a seprate article.

July 1984 ANTIC Table of Contents

Page Article

10 BUILDING BODIES WITH COMPUTERS
A continuing story of how the US Women's Volleyball team is being helped by Atari computers.

14 LEARNING TO C
A look at the C language and in particular C/65 by OSS. Anyone know anything about this software? I don't find it listed anywhere.

16 CALL ME MODEM
A look at bulletin boards with a listing of some that are of particular interest to Atari owners.

21 EVERYBODY NEEDS AMODEM
This article contains version 4.2 of AMODEM, a public-domain terminal program.

25 ONLINE SERVICES
A look at several telephone accessable services such as THE SOURCE, etc.

31 ACTION!
This article discusses advanced programming techniques using the Action! language.

33 A VIRTUAL MIRACLE
A look at MicroTelecom's virtual modem prototype. They consider this to be a fourth generation modem.

36 PLATO RISING
This article discusses the Plato Services Network and in particular the cartridge that Atari will be selling in the fourth quarter that will allow Atari to be the first home computer to act as a terminal for PLATO. There is an interview with Vincent Wu, the designer of the software in the cartridge. I hope they have the cartridge at CES next week. I want to check it out.

45 ELECTRONIC NOTEBOOK
This article discusses the transfer of date between "notebook" computers and Atari personal computers. An 850 Interface is required.

49 THE SECRETS OF BASIC ANIMATION

The conclusion of a two-part article on Player/Missile animation through BASIC.

54 RUN,ROBOT,RUN

The fourth part of a series on articles that discuss experiments in practical robotics that can be performed with Atari computers.

60 TALK TO THE STARS

Discusses receiving Morse Code, Radioteletype (RTTY) and ASCII via shortwave radio and using a radio modem to read it via your computer.

66 SPACED OUT NUMBERS

Contains a RENUMBER program written by Jerry White and Fernando Herrera (of First Star fame) that allow you to renumber a BASIC program, including all references to line numbers in TRAP,GOTO,GOSUB, and RESTORE. I haven't typed it in yet, but looks like an excellent program if you don't already have one.

69 STARSECTOR DEFENSE

The game of the month is an arcade-style action game that requires BASIC and 16K RAM (Cassette) or 24K RAM (Disk).

81 CASSETTE LOOKALIKE--YOUR DISK DRIVE

This ML program allows you to make your disk drive work like a cassette to test cassette software.

88 PRODUCT REVIEWS

Software: Mickey in the Great Outdoors (Walt Disney Prod.)
Inter-Lisp/65 (Datasoft)
Lode Runner (Broderbund)
Ken Uston's Professional Blackjack (Screenplay)
Trains (Spinnaker)
Ultima I (Sierra On-Line)

Hardware: MPP-1000C MODEM (Microbits Peripheral Products)
RM1000 Radio Modem (Macrotronics, Inc.)
Volksmodem (Anchor Automation)

In summary, this is quite a good issue.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Aurora, Il. 60507
..!ihnp4!mgnetp!mgweed!kek

From 8298216841817660695
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9b30176cfd09869,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-20 05:21:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxu.UUCP
Path: utzoo!linus!security!genrad!grkermit!masscomp!clyde!floyd!harpo!eagle!mhuxl!houxm!houxu!jhv

From: jhv@houxu.UUCP
Newsgroups: net.micro.atari
Subject: Astra 1620
Message-ID: <291@houxu.UUCP>
Date: Fri, 20-Jan-84 08:21:11 EST
Article-I.D.: houxu.291
Posted: Fri Jan 20 08:21:11 1984
Date-Received: Sat, 21-Jan-84 06:59:12 EST
Organization: Bell Labs, Holmdel NJ
Lines: 14

I noticed in net.micro.cpm that Conal.Elliott@CMU-CS-CAD.ARPA has the
Astra 1620 dual disk for the Atari. This unit looks interesting,
especially at the price ($469) Cosmic Computers offers; a double/single
density, two drive system for about the price of a single density,
single drive Atari 810 (old prices, I know, but still).

To the point of this note: I have not seen here or in the magazines
a review of the Astra disk system. Would someone on this net comment
on this system, is it a good disk system, worth the price or
worthless at any price?? ...

     James Van Ornum, AT&T Bell Laboratories, inhp4!houxu!jhv

From -3240556658330900316
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cedd44cae5bef8d2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-20 05:29:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxu.UUCP
Path: utzoo!linus!security!genrad!grkermit!masscomp!clyde!floyd!harpo!eagle!mhuxl!
houxm!houxu!jhv
From: jhv@houxu.UUCP
Newsgroups: net.micro.atari
Subject: OSS DOS XL
Message-ID: <292@houxu.UUCP>
Date: Fri, 20-Jan-84 08:29:06 EST
Article-I.D.: houxu.292
Posted: Fri Jan 20 08:29:06 1984
Date-Received: Sat, 21-Jan-84 06:59:25 EST
Organization: Bell Labs, Holmdel NJ
Lines: 12

I bought a copy of OSS's DOS XL for use with their BASIC XL and ACTION!
cartridges; however, the version of DOS which resides partly in the
RAM which is overlaid by the cartridge ROM bombs. Since I am using
an Atari 400 with somebody's 48K RAM update, I am wondering if my
problem is not having a some signal at the cartridge connector.

Does anyone on the net know how OSS bank switches within their cartridge ROM
and what is required at the cartridge connector for their scheme to use the
RAM under the ROM to work?

     James Van Ornum, AT&T Bell Laboratories, inhp4!houxu!jhv

From 1313362227331759527
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,21e8b2bccdf0cb6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-20 05:35:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxu.UUCP
Path: utzoo!linus!security!genrad!grkermit!masscomp!clyde!floyd!harpo!eagle!mhuxl!
houxm!houxu!jhv
From: jhv@houxu.UUCP
Newsgroups: net.micro.atari
Subject: OSS BASIC XL
Message-ID: <293@houxu.UUCP>
Date: Fri, 20-Jan-84 08:35:30 EST
Article-I.D.: houxu.293
Posted: Fri Jan 20 08:35:30 1984
Date-Received: Sat, 21-Jan-84 06:59:38 EST
Organization: Bell Labs, Holmdel NJ
Lines: 11

For what it is worth, a short statement about OSS BASIC XL:

I am impressed with this cartridge. It is compatible with Atari's Basic;
it has renumbering, auto-line numbering, variable cross referencing,
block line delete, string arrays, player missle support, cleaner support
for joystick input, ... AND it executes faster than Atari Basic (I ran
Chicken and couldn't see some of the cars as they zipped across the
screen!!)

     James Van Ornum, AT&T Bell Laboratories, inhp4!houxu!jhv

From -5721303432453277139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,af8ad3ef3bed8afc,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 13bddc,af8ad3ef3bed8afc,start
X-Google-Attributes: gid13bddc,public
X-Google-ArrivalTime: 1984-01-20 08:15:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxf.UUCP
Path: utzoo!linus!security!genrad!grkermit!masscomp!clyde!floyd!harpo!ihnp4!ihuxf!
bryan
From: bryan@ihuxf.UUCP

Newsgroups: net.micro.atari,ih.micro
Subject: Atari_Software_forsale
Message-ID: <1722@ihuxf.UUCP>
Date: Fri, 20-Jan-84 11:15:31 EST
Article-I.D.: ihuxf.1722
Posted: Fri Jan 20 11:15:31 1984
Date-Received: Sat, 21-Jan-84 07:06:46 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 16

For Sale:

Atari Logo	$50.00
Datasoft Basic Compiler	$50.00
Datasoft Inter Lisp	$50.00

All Come with Original Disk/Cartridge and Manuals

ihuxf!bryan
Bryan DeLaney
AT&T Bell Laboratories
Naperville IL
312-979-3987 (work)
312-852-0923 (home)

From -2184460635348241837
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4bd8bcf9c85e544a,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,4bd8bcf9c85e544a,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1984-01-22 13:20:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site aplvax.UUCP
Path: utzoo!linus!philabs!seismo!rlgvax!cvl!umcp-cs!aplvax!mjg
From: mjg@aplvax.UUCP
Newsgroups: net.micro,net.micro.atari
Subject: CU Word Processing Review
Message-ID: <480@aplvax.UUCP>
Date: Sun, 22-Jan-84 16:20:11 EST
Article-I.D.: aplvax.480
Posted: Sun Jan 22 16:20:11 1984
Date-Received: Mon, 23-Jan-84 04:24:51 EST
Organization: JHU/Applied Physics Lab, Laurel, MD
Lines: 9

The February '84 "Consumer Reports" has a face-off for under $1000 home word processing systems. The players are Atari 600XL, TRS-80 CoCo 2, Commodore 64, and Coleco Adam.

Their preference is in that order. They also compare
cheap printers and the word processing software.

     Mars Gralia
     .../seismo/umcp-cs/aplvav/mjg

From -7638588706471152035
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,598afa1eaa6d2cc8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-23 13:27:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mhuxd.UUCP
Path: utzoo!linus!security!genrad!grkermit!masscomp!clyde!floyd!harpo!eagle!mhuxl!
mhuxd!cwc
From: cwc@mhuxd.UUCP
Newsgroups: net.micro.atari
Subject: Atari peripherals
Message-ID: <1243@mhuxd.UUCP>
Date: Mon, 23-Jan-84 16:27:28 EST
Article-I.D.: mhuxd.1243
Posted: Mon Jan 23 16:27:28 1984
Date-Received: Fri, 27-Jan-84 06:17:34 EST
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 15

Anyone considering the purchase of peripherals for their Ataris
should read the article/review/plug (?) on a piece of gear called
ATR8000 on page 329 of the December '83 issue of BYTE. The vanilla
version of this thing is claimed to interface all sorts of devices
INCLUDING DISK DRIVES. The article uses the example of the Tandon
TM-100 for ~$200. In addition, there is a Centronics printer port
and an RS232 serial port. Unless you're going to load up your
system with gear, it's probably not worth the listed $348, BUT,
all other versions of the ATR8000 are stand-alone micros in addition
to Atari peripheral interfaces, either CP/M or MS/DOS, depending on
your pocketbook. This sounds really interesting. If anyone has
any additional info on the ATR8000 (not in the article), I'd like
to hear it and, I expect, so would others.

                        Chip

From -5917713351655452516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,414db7874ea917b2,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15f443,414db7874ea917b2,start
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1984-01-25 05:31:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site whuxle.UUCP

Path: utzoo!linus!security!genrad!grkermit!masscomp!clyde!floyd!whuxle!gwa
From: gwa@whuxle.UUCP
Newsgroups: net.wanted,net.micro.atari
Subject: Atari.modem.question
Message-ID: <231@whuxle.UUCP>
Date: Wed, 25-Jan-84 08:31:12 EST
Article-I.D.: whuxle.231
Posted: Wed Jan 25 08:31:12 1984
Date-Received: Fri, 27-Jan-84 09:20:55 EST
Organization: Bell Labs, Whippany
Lines: 13

I've recently acquired an Atari 800XL for my family (me,spouse,5 yr old son).
I'd like to get a modem (possibly underwritten by my company) to talk to the
unix mini-computer at work. Eventually, I'd like to get a monitor and a printer
for my own use and the company's. At that point I could return the TI 745 of
the company's that I keep at home.
My question is: Does anyone have experience with trying to do what I suggest?
In particular, how does the 37 column limitation of the Atari work when the
mini expects an 80 column format?
Any and all help will be greatly appreciated. I don't want to buy until I know
what the capabilities and limitations are.

Thanks in advance,
Gregg W. Aughenbaugh
Central Services Organization

From -794353757256731583
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,445418cb19265daf,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-25 13:02:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site aluxe.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!harpo!eagle!mhuxl!aluxe!eflow
From: eflow@aluxe.UUCP (wolfe)
Newsgroups: net.micro.atari
Subject: ATARI_C_COMPILER
Message-ID: <1295@aluxe.UUCP>
Date: Wed, 25-Jan-84 16:02:30 EST
Article-I.D.: aluxe.1295
Posted: Wed Jan 25 16:02:30 1984
Date-Received: Fri, 27-Jan-84 10:49:21 EST
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 13

Has anyone used the Atari APX program known as the DEEP BLUE C COMPILER ?
Any information on this or other C compiler's for the Atari computer
would be greatly appreciated.

Jim Wolfe
AT&T Bell Labs
Reading, Pa.
aluxe!eflow
\

From -7260003640823758655
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7154956464d0002e,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 12c65a,7154956464d0002e,start
X-Google-Attributes: gid12c65a,public
X-Google-Thread: 165169,7154956464d0002e,start
X-Google-Attributes: gid165169,public
X-Google-Thread: 105111,7154956464d0002e,start
X-Google-Attributes: gid105111,public
X-Google-Thread: 129c11,7154956464d0002e,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 13bddc,7154956464d0002e,start
X-Google-Attributes: gid13bddc,public
X-Google-ArrivalTime: 1984-01-26 06:08:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxi.UUCP
Path: utzoo!linus!philabs!seismo!harpo!ihnp4!ihuxi!rtb
From: rtb@ihuxi.UUCP (Todd)
Newsgroups: ih.wanted,ih.micro,chi.wanted,net.micro,net.micro.atari,net.micro.cbm
Subject: ti color monitor for sale
Message-ID: <782@ihuxi.UUCP>
Date: Thu, 26-Jan-84 09:08:52 EST
Article-I.D.: ihuxi.782
Posted: Thu Jan 26 09:08:52 1984
Date-Received: Sat, 28-Jan-84 01:07:47 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 19

For sale: Naperville area

I have a used 10" Texas Instruments color composite monitor for sale.
I originally bought it because I needed better resolution than an
ordinary TV (it has 40 column resolution, but is better than ANY TV
I have seen for text, especially lower case text). I have been using
it successfully on an Atari system for over a year,but I am sure that
it will work with Commadores,and of course Texas Instruments 99/4's.
This monitor must be seen to be appreciated. I am selling it because
I now have an IBM system that requires 80 column resolution and RGB.

Price: $200.00
Home phone: 312-961-9047
Work phone: 312-979-5034

R. T. Bradstrum AT&T Technologies Naperville Ill

From -4568487182996775796
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,af8ad3ef3bed8afc
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-26 10:01:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!security!genrad!decvax!ittvax!ittral!wright
From: wright@ittral.UUCP (Brian Wright)
Newsgroups: net.micro.atari
Subject: Re: Atari_Software_forsale
Message-ID: <353@ittral.UUCP>
Date: Thu, 26-Jan-84 13:01:02 EST
Article-I.D.: ittral.353
Posted: Thu Jan 26 13:01:02 1984
Date-Received: Fri, 27-Jan-84 11:56:34 EST
References: ihuxf.1722
Lines: 3

del
DEL
q

From -2220340947503801381
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,491210171a7bb430,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-01 21:16:45 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxj.UUCP
Path: utzoo!linus!philabs!seismo!harpo!ihnp4!ihuxj!freak
From: freak@ihuxj.UUCP (Clarence E. Malloy, III)
Newsgroups: net.micro.atari
Subject: Re: Atari modem question
Message-ID: <377@ihuxj.UUCP>
Date: Thu, 2-Feb-84 00:16:45 EST
Article-I.D.: ihuxj.377
Posted: Thu Feb 2 00:16:45 1984
Date-Received: Sat, 28-Jan-84 02:04:14 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 9

I have 4 different terminal programs. The one that I use the most often wiht
unix is The Terminal Emulator from APX. It allows you to use 80 column displays
by pressing shift and START. This causes all of the characters on the rightmost
side of a 80 column display to scroll onto the screen. It also includes the
ability to upload, download and dump the screen to a disk, cassette or printer.
Finally, it emulates an adm3a or vt100.

Clancy Malloy
AT&T Bell Labs

From 6343900880760923978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4553c15646f42bd6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-01 21:51:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxj.UUCP
Path: utzoo!linus!philabs!seismo!harpo!ihnp4!ihuxj!freak
From: freak@ihuxj.UUCP (Clarence E. Malloy, III)
Newsgroups: net.micro.atari
Subject: Atari Terminal Emulator
Message-ID: <378@ihuxj.UUCP>
Date: Thu, 2-Feb-84 00:51:03 EST
Article-I.D.: ihuxj.378
Posted: Thu Feb 2 00:51:03 1984
Date-Received: Sat, 28-Jan-84 02:04:53 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 9

I have had some experience with logging into Unix from my Atari 800 from
home. The program I like the best of the 4 different one that I own is
The Terminal Emulator from APX. It allows you to use either 40 or 80
column display by mapping the characters into a scroll mode. By hitting the
shift and the START keys at the same time, when it is in 80 column mode,
you can scroll the right-most characters onto the screen.

Clancy Malloy
AT&T Bell Labs

From 4961134749199175509
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b7149a5407a887ca,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-03 06:12:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site hou5g.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!eagle!hou5h!hou5g!aaa
From: aaa@hou5g.UUCP (Aaron Akman)
Newsgroups: net.micro.atari
Subject: Deep Blue C "Compiler"
Message-ID: <334@hou5g.UUCP>
Date: Fri, 3-Feb-84 09:12:12 EST
Article-I.D.: hou5g.334
Posted: Fri Feb 3 09:12:12 1984
Date-Received: Wed, 8-Feb-84 03:47:17 EST
Organization: AT&T Information Systems Laboratories, Holmdel, NJ
Lines: 23

The Deep Blue C "Compiler" uses a subset of the C language. Some of C's features are missing (like structures), but pointers & pointer arithmetic are there; enough of the language is there so that a C programmer will be happy.

Deep Blue C does not compile down to assembly language. It compiles into something that they call C-code, and when you execute a program it loads it into RAM with an assembly language interpreter of the C-code. Basically, this C-code is a psuedo-assembly language with a small "instruction set"; each instruction tells the interpreter to jump to a small section of real assembly code.

So its pretty fast, but not true assembly language. It lets you jump to a real assembly language subroutine to do things real fast. I wonder if it uses the Vertical Blank Interrupt for anything; if it does that means you can't steal that vector unless you find out what it needs and do it yourself.

To compile you have to run 2 programs, each of which needs to be loaded first, so it doesn't go real fast.

good luck.

From -6890849123880578998
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,28959b798e6c030e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-06 07:17:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 10/28/83; site pyuxnn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!eagle!allegra!alice!rabbit!pyuxnn!srm
From: srm@pyuxnn.UUCP (SR Marcovici)
Newsgroups: net.micro.atari
Subject: 5200 Mountain King (Query)
Message-ID: <210@pyuxnn.UUCP>
Date: Mon, 6-Feb-84 10:17:47 EST
Article-I.D.: pyuxnn.210
Posted: Mon Feb 6 10:17:47 1984
Date-Received: Thu, 9-Feb-84 02:32:00 EST
Organization: AT&T Bell Laboratories, Piscataway
Lines: 20

I just got hold of a neat new cartridge for my 5200. It's CBS's Mountaing King (and it was only $20!!). I'm hoping that some of you folks out there have been playing with it for a while. There's a mysterious looking entity in the mines that has me convinced is a secret passage of some sort.

At the very bottom of the mines there is a little "house" into which the spider runs after an attack. Next to the house are the programmer's initials (always a good hint), and on top of the house is a blue horizontal line; the only other blue objects on the screen are ladders. I feel that this blue line may be the top rung of a ladder

which descends into who-knows-where. I've tried everything and cannot get anything to happen. (I am reminded of the trick reported here for jumping levels in the Miner 2049er game.)

If anyone knows of this game and/or secret ladder, drop me a line.

Steve Marcovici
AT&T Bell Laboratories
..pyuxnn!srm

From 98757448987154176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e64d5f53f3418160,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-06 08:00:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxl.UUCP
Path: utzoo!watmath!clyde!burl!we13!ihnp4!ihuxl!johnc
From: johnc@ihuxl.UUCP (J. R. Cray)
Newsgroups: net.micro.atari
Subject: XL incompatible software
Message-ID: <889@ihuxl.UUCP>
Date: Mon, 6-Feb-84 11:00:43 EST
Article-I.D.: ihuxl.889
Posted: Mon Feb 6 11:00:43 1984
Date-Received: Thu, 9-Feb-84 06:36:57 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 16

Has anyone out there discovered any software that doesn't boot or run properly on the new XL series? I have discovered that the following do not load in properly from disk:

Zaxxon (32K version)
Pool 1.5
Archon
Murder on the Zinderneuf
Worms
Pinball Construction Set
File Manager 800+

The 4 games Archon, Murder on the Zinderneuf, Worms, and Pinball Construction Set are all Electronic Arts games and they all fail the same way when attempting to load. Electronic Arts must try to access some illegal vector in the new OS in their boot sequence.

From 3123971327829004271
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,80b44a0345669f77,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 165169,80b44a0345669f77,start

X-Google-Attributes: gid165169,public
X-Google-Thread: 129c11,80b44a0345669f77,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 105111,80b44a0345669f77,start
X-Google-Attributes: gid105111,public
X-Google-ArrivalTime: 1984-02-06 08:44:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxi.UUCP
Path: utzoo!watmath!clyde!burl!we13!ihnp4!ihuxi!rtb
From: rtb@ihuxi.UUCP (Todd)
Newsgroups: ih.wanted,net.micro.atari,net.micro,ih.wanted,chi.wanted
Subject: Atari used equipment for sale
Message-ID: <795@ihuxi.UUCP>
Date: Mon, 6-Feb-84 11:44:58 EST
Article-I.D.: ihuxi.795
Posted: Mon Feb 6 11:44:58 1984
Date-Received: Thu, 9-Feb-84 02:46:06 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 20

I have the following used atari equipment for sale

Atari 400 with Atari 410 cassette program recorder- great as a second computer
(membrane keyboards really are child-proff) or as an intro computer. Both for
$125.00

Atari 810 with happy modification, will back up any software that boots on an
atari without hassle or fuss, also much faster read times on ordinary software
great buy at $450.00

Wico trackball 35.00
Wico joystick 15.00

Atari 825 (centronics) printer with cable. $200.00

Todd Bradstrum IH-4f428

home phone 312-961-9047
work phone 312-979-5034

From 3871421220333782725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,69d1cbabcf9a8031,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-06 13:00:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxf.UUCP
Path: utzoo!watmath!clyde!burl!we13!ihnp4!ihuxf!bryan
From: bryan@ihuxf.UUCP (Bryan K. DeLaney)
Newsgroups: net.micro.atari
Subject: Booting protected software
Message-ID: <2000@ihuxf.UUCP>

Date: Mon, 6-Feb-84 16:00:46 EST
Article-I.D.: ihuxf.2000
Posted: Mon Feb 6 16:00:46 1984
Date-Received: Thu, 9-Feb-84 07:31:41 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 15

If you are using any disk drive besides the old Atari 810 then
the problem with booting your disks may not be the XL OS but
the disk drive. One software protection scheme times how long it
takes to load in sectors and will not boot correctly on new drives.

(Blue Max) will not boot using a 1050 disk drive.

ihuxf!bryan
Bryan DeLaney

P.S> Ah, the price for software protection (lost sales, incompatibly with
system upgrades). I refuse to buy software that is protected but will
buy unprotected software. The only exception is when the vendor gives
you two copies in case of disk failure.

From -1523669991089385187
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,69d1cbabcf9a8031
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-07 06:45:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mh3bs.UUCP
Path: utzoo!linus!decvax!mcnc!akgua!clyde!floyd!harpo!eagle!mh3bs!wsm
From: wsm@mh3bs.UUCP (W.S.Morris)
Newsgroups: net.micro.atari
Subject: Re: Booting protected software, XL incompatibilities, etc.
Message-ID: <378@mh3bs.UUCP>
Date: Tue, 7-Feb-84 09:45:47 EST
Article-I.D.: mh3bs.378
Posted: Tue Feb 7 09:45:47 1984
Date-Received: Thu, 9-Feb-84 23:04:32 EST
References: <2000@ihuxf.UUCP>
Organization: AT&T Bell Laboratories, Murray Hill, NJ
Lines: 9

Something which may help here is a "translator disk" that Atari is
offering for the XL series, which is nothing more than the 400/800
Revision A and B operating systems on disk. Using this disk is
(according to Atari) supposed to let you run old software which needs
a certain version of the OS. No, I haven't seen it anywhere or know
how much it costs, but I have seen it mentioned in both the "Atari Connection"
magazine and in the Jersey Atari Computer Group (JACG) newsletter.

Walt Morris   ATT Technologies - Summit   {allegra,ihnp4}!eagle!mh3bs!wsm

From -4051361512502504613
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,69d1cbabcf9a8031
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-08 07:07:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cbscc.UUCP
Path: utzoo!watmath!clyde!floyd!harpo!ihnp4!cbosgd!cbscc!co
From: co@cbscc.UUCP (Corinna Owens)
Newsgroups: net.micro.atari
Subject: Re: Booting protected software, XL incompatibilities, etc.
Message-ID: <1675@cbscc.UUCP>
Date: Wed, 8-Feb-84 10:07:59 EST
Article-I.D.: cbscc.1675
Posted: Wed Feb 8 10:07:59 1984
Date-Received: Fri, 10-Feb-84 06:09:08 EST
References: <2000@ihuxf.UUCP>, <378@mh3bs.UUCP>
Organization: AT&T Bell Laboratories <SCCS>, Columbus
Lines: 8

According to "Antic", the translator disk is free of charge from Atari.
I guess Atari felt it was the least they could do.

Give Atari a call, I'm sure they will help you.

Corinna Owens
AT&T Bell Labs
cbosgd!cbscc!co

From 7977319851172940933
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f95a4b48d3d8894d,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 125dc4,f95a4b48d3d8894d,start
X-Google-Attributes: gid125dc4,public
X-Google-ArrivalTime: 1984-02-15 08:37:12 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxq.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!houxm!hogpc!houxq!kester
From: kester@houxq.UUCP
Newsgroups: net.games,net.micro.atari
Subject: Coleco architecture
Message-ID: <494@houxq.UUCP>
Date: Wed, 15-Feb-84 11:37:12 EST
Article-I.D.: houxq.494
Posted: Wed Feb 15 11:37:12 1984
Date-Received: Fri, 17-Feb-84 04:54:43 EST
Organization: American Bell, Holmdel NJ
Lines: 22

Few questions about Coleco game unit:

1. What is the CPU chip in Coleco? and What is the CPU chip in
   Atari?
2. I would like to know the memory map configuration of Coleco.
3. People told me that the Coleco cartridge interface has R/W, data and
   adress lines. Is this true, and what else is included in the
   interface?
4. What is the reason for Coleco to use a 32 K segment?
5. I also heard that the Coleco game software on ROM has to be
   loaded into the main unit RAM first in order to be executed.
   Is this statement true? If so, why?

Please send reply to me by mail. I will summarize if there is enough
interest.

Kester Fong
ATTISL
201-922-7023
..houxq!kester

From -4853585578364592106
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,551f573c57fd440e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-17 06:11:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxp.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!ihuxp!fcm
From: fcm@ihuxp.UUCP
Newsgroups: net.micro.atari
Subject: Atari 128K RAM Upgrade
Message-ID: <638@ihuxp.UUCP>
Date: Fri, 17-Feb-84 09:11:37 EST
Article-I.D.: ihuxp.638
Posted: Fri Feb 17 09:11:37 1984
Date-Received: Sat, 18-Feb-84 02:09:32 EST
Sender: fcm@ihuxp.UUCP
Organization: AT&T Bell Labs, Naperville, IL
Lines: 14

xx
I am considering upgrading my Atari 800 from the standard 48K RAM
to 128K. Has anyone had any experience in doing this?
If so, what manufacture did you use, and has it worked up to your
expectations?

If I get sufficient replies, I'll summarize to the net.

Thanks in advance
F.C. McAtee

AT&T Consumer Products
ihuxp!fcm
312-979-2231

From -1500984287633599687
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,37015e38b0af7271,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 165169,37015e38b0af7271,start
X-Google-Attributes: gid165169,public
X-Google-Thread: 105111,37015e38b0af7271,start
X-Google-Attributes: gid105111,public
X-Google-Thread: 13bddc,37015e38b0af7271,start
X-Google-Attributes: gid13bddc,public
X-Google-ArrivalTime: 1984-02-21 18:01:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!ihuxi!gfm
From: gfm@ihuxi.UUCP (Jerry)
Newsgroups: ih.wanted,chi.wanted,ih.micro,net.micro.atari
Subject: Atari disk drive for sale
Message-ID: <810@ihuxi.UUCP>
Date: Tue, 21-Feb-84 21:01:19 EST
Article-I.D.: ihuxi.810
Posted: Tue Feb 21 21:01:19 1984
Date-Received: Wed, 22-Feb-84 07:06:15 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 12

For Sale:
Percom AT-88 disk drive for Atari (single density)
1 year old
Perfect working condition - very reliable
Take this opportunity to finally get that disk drive you always wanted
$275.00

call 979-6530 (work)
     355-9543 (home)

Jerry McManigal

From -3093725284401662238
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,69d1cbabcf9a8031
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-22 05:16:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)

Newsgroups: net.micro.atari
Subject: Re: Booting protected software, XL incompatibilities, etc.
Message-ID: <7263@mgweed.UUCP>
Date: Wed, 22-Feb-84 08:16:38 EST
Article-I.D.: mgweed.7263
Posted: Wed Feb 22 08:16:38 1984
Date-Received: Thu, 23-Feb-84 04:11:36 EST
References: <2000@ihuxf.UUCP>, <378@mh3bs.UUCP> <1675@cbscc.UUCP>
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 14

[]
I just got the March issue of "Antic". There is an ad for the TRANSLATOR from Atari. It says that it makes the XL series of computers compatible with 'almost' all existing software. It is available in either disk or cassette format directly from Atari for $9.95.

cheers...

Kit Kimes
AT&T Consumer Products
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From 2599375850545520949
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3a39f90f66da610a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-23 16:55:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site aluxe.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!aluxe!eflow
From: eflow@aluxe.UUCP (wolfe)
Newsgroups: net.micro.atari
Subject: CHAMELEON
Message-ID: <1333@aluxe.UUCP>
Date: Thu, 23-Feb-84 19:55:48 EST
Article-I.D.: aluxe.1333
Posted: Thu Feb 23 19:55:48 1984
Date-Received: Fri, 24-Feb-84 02:57:02 EST
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 14

I am looking for someone who is using the Chameleon CRT Terminal Emulator program. Have you ever tried to customize the program by modifying the source files included on the disk ??? At least one file, TVBL, will not assemble for me. Any comments would be appreciated.

Jim Wolfe
AT&T Bell Labs
Reading, Pa.
aluxe!eflow
.

From -1108325759412181129
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cfdd65f728fcd3b2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-24 05:18:35 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!linus!decvax!decwrl!lipman
From: lipman@decwrl.UUCP
Newsgroups: net.micro.atari
Subject: id AA15232; Fri, 24 Feb 84 05:18:11 pst
Message-ID: <5790@decwrl.UUCP>
Date: Fri, 24-Feb-84 08:18:35 EST
Article-I.D.: decwrl.5790
Posted: Fri Feb 24 08:18:35 1984
Date-Received: Sat, 25-Feb-84 03:30:28 EST
Sender: lipman@decwrl.UUCP
Organization: DEC Western Research Lab, Los Altos, CA
Lines: 14

Message-Id: <8402241318.AA15232@decwrl.ARPA>
Date: Friday, 24 Feb 1984 05:15:28-PST
From: cache::leigh
To: net.micro.atari
Subject: More on XL incompatibilities

My son is president of our local users group. He (the group) received
free from Atari two translator disks, one for "95%" of the
incompatibilities and the other for the "remaining 5%". So, if you
have an officially registered users group near you, see them for the
disks.

Allen
...devvax!decwrl!rhea!cache!leigh

From -7498896470847830612
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3a39f90f66da610a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-24 15:38:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!watmath!clyde!akgua!psuvax!burdvax!bpa!sb6!sb1!mb2c!jpk
From: jpk@mb2c.UUCP (John Kook)
Newsgroups: net.micro.atari

Subject: Re: CHAMELEON
Message-ID: <223@mb2c.UUCP>
Date: Fri, 24-Feb-84 18:38:44 EST
Article-I.D.: mb2c.223
Posted: Fri Feb 24 18:38:44 1984
Date-Received: Sat, 25-Feb-84 08:17:46 EST
References: aluxe.1333
Lines: 6

q

h
help

From -193008106626372428
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b4ebf38def3e5062,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-02-28 12:32:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site aluxe.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!aluxe!eflow
From: eflow@aluxe.UUCP (wolfe)
Newsgroups: net.micro.atari
Subject: games
Message-ID: <1350@aluxe.UUCP>
Date: Tue, 28-Feb-84 15:32:02 EST
Article-I.D.: aluxe.1350
Posted: Tue Feb 28 15:32:02 1984
Date-Received: Wed, 29-Feb-84 14:05:11 EST
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 5

Has anyone used either SOLO FLIGHT or FLIGHT SIMULATOR II ??
If so, which program would you recommend ?

J. Wolfe
aluxe!eflow

From -7076815619091577298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,531c2ff1f60a9f91,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-04 16:35:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site uwvax.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!harpo!seismo!uwvax!reid
From: reid@uwvax.ARPA
Newsgroups: net.micro.atari

Subject: Key Click
Message-ID: <149@uwvax.ARPA>
Date: Sun, 4-Mar-84 19:35:17 EST
Article-I.D.: uwvax.149
Posted: Sun Mar 4 19:35:17 1984
Date-Received: Mon, 5-Mar-84 06:57:06 EST
Organization: U of Wisconsin CS Dept
Lines: 8

Has anybody discovered a satisfactory way to control key-click on the 800?
The only thing I could think of was to put a switch on the outside of the
case, but that is pretty poor. Is there any way to control it from software???

Glenn Reid (..seismo!wisc-rsch!reid)

From -5471253832056732787
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,211cd715b1c15700,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-05 10:14:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxt.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!ihuxt!smeier
From: smeier@ihuxt.UUCP (S. Meier)
Newsgroups: net.micro.atari
Subject: indus gt
Message-ID: <293@ihuxt.UUCP>
Date: Mon, 5-Mar-84 13:14:47 EST
Article-I.D.: ihuxt.293
Posted: Mon Mar 5 13:14:47 1984
Date-Received: Tue, 6-Mar-84 04:18:49 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 9

Does anyone have any information on the Indus GT drive for the Atari
Home Computers. Like is it really 4 times faster than an Atari drive,
and if so, how do they accomplish this feat? And what about the
software that comes with it (OS, word processor, etc.)? Are they at all
useful? All info appreciated. Mail replies to:
                        Steve Meier
                        ihnp4!ihuxt!smeier
Thanx.

From -2185822268810916996
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,211cd715b1c15700
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-05 14:55:26 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: indus gt
Message-ID: <7475@mgweed.UUCP>
Date: Mon, 5-Mar-84 17:55:26 EST
Article-I.D.: mgweed.7475
Posted: Mon Mar 5 17:55:26 1984
Date-Received: Tue, 6-Mar-84 03:33:05 EST
References: <293@ihuxt.UUCP>
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 22

[]

I just got the latest newsletter from CompuClub. They carry or can get
any disk drive for the Atari computers. They were very impressed with
the Indus GT. They call it the slickest running, fastest loading drive
they have ever seen for the Atari (four times as fast as the 810). The
only thing faster is the Atari 810 equiped with the Happy 810 setup.

The Indus comes ready to run in single density, double density and density
and one half (to match the Atari 1050). It has worked with every piece
of software that they have tried (over 400) with no problems.

With the $120 worth of software that is included with the drive, they feel
that it is the best value on the market today for the Atari.

Their club price is $389. Has anyone seen a better price?

Kit Kimes
AT&T Consumer Products
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From 6972760751088260087
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,211cd715b1c15700
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-06 06:05:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mh3bs.UUCP
Path: utzoo!watmath!clyde!floyd!harpo!eagle!mh3bs!wsm
From: wsm@mh3bs.UUCP (W.S.Morris)
Newsgroups: net.micro.atari
Subject: Re: indus gt
Message-ID: <384@mh3bs.UUCP>
Date: Tue, 6-Mar-84 09:05:15 EST
Article-I.D.: mh3bs.384

Posted: Tue Mar 6 09:05:15 1984
Date-Received: Wed, 7-Mar-84 07:17:40 EST
References: <7475@mgweed.UUCP>
Organization: AT&T Technologies, Summit
Lines: 7

This is in response to Kit Kimes' question, "has anybody seen a better
price than $389 (for the Indus GT)?"

Yes, Gemini Electronics in Cedar Knolls, NJ sells them for $349. However,
I don't know if they handle mail-order or just run a retail store.

Walt Morris   AT&T Technologies ihnp4!eagle!mh3bs!wsm

From -1981599633103129043
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,211cd715b1c15700
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-06 08:34:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxt.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!ihuxt!smeier
From: smeier@ihuxt.UUCP (S. Meier)
Newsgroups: net.micro.atari
Subject: Re: indus gt
Message-ID: <299@ihuxt.UUCP>
Date: Tue, 6-Mar-84 11:34:13 EST
Article-I.D.: ihuxt.299
Posted: Tue Mar 6 11:34:13 1984
Date-Received: Wed, 7-Mar-84 07:36:35 EST
References: <293@ihuxt.UUCP> <7475@mgweed.UUCP>
Organization: AT&T Bell Labs, Naperville, IL
Lines: 4

I have seen the Indus GT advertised at $375 by the sysop of a Chicago
area Bulletin Board. I think it was FDA, at (312) 335-1652, which is
what prompted my original query. So far I have heard nothing but praise
for this drive. It certainly sounds like a super deal so far.

From -7122892055322175874
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,742e1ac04b60e122,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-07 07:12:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!lshum
From: lshum@utzoo.UUCP (Ken Newman)
Newsgroups: net.micro.atari
Subject: Atari 800XL monitor jack
Message-ID: <3606@utzoo.UUCP>

Date: Wed, 7-Mar-84 10:12:26 EST
Article-I.D.: utzoo.3606
Posted: Wed Mar 7 10:12:26 1984
Date-Received: Wed, 7-Mar-84 10:12:26 EST
Organization: U of Toronto Zoology
Lines: 9

I have just purchased one of the new Atari 800XL computers, and it is
sadly lacking in documentation. For one thing, I would like to know
what the pin-out is for the 5 pin monitor jack, to see if it is possible
to get a better picture by using one of the color monitors available.
(I have heard that the 1702 monitor marketed by Commodore is quite good.)

Jerry Zarycky
...!utzoo!lshum
...!utcsrgv!drz

From 852630321486029965
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4b4049ceff43f256,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-07 07:21:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!lshum
From: lshum@utzoo.UUCP (Ken Newman)
Newsgroups: net.micro.atari
Subject: 5200 games vs home computer games
Message-ID: <3607@utzoo.UUCP>
Date: Wed, 7-Mar-84 10:21:56 EST
Article-I.D.: utzoo.3607
Posted: Wed Mar 7 10:21:56 1984
Date-Received: Wed, 7-Mar-84 10:21:56 EST
Organization: U of Toronto Zoology
Lines: 14

I have heard rumors, and seen pictures that indicate that the versions
of the games available for the 5200 and the 400/800 are not quite the same.
For example, it would seem that the version of Centipede for the 400/800
is slightly inferior to that of the 5200. I have not actually seen this
in person, so is there anyone out there who has, who would care to comment?
I thought that the 5200 was just a revamped 400, and thus should not do
any better than the 400. Is this just a case of old software (the 400 version
came out several years ago) not being as good as the new 5200 software?
Also, will the new 5200 games always be different from the 400/800 games?
(seems like a lot of duplication of effort).

Jerry Zarycky
...!utzoo!lshum
...utcsrgv!drz

From 4771770338541882685
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f12e4d3b54a50415,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-07 08:07:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!lshum
From: lshum@utzoo.UUCP (Ken Newman)
Newsgroups: net.micro.atari
Subject: any new atari games? + review of Joust
Message-ID: <3608@utzoo.UUCP>
Date: Wed, 7-Mar-84 11:07:25 EST
Article-I.D.: utzoo.3608
Posted: Wed Mar 7 11:07:25 1984
Date-Received: Wed, 7-Mar-84 11:07:25 EST
Organization: U of Toronto Zoology
Lines: 57

I was wondering if there were any new Atari games out on the market since
the last batch. I live in the cold wastelands to the north (Toronto, in
particular, and I see advertisements for games in the magazines which
are not available in any of the stores. The last batch of games to appear
here were Joust, Jungle Hunt, and Pole Position. I have seen advertised
Donkey Kong Jr., Pengo and Robotron:2084 as being available - has anyone
seen these games?
I am most interested in Robotron:2084, as this game was unbelievable in
the arcades, and I am waiting to see if the Atari can handle its
required speed.
<< minor flame coming >>
What really burns me up is Atarisoft coming up with Robotron and Stargate
for all of the other computers: Apple, C64, IBM, etc BEFORE bringing it
out for the Atari computers. I've heard the excuse that Atarisoft is a
different division, but I don't really care about these corporate excuses!
<<minor flame ends >>

In any case, here is the promised review.
I bought Joust a little while ago, and was initially disappointed by a
few things. Firstly, the resolution of the birds is nowhere near
the arcade version, and the birds are essentially monochrome (with a white
line through the middle representing a lance). It would have been nice if
the legs or the head of the bird were a different color.
Secondly, whenever there are more than 4 (or 5) birds in a horizontal row,
they begin to flicker. It would appear that they are using players to
display the birds (since collision detection is necessary/vital), and
whenever they need more players than are available, they time-slice the
display, and flicker occurs. This really isn't so bad, since it is a
relatively rare occurence, (at least at the lower levels), and only lasts
until you kill off some of the birds. One other problem is that the game
slows down when there are many (more than ~8 objects) on the screen. It
seems that detecting collisions among so many objects is quite time consuming.
I believe that this is why they did not include the little
men hatching out of the eggs, and having the birds swoop by and

pick them up (the men hatch riding on the birds already, and are temporarily vulnerable while sitting in a half-open shell).
Well, enough complaints and time for some praise. The rest of the game is excellently done: all of the arcade waves are there, the pterodactyl appears when you are slow and during the "pterry" wave, there are "egg" and "survival" waves, and the lava troll makes a grab for you occasionally.
Also, there are 4 levels of difficulty which are graduated nicely from novice - for people who have to learn how to fly, to expert - which starts off harder than the arcade version.
Also, (the credit goes to Williams for this) this is one of the only true 2-player games on the market (where 2 players play together on the same screen) where you are rewarded for co-operation, and well as for competition (during "team" and "gladiator" waves).
The rest of the graphics (the background rock) is very accurate, while the animation - birds flapping and being pulled down by gravity, and the eggs bouncing off the rock are very realistic and predictable by real-life experience. All in all, in spite of its deficiencies, an excellent game and one of my current favourites (love to play against my girlfriend) and I recommend it highly.

Jerry Zarycky
...!utzoo!lshum
...!utcsrgv!drz

From -5743491513016940210
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bbc239a0e802ccc0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-07 13:14:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!houxm!ihnp4!ihuxl!johnc
From: johnc@ihuxl.UUCP (J. R. Cray)
Newsgroups: net.micro.atari
Subject: Character set graphics
Message-ID: <960@ihuxl.UUCP>
Date: Wed, 7-Mar-84 16:14:05 EST
Article-I.D.: ihuxl.960
Posted: Wed Mar 7 16:14:05 1984
Date-Received: Thu, 8-Mar-84 08:42:07 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 9

Has anyone tried using the four-color character editor program in Compute's Second book of Atari Graphics? It's written very cryptically and (at least on my 800XL) seems to have some kind of memory overlay problem. If anyone has gotten this program to work or knows if there are any differences between XL Basic and the old Basic, I would appreciate any help I can get.

John Cray
ihuxl!johnc
(312) 979-0768

From -6899695761581951166
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,967467d3a54c248e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-07 22:46:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site rabbit.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!alice!rabbit!rfc
From: rfc@rabbit.UUCP (Bob Cmelik)
Newsgroups: net.micro.atari
Subject: atari 800 related info wanted
Message-ID: <2576@rabbit.UUCP>
Date: Thu, 8-Mar-84 01:46:55 EST
Article-I.D.: rabbit.2576
Posted: Thu Mar 8 01:46:55 1984
Date-Received: Thu, 8-Mar-84 19:31:52 EST
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 10

a friend of mine recently purchased an atari 800 and would like
pertinent information (or pointers thereto) concerning:

    1. general purpose 3-d graphics software
    2. peripheral interface protocols

any help appreciated.

bob cmelik
research!rfc

From -7276574694289708547
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,96963acee2b5fd52,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-09 07:01:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxt.UUCP
Path: utzoo!watmath!clyde!floyd!harpo!ihnp4!ihuxt!smeier
From: smeier@ihuxt.UUCP (S. Meier)
Newsgroups: net.micro.atari
Subject: Details on INDUS GT Drive
Message-ID: <316@ihuxt.UUCP>
Date: Fri, 9-Mar-84 10:01:22 EST
Article-I.D.: ihuxt.316
Posted: Fri Mar 9 10:01:22 1984
Date-Received: Sat, 10-Mar-84 11:12:52 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 44

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Received from hogpc!houxn!rb Thu Mar 8 21:40:46 1984 :

The Indus GT is a very nice Atari drive. It comes with the following software:
1) DOS X/L (from OSS)
2) A generic Word Processor
3) A generic Spreadsheet
4) A generic Data Base
5) A "warp speed" utility

Items 1 and 2 above are currently shipped with the drives
Items 3-5 are "not yet available" and no ship date is being given
Indus merely says to return the warranty card, and they will ship the
missing software when available.

The drive runs in three density modes:
1) 810 mode -single density (40 trk-128 bytes/sector-18 sector/trk)
2) 1050 mode-"enhanced density" (40 trk-128 bytes/sector-26 sector/trk)
3) double density (40 trk-256 bytes/sector-18 sector/trk)

The drives appearance is excellent. A plexi-door seals it up for dust
free operation. A sensor starts the motor as a disk is inserted, for
proper centering. It gives all the appearance of being the best drive
for the Atari at the moment....(As an aside, a better way to go is
probably an ATR8000 which gives access to STANDARD drives---either
3" 5" or 8", available at MUCH lower cost....the combination price
of the ATR8000 and a standard drive is less than an Atari 850 and
just about ANY Atari drive!!!)

Retail price of the Indus is $450, includes the software above and
a suitcase type storage case which doubles as a disk holder after the
drive is unpacked. Discounts are seen down to $350.

Speed is still the same as the Atari 810/1050 until the new "warp"
software is available (when????)

Rob Botwin
.....{utah-cs|seismo|decvax}!harpo!eagle!hogpc!houxn!rb
ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
FJ 1B-130

From -7945355970507018336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,db854583af499e05,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-09 10:10:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site hcr.UUCP
Path: utzoo!hcr
From: hcr@hcr.UUCP (HCR Clerical)

Newsgroups: net.micro.atari
Subject: Atari 400/800 memory
Message-ID: <580@hcr.UUCP>
Date: Fri, 9-Mar-84 13:10:31 EST
Article-I.D.: hcr.580
Posted: Fri Mar 9 13:10:31 1984
Date-Received: Fri, 9-Mar-84 13:20:08 EST
Organization: Human Computing Resources, Toronto
Lines: 13

If there is still anybody out there looking for memory for the Atari 400/800
(ie. 16k or 32k expansion boards) I have a fair supply of them that I would
like to get rid of (seeing as how I find dusty pc boards rather unattractive).

I will sell them for approximately $30 for 16k and $50 for 32k (or a realistic
offer).

    I am Paul Bonneau, address 48 Eccleston Rd. Apt. #316,
Toronto, Ont.
                    M4A 1K7

                 phone: home (416) 757-3127
                 work (416) 922-1937

From -9038656065686519446
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f3a331770308ed9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-13 05:52:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site cp1.UUCP
Path: utzoo!watmath!clyde!akgua!psuvax!burdvax!bpa!cp1!lewis
From: lewis@cp1.UUCP
Newsgroups: net.micro.atari
Subject: need atari 800 pilot cartridge
Message-ID: <610@cp1.UUCP>
Date: Tue, 13-Mar-84 08:52:55 EST
Article-I.D.: cp1.610
Posted: Tue Mar 13 08:52:55 1984
Date-Received: Thu, 15-Mar-84 02:06:22 EST
Organization: C and P Tel. Co., Balto., Maryland
Lines: 4

oak hill elementary school in fairfax va. needs an
atari 800 pilot programming laungage
cartridge[D[D[D[D[D[D[D[D[D[D[D[D[D[D[D[D[D[D[Danguage[C[C[C[C[C[C[Cge[D[Ddge. where
can the
cartridge be purchased?
Distribution: all

From 4505325030814513491

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7e05695f3eb69f62,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,7e05695f3eb69f62,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1984-03-13 06:22:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mhuxv.UUCP
Path: utzoo!watmath!clyde!floyd!harpo!eagle!mhuxl!mhuxv!mwh
From: mwh@mhuxv.UUCP (HENRY)
Newsgroups: net.micro,net.micro.atari
Subject: Info on atari computers
Message-ID: <1203@mhuxv.UUCP>
Date: Tue, 13-Mar-84 09:22:24 EST
Article-I.D.: mhuxv.1203
Posted: Tue Mar 13 09:22:24 1984
Date-Received: Wed, 14-Mar-84 07:07:23 EST
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 15

My mother is a principal at an elementary school and is currently considering buying some atari computers for educational use. However she has heard, as I have, that Atari is getting out of the personal computer business. Is this true? If not, then how is the Atari as an educational tool and which model offers the best educational software, if any, for elementary school children. Please include any information that you think is relevent in your reply. Please reply by mail and as soon as possible as she is facing a deadline. Thanks in advance.

mhuxv!mwh
Mark W. Henry
AT&T Bell Laboratories
Murray Hill

From -6139241470937480865
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,58996bcdb316e984,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-13 15:23:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site hcr.UUCP
Path: utzoo!hcr
From: hcr@hcr.UUCP (HCR Clerical)
Newsgroups: net.micro.atari
Subject: memory boards
Message-ID: <586@hcr.UUCP>
Date: Tue, 13-Mar-84 18:23:50 EST
Article-I.D.: hcr.586
Posted: Tue Mar 13 18:23:50 1984
Date-Received: Tue, 13-Mar-84 18:47:47 EST

Organization: Human Computing Resources, Toronto
Lines: 19

<munch>

Sorry for repeating an article, but I am new to the net, and that last article must have looked pretty bizarre (disgusting?). Anyway, here goes again...

I have a bunch of atari 400/800 memory borads, both 16k and 32k that are gathering a lot of dust and would look better if turned into a familiar paper substance (the kind that I keep trying to find in my wallet).

If anyone still is thinking of buying these dinosaurs, I am selling them for a reasonable offer ($30 to $50 for 16k or 32k).

Paul Bonneau,
48 Eccleston Rd. Apt 316
Toronto, Ont.
M4A 1K7

Phone: (416) 757-3127

From -7201569132104937756
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fd08b7e318d60a75,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-13 19:03:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site uwvax.ARPA
Path: utzoo!watmath!clyde!floyd!harpo!seismo!uwvax!reid
From: reid@uwvax.ARPA
Newsgroups: net.micro.atari
Subject: OBSCURE BUG--need help!
Message-ID: <155@uwvax.ARPA>
Date: Tue, 13-Mar-84 22:03:24 EST
Article-I.D.: uwvax.155
Posted: Tue Mar 13 22:03:24 1984
Date-Received: Wed, 14-Mar-84 19:53:14 EST
Organization: U of Wisconsin CS Dept
Lines: 28

I am tearing my hair out! When trying to run my modem at 1200 baud, I start to lose characters every so often, very predictably and non-noise-related. I have written a terminal emulator in action, which works fine, except for this bug. It always follows an EOL character being Put() to the screen. The first character after the EOL keeps getting lost somewhere, and gets chopped off on the screen. It is not in the buffer, since the buffer never gets more than two characters in it before I read them out. No overflow there, at least. It has nothing to do with the host, since even my modem echoing commands to me exhibits the same property. It starts out fine, then after

about 20 lines it starts to act up. Almost like bits are being lost somewhere.
The thing is, when I hit system reset, it goes back to normal again. That is,
the cycle starts over one more time. This doesn't happen at all at 300 baud,
and the crazy thing is, that if I put ANY CHARACTER besides EOL in the same
spot (like a slash, for experimentation's sake), then no bytes get lost. Of
course, all the output is on the same line, too, so it isn't ideal. I've
even tried to simulate EOL by messing around with ROWCRS and COLCRS, but then
I have to scroll, and for some reason after I scroll it up I can't use the
ROWCRS any more, or it's out of range or something.

ANY IDEAS? I can clarify specific details if you think you have some idea
what is going on.   JACK PALEVICH--I have been looking carefully at your
Kermit program--you do things pretty much the same--have you encountered this
strange behavior????   H E L P !!!

Glenn Reid ...seismo!uwvax!reid

From -4944835417653081107
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3eefd7c2187e951c,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,3eefd7c2187e951c,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1984-03-14 14:32:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!harpo!ihnp4!ihuxi!bruce19
From: bruce19@ihuxi.UUCP (Bruce Whiteside)
Newsgroups: net.micro,net.micro.atari
Subject: ATARI modem blues
Message-ID: <827@ihuxi.UUCP>
Date: Wed, 14-Mar-84 17:32:39 EST
Article-I.D.: ihuxi.827
Posted: Wed Mar 14 17:32:39 1984
Date-Received: Thu, 15-Mar-84 02:06:01 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 25

A few months ago I bought the ATARI Communicator II
package for my ATARI 1200XL. The catalogs I had
been reading spec'ed the 835 modem as 300/1200 baud.
Only after hooking it up did I discover that it works
at 1200 baud only if connect an additional 1200 baud
modem to it!!!

Other 300 baud modems for ATARI connect to the 850 interface,
the 835, however, connects to the ATARI peripheral daisy
chain. The TELE-LINK II software prevents operation of DOS,
so one can't use it to upload or download files to or from
disc!!!!!

HELP!!!

Does anyone out there in net-land know of software that
works with the 835? Hopefully it would run under DOS
and be in a source code form so it could be 'hacked' to
taste. Alternatively, does anyone know the internals
necessary to create an IO control block for the 835?

Bruce Whiteside
AT&T Network Systems
(312)510-6744 cornet 8-345-6744

From 1823431587223021948
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,87d6b4dd0c43c369,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-15 11:06:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!houxm!houxd!mev1
From: mev1@houxd.UUCP (M. Vitella HO-3M-514 ext. 1812)
Newsgroups: net.micro.atari
Subject: ATR8000 Availability and price
Message-ID: <219@houxd.UUCP>
Date: Thu, 15-Mar-84 14:06:56 EST
Article-I.D.: houxd.219
Posted: Thu Mar 15 14:06:56 1984
Date-Received: Fri, 16-Mar-84 02:14:06 EST
Organization: Bell Communications Research, Inc.
Lines: 8

Does anyone have any more information on the ATR8000 ?
I'm trying to find out where they are available and
what their real selling price is. Any help ??

         Mike Vitella
         Bell Communications Research, Inc.
         (201) 949 - 1812

From 3675300683720378057
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,359db83a0ba6e526,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-17 08:11:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Bargin Bin Cartridges

Message-ID: <7830@mgweed.UUCP>
Date: Sat, 17-Mar-84 11:11:01 EST
Article-I.D.: mgweed.7830
Posted: Sat Mar 17 11:11:01 1984
Date-Received: Sun, 18-Mar-84 07:59:58 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 25

[]
     As some may have heard, CBS Electronics is getting out of the game software business. They say that they are going to concentrate on educational software. They originally released six cartridges for the Atari Computers. They were:

          K-razy Shoot-out
          K-star Patrol
          K-razy Antiks
          K-razy Kritters
          Mountain King
          Boulders & Bombs

I have seem all six of these games on the bargin table of some of the local toy stores. I picked up Mountain King for $9.88. The other one I read a good review on was K-razy Antiks. I might go back and get that also. If you are in the market for some bargin cartridges, you might check out your local store that carries close out cartridges.

                         Kit Kimes
                         AT&T Consumer Products
                         Montgomery Works
                         Aurora, Il. 60507
                         ..!ihnp4!we13!mgweed!kek

From -6550971164370892673
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dc03a4b3e249748f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-19 13:55:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Tek) 9/26/83; site tekig.UUCP
Path: utzoo!watmath!clyde!floyd!harpo!decvax!ucbvax!ucbcad!tektronix!tekig!jm
From: jm@tekig.UUCP (Jeff Mizener)
Newsgroups: net.micro.atari
Subject: Programs in Magazines now available in a disk!
Message-ID: <1865@tekig.UUCP>
Date: Mon, 19-Mar-84 16:55:34 EST
Article-I.D.: tekig.1865
Posted: Mon Mar 19 16:55:34 1984
Date-Received: Wed, 21-Mar-84 03:17:54 EST
Organization: Tektronix, Beaverton OR
Lines: 46

I have a young friend who seems to be well on his way to becoming
a first rate programmer. He has been offering this service for
a couple of months now to members of his local (Eugene, OR) Atari
Users Group, and I thought You-Out-There might be interested.

Here goes:

From: Tim Ebling
To: All Atari Users
Subject: Magazine Disk

   If you've ever tried to type out a program listed in a
magazine, you know just how many hours are required to
type a program that usually is filled with bugs.
   Now there's a better way: The Magazine Disk. It contains
all the listed programs from the month's top three
Atari magazines, Compute!, Antic, and ANALOG. All the
programs are in a neat, menu-driven format, and completely
error-free [Note: I assume he means no typing mistakes].
This disk is double-sided and both sides are filled to the limit.

To Order, send $5.00 (or $3.00 if you send a blank disk) to:

              Tim Ebling
              1501 River Loop #1
              Eugene, OR
              97404
              (503) 688-6872

I don't own an Atari anything, so I haven't ever tried one of his disks.
However, I can vouch for him. I thought someone might find this
useful/interesting/worthwhile.

From the Rainforest,

     Jeff Mizener
     Tektronix Inc., IG/ADG
     Beaverton, OR

uucp: {ucbvax,decvax,watmath}
     {pur-ee,ihnss,cbosg,uw-beaver}
     {harpo,zehntel,lbl-unix,allegra}!tektronix!tekig!jm
ARPA: tekig!jm.tek@udel-relay   CSnet: tekig!jm@tek

From -5357638662227362629
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,17199be35da33a90,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 13bddc,17199be35da33a90,start

X-Google-Attributes: gid13bddc,public
X-Google-Thread: 15f443,17199be35da33a90,start
X-Google-Attributes: gid15f443,public
X-Google-Thread: 105111,17199be35da33a90,start
X-Google-Attributes: gid105111,public
X-Google-Thread: 165169,17199be35da33a90,start
X-Google-Attributes: gid165169,public
X-Google-ArrivalTime: 1984-03-20 08:58:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxi.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!ihuxi!gfm
From: gfm@ihuxi.UUCP (Jerry)
Newsgroups: net.micro.atari,ih.micro,net.wanted,ih.wanted,chi.wanted
Subject: Atari disk drive and software for sale
Message-ID: <829@ihuxi.UUCP>
Date: Tue, 20-Mar-84 11:58:43 EST
Article-I.D.: ihuxi.829
Posted: Tue Mar 20 11:58:43 1984
Date-Received: Wed, 21-Mar-84 08:20:40 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 20

For Sale:
Percom AT-88 disk drive for Atari (single density)
1 year old
Perfect working condition - very reliable
$300.00
Includes following origanal software packages (not copies)
Atari Wordprocessor (original cost 150.00)
Atari Pascal
Shamus
Space eggs
Paroh's Curse
frogger
Zaxxon
+more

call 979-6530 (work)
     355-9543 (home)

Jerry McManigal

From -6960072242149564989
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dc03a4b3e249748f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-20 16:52:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sdccs5.UUCP
Path: utzoo!watmath!clyde!floyd!harpo!decvax!ittvax!dcdwest!sdcsvax!sdccs5!
ee161agt

From: ee161agt@sdccs5.UUCP
Newsgroups: net.micro.atari
Subject: Re: Programs in Magazines now available in a disk!
Message-ID: <1162@sdccs5.UUCP>
Date: Tue, 20-Mar-84 19:52:03 EST
Article-I.D.: sdccs5.1162
Posted: Tue Mar 20 19:52:03 1984
Date-Received: Wed, 21-Mar-84 08:29:08 EST
References: <1865@tekig.UUCP>
Organization: U.C. San Diego, Computer Center
Lines: 10

[]
     I don't want to rain on this guy's parade, but there are copyright laws which prohibit this practice. Analog recently had a survey of its reader on the subject of piracy, and they said that you must buy the magazine if you are going to get a copy of any program in it from a friend. I know the rules are somewhat blurred on this point, but I don't think it's worth a possible law-suit. If this guy keeps a low profile, he might be safe, but if he makes any money at it, the lawyers will be at his door.

Paul van de Graaf U. C. San Diego

From 7813807691849964873
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dc03a4b3e249748f
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-03-21 05:32:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: Programs in Magazines now available in a disk!
Message-ID: <7963@mgweed.UUCP>
Date: Wed, 21-Mar-84 08:32:20 EST
Article-I.D.: mgweed.7963
Posted: Wed Mar 21 08:32:20 1984
Date-Received: Thu, 22-Mar-84 01:29:37 EST
References: <1865@tekig.UUCP>
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 26

NOTE: Buyers (and sellers) beware!

A couple of months we got a similar offer from a company calling itself U.S. Computype out of Bountiful, Utah. They wanted to charge $90 a year or $12 a month for essentially the same thing. I sent a check for one month to see if it was for real. You had to sign a statement that you actually owned the issues you were going to get on disk (I assume this was an attempt to get around legal problems since it is legal for someone else to do the typing as long a you own the magazine

according to Compute! magazine).

Anyway, a couple of weeks later, I got a letter with my check back saying that they were having problems and would let me know as soon as they could take orders. I can only assume one of the magazines brought some kind of suit against them. I haven't heard from them again as yet.

Moral: It may be possible to get away with this sort of thing on a local level but if this person tries to go national (and even international over netnews) he could be in for some legal problems.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From 3525341391158137841
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c33cc730ca27496d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-21 21:49:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles $Revision: 1.6.2.13 $; site iuvax.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!inuxc!iuvax!dsaker
From: dsaker@iuvax.UUCP
Newsgroups: net.micro.atari
Subject: Atari Down Under
Message-ID: <500001@iuvax.UUCP>
Date: Wed, 22-Aug-84 00:49:00 EDT
Article-I.D.: iuvax.500001
Posted: Wed Aug 22 00:49:00 1984
Date-Received: Sat, 18-Aug-84 00:45:10 EDT
Lines: 29
Nf-ID: #N:iuvax:500001:000:1043
Nf-From: iuvax!dsaker   Aug 15 23:49:00 1984

[]
This is a friend of dsaker.

Greetings from Australia, fellow Atari users. Yes, the Atari has a strong following Down Under. I am a member of ACTARI, the users group based in Canberra (the capital, for those that don't know).

Archon II???? Tell me more!
Where can I get Excalibur by Chris Crawford? I've tried half a dozen stores for it.
Is it true Atari sacked Chris Crawford? For those interested McGraw-Hill have recently published a book by him called (I think) "The Art of Computer Game Design". If you like his work you'll like this book.

You may have guessed that getting software for the Atari can be a problem so far from the source, so while I am here (on holiday) I'm getting as much as I can.
My favourite arcade game of the hour is "Discs of Tron".Is there an Atari version?
Please send replies via dsaker.

Steve Belton
"You've got everything in this country, but where's the Vegemite?"

.....

Daryel Akerlind
...ihnp4!inuxc!iuvax!dsaker
"Your ignorance makes me ill and angry. This savagery must cease."

From 5516987746529746442
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,41b9d3588d718816,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-23 06:39:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site cwruecmp.UUCP
Path: utzoo!linus!decvax!cwruecmp!pjd
From: pjd@cwruecmp.UUCP (dr. funk)
Newsgroups: net.micro.atari
Subject: Atari price cuts
Message-ID: <1190@cwruecmp.UUCP>
Date: Thu, 23-Aug-84 09:39:17 EDT
Article-I.D.: cwruecmp.1190
Posted: Thu Aug 23 09:39:17 1984
Date-Received: Sat, 25-Aug-84 03:03:01 EDT
Organization: CWRU Computer Engr. Cleveland, Ohio
Lines: 14

-
I wandered into a Best Products catalog store here in Cleveland this weekend to find many Atari label products on sale! I managed to snarf up some software items that I needed, but there were some other significant cuts. The catalog prices for 600XL and 800XL machines are now approximately $100 and $170, respectively! This makes the 800XL quite competitive with the C64 (needless to say.) The software sale items were quite obviously losers to be dumped from Atari (or Best) inventory (such as Conversational French.)

Anyway, it looks like the price cuts are on and if you have a Best store in your area, it may be worth a visit. (I don't know if this sale is local or a national thing.)

From 8608695283998665587
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,f229fe0cbaa4824b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-25 20:04:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: Notesfiles; site uiucuxc.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!inuxc!pur-ee!uiucdcs!uiucuxc!ajc
From: ajc@uiucuxc.UUCP
Newsgroups: net.micro.atari
Subject: finding software (cheap) - (nf)
Message-ID: <21800001@uiucuxc.UUCP>
Date: Sat, 25-Aug-84 23:04:00 EDT
Article-I.D.: uiucuxc.21800001
Posted: Sat Aug 25 23:04:00 1984
Date-Received: Wed, 29-Aug-84 05:28:56 EDT
Lines: 15
Nf-ID: #N:uiucuxc:21800001:000:404
Nf-From: uiucuxc!ajc   Aug 25 22:04:00 1984

#N:uiucuxc:21800001:000:404
uiucuxc!ajc   Aug 25 22:04:00 1984

What to do?

     My cousins have an atari800 and were wondering if there might
be any free software floating around. Specifically, they wanted some
physics tutorials. Any constructive suggestions or offers would be
greatly appreciated.
     please reply through mail and post a reply if you think others
might benefit.
                              thanks,
                                   alan
                              ihnp4!uiucdcs!uiucuxc!ajc
                         or   ihnp4!uiucdcs!uicsl!alan

From -8429074142582636640
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8d838851b147d74a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-27 07:50:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site desoto.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!desoto!benw
From: benw@desoto.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: October 1984 ANALOG TOC
Message-ID: <530@desoto.UUCP>
Date: Mon, 27-Aug-84 10:50:26 EDT
Article-I.D.: desoto.530
Posted: Mon Aug 27 10:50:26 1984
Date-Received: Tue, 28-Aug-84 00:41:37 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 74

October 1984 (# 23) ANALOG Table of Contents
(Theme ????)

Page Article

15 A NO-FRILLS ALTERNATE CURSOR
Short BASIC/ML program to give you a bliking underline cursor, instead of the normal block cursor. Has some limits, such as that it occupies page 6.

25 CLIMBER
BASIC game (16K/24K cassette/disk). Climb a "building" and jump over "munchkins".

29 MINI COMP
A BASIC program to COMPILE (yes, COMPILE) a subset of BASIC to ML. Accepts assignment, addition/subtraction, if-then, <, =, gosub, return, peek and poke statements. Needs 40K disk.

33 P/M CREATOR/ANIMATOR
Very flexible Player-Missile editor in BASIC (16K/24K). Also allows you to create players for animation and view them in succession.

39 FIRE BUG
Another Hudson/Peacock ML game (from BASIC program. Firebug has to tunnel underground to avoid a variety of atomically mutated baddies. Supposed to have great action, scrolling, sound and graphics. 16K/24K.

56 ANOTHER BASIC BUG
Yet another bug in ATARI BASIC. Seems that the VAL function and GET statement together in a program can cause unwanted alterations in character strings.

57 GRAPHICS 8 CHARACTER GENERATOR
BASIC subroutines (with assembly listings) that allow you to generate characters (Atari built-in or your own) on a graphics 8 screen. This lets you do things like mix graphics and text, print at angles, double space, print backwards, etc.

65 DARK HORSE
BASIC simulation of a presidential election campaign. 16K/24K.

HARDWARE REVIEWS: Casadapter (SAR-AN) - "A grade of 9 on a scale of 1-10 IF the manual were VASTLY improved."
ATR-8000 (Southwest Microcomputer Products) - "A truly innovative product"

SOFTWARE REVIEWS: Family Finances (Atari) - "A real value"

Top-Dos (Eclipse Software) - "GREAT"
Donkey Kong Jr. (Atari) - "Good Fun"
BOOK REVIEWS: Dr. C. Wacko's Miracle Guide to Designing and
Programming your own Atari Computer Arcade Games -
"Good, Introductory reference
Book"
PLUS: Editorial, Reader Comments, "Griffin's Lair", "Boot Camp",
New Products columns.

NOTE: "Ask Mr. Forth" is a new column that replaces
"Ask Sally Forth".
NOTE: "BASIC Training" column kinda sorta takes over
where the "Our Games" column left off, in that
that they will develop a BASIC game...however,
readers will NOT design the game.

Ben Weber pyuxmm!benw
desoto!benw
AT&T Technologies
Piscataway, NJ

From -5699781875035710584
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,951c3325a1006524,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-27 15:31:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ut-sally.UUCP
Path: utzoo!linus!decvax!decwrl!amd!fortune!hpda!hplabs!hao!seismo!ut-sally!
hitchens
From: hitchens@ut-sally.UUCP (Ron Hitchens)
Newsgroups: net.micro.atari
Subject: Software keyclick suppressor for 800
Message-ID: <3212@ut-sally.UUCP>
Date: Mon, 27-Aug-84 18:31:11 EDT
Article-I.D.: ut-sally.3212
Posted: Mon Aug 27 18:31:11 1984
Date-Received: Thu, 30-Aug-84 11:13:27 EDT
Organization: Ministry of Silly Walks, 1600 Pennsylvania Ave
Lines: 380

[I'm so sorry, he's from Barcelona.]

Here is a nifty little bit of assembly code I wrote to shut off the keyclick on my Atari 800 so my roommate could sleep whilst I stayed up all night hacking. It hasn't been thoroughly tested but works fine with my Chameleon terminal emulator and with the basic cart. The only problem I've found is that it won't coexist with DUP (but what does?), apparently DUP overwrites part of it and it crashes the system on the first CR. If you are using Atari's DOS set it up as an AUTORUN.SYS and boot with the basic cart in. If you need to go to DUP, hit the SYSTEM RESET first, that will reset every thing back to normal (and

bring back the keyclick). If using OS/A+, with the Basic cart
you will have to go to dos (DOS), load this, then go back to Basic (CAR),
without the cart just load it from the D1: prompt.
   I have a standard Atari 800 (pre-XL vintage) with one Atari 810 drive,
this is the only configuration this code has been tested on, so if you
have something else you'll just have to give it a shot and see what happens.
This code should work on either Rev. A or B of the OS roms, I copied
the code from the Rev. A OS list and it works on my Rev. B. I'm not
familiar with the XL roms but I believe they have an option for turning
keyclick on/off, so this isn't for them anyway. It should also work on
the early 400s but I can't remember if they had a console speaker or not.
   I'm turning this loose to the world at large with the condition that
my name remain on the source code. Please send any praise/suggestions/
bug reports to me (hitchens@ut-sally.{UUCP,ARPA,etc}) This code is
written for OSS's MAC/65, but can easily be converted to just about
any Atari assembler.

Bonadah,

 Ron Hitchens   hitchens@ut-sally
 [Never try to teach a pig to sing, it   [.UTEXAS, domain of the
 wastes your time and it annoys the pig.]   Mayan SUN worshippers]

P.S. This is not an archive, just chop out everything up to here.
---------- cut here ----------
```
0100 ;
0110 ;Keyboard click suppressor for Atari 800, OS roms A or B (not XL)
0120     .OPT NO LIST
0130 ;
0140 ;(c) Copyright August 1984 Ron Hitchens@ut-sally
0145 ;     (512)-928-4654  Reachable at University of Texas Computer Science
0147 ;                     Dept.  PAI 1.50  Austin, Tx  78714
0150 ;
0160 ;Relocates to MEMLO, doesn't take any page 6 or any other fixed space.
0170 ;This code will turn off the keyclick produced by accesses to the
0180 ;E: or K: devices.  But not the snarfing bell thru the console speaker.
0190 ;It does this by changing the pointers in the handler tables for the
0200 ;K: and E: devices to point to new code which is a copy of the ROM
0210 ;code without the calls to the keyclick routine.  This code follows
0220 ;the protocol for installing device handlers, except that it doesn't
0230 ;hook itself into the reset chain.  This means it will not survive
0240 ;a SYSTEM RESET, but it may be loaded again with no problem.
0250 ;Loading it again (once it is already installed) will not hurt
0260 ;anything, it just loads another copy above the current one,
0270 ;wasting a little space.
0280 ;The action of this handler should be transparent to all applications
0290 ;providing they do legal accesses to the keyboard.
0300 ;Written for MAC/65, should be compatible with assm/edit cart
0310 ;excepting maybe .OPT and .IF statements.  .IF can be removed.
0320 ;
0330 ;Copyright August 1984 Ron Hitchens
0340 ;I retain the copyright to this code, permission is given to
0350 ;reproduce and distribute it freely provided this notice is included.
```

```
0360 ;
0370 ;
0380 START = $3400   ;load point
0390 MEMLO = $02E7   ;
0400 HATABS = $031A
0410 PTR1 =  $64
0420 PTR2 =  $68
0430 CH  =   $02FC
0440 HOLDCH = $7C
0450 INVFLG = $02B6
0460 ATACHR = $02FB
0470 ICAX1Z = $2A
0480 BRKKEY = $11
0490 BRKABT = $80
0500 SHFLOK = $02BE
0510 EOFERR = $88
0520 DSTAT = $4C
0530 CR  =   $9B
0540 ATASCI = $FEFE
0550 ;
0560     *=  START   ;begin code
0570     RTS
0580 ;
0590 ;--------------------
0600 ; K: HANDLER
0610 ;
0620 READK2 LDA #$FF
0630     STA CH
0640 READK
0650 KVEC =  READK-START-1 ;offset from MEMLO of new table entry
0660 ;modified code executed by the handler
0670 ;see OS listing (keyboard handler)
0680 ;
0690     LDA ICAX1Z
0700     LSR A
0710     BCS GETOUT
0720     LDA #BRKABT
0730     LDX BRKKEY
0740     BEQ K7
0750     LDA CH
0760     CMP #$FF
0770     BEQ READK
0780     STA HOLDCH
0790     LDX #$FF
0800     STX CH
0810 ;   this is where CLICK call was
0820 ;   have do copy following code to cover all the branches back here
0830 KGETC3 TAX
0840     CPX #$C0
0850     BCC ASCC01
0860     LDX #3
0870 ASCC01 LDA ATASCI,X
0880     STA ATACHR
```

```
0890     CMP #$80
0900     BEQ READK2
0910     CMP #$81
0920     BNE KGETC1
0930     LDA INVFLG
0940     EOR #$80
0950     STA INVFLG
0960     BNE READK2
0970     BEQ READK2  ;uncond rel jump
0980 KGETC1 CMP #$82
0990     BNE K1
1000     LDA #0
1010     STA SHFLOK
1020     BEQ READK2
1030 K1  CMP #$83
1040     BNE K2
1050     LDA #$40
1060     STA SHFLOK
1070     BNE READK2
1080 K2  CMP #$84
1090     BNE K3
1100     LDA #$80
1110     STA SHFLOK
1120     BNE READK2
1130 K3  CMP #$85
1140     BNE K6
1150     LDA #EOFERR
1160 K7  STA DSTAT
1170     STA BRKKEY
1180 GETOUT LDA #CR
1190     BNE K8
1200 K6  LDA HOLDCH
1210     CMP #$40
1220     BCS K5
1230     LDA ATACHR
1240     CMP #$61
1250     BCC K5
1260     CMP #$7B
1270     BCS K5
1280     LDA SHFLOK
1290     BEQ K5
1300     ORA HOLDCH
1310     BNE KGETC3
1320     BEQ KGETC3  ;unconditional
1330 K5  JSR $FC8D
1340     BEQ K4
1350     LDA ATACHR
1360     EOR INVFLG
1370 K8  STA ATACHR
1380 K4  JMP $F634
1390 ;
1400 MYKTAB *= *+16  ;reserve handler table space
1410 KADDR = MYKTAB-START ;rel offset of new table
```

```
1420 ;-------------------
1430 ;
1440 ; E: HANDLER
1450 ;
1460 READE
1470 EVEC =  READE-START-1 ; offset for E: getch entry
1480     JSR $FCB3
1490     JSR $FA88
1500     LDA $6B
1510     BNE EGETC3
1520     LDA $54
1530     STA $6C
1540     LDA $55
1550     STA $6D
1560 EPATCH = *+1
1570 EGETC1 JSR READK-START ;will be patched
1580     STY DSTAT
1590     LDA ATACHR
1600     CMP #CR
1610     BEQ EGETC2
1620     JSR $F6AD
1630     JSR $FCB3
1640     LDA $63
1650     CMP #113
1660     BNE EGETC6
1670     JSR $F90A
1680 EGETC6 BNE EGETC1
1690     BEQ EGETC1  ;uncond
1700 EGETC2 JMP $F66E
1710     JMP $F653
1720 EGETC3 JMP $F67C ;CAVEAT
1730 ;
1740 ;all references to $Fxxx addresses are unauthorized entries.
1750 ;
1760 MYETAB *= *+16
1770 EADDR = MYETAB-START
1780 ;-----------------------
1790 ;
1800 FENCE
1810 SIZE =  FENCE-START
1820     .IF SIZE>255
1830       .ERROR "RESIDENT > 255"
1840       .ENDIF
1850 ; end of resident code
1860 ;
1870 ; Init code, runs once
1880 ;
1890 INIT
1900 ;lookup and move handler tables
1910     LDA #MYKTAB&$FF
1920     STA PTR2
1930     LDA #MYKTAB/256
1940     STA PTR2+1
```

```
1950     LDA #'K
1960     JSR MOVTAB
1970     STY TEMPK
1980     LDA #MYETAB&$FF
1990     STA PTR2
2000     LDA #MYETAB/256
2010     STA PTR2+1
2020     LDA #'E
2030     JSR MOVTAB
2040     STY TEMPE
2050 ;
2060 ;put new vectors in tables
2070     LDX #KVEC&$FF
2080     LDY #KVEC/256
2090     LDA #MYKTAB&$FF
2100     STA PTR2
2110     LDA #MYKTAB/256
2120     STA PTR2+1
2130     JSR INSVEC
2140     LDX #EVEC&$FF
2150     LDY #EVEC/256
2160     LDA #MYETAB&$FF
2170     STA PTR2
2180     LDA #MYETAB/256
2190     STA PTR2+1
2200     JSR INSVEC
2210 ;
2220 ;patch JSR in E: handler code
2230     CLC
2240     LDA EPATCH
2250     ADC MEMLO
2260     STA EPATCH
2270     LDA EPATCH+1
2280     ADC MEMLO+1
2290     STA EPATCH+1
2300 ;
2310 ;move the resident code
2320     LDA MEMLO
2330     STA PTR1    ;load a pointer (dest)
2340     LDA MEMLO+1
2350     STA PTR1+1
2360     LDA #START&$FF ;source pointer
2370     STA PTR2
2380     LDA #START/256
2390     STA PTR2+1
2400     LDY #SIZE
2410 L2  LDA (PTR2),Y ;OK if SIZE < 256
2420     STA (PTR1),Y
2430     DEY
2440     BNE L2
2450     LDA (PTR2),Y ;get 0th byte
2460     STA (PTR1),Y
2470 ;
```

```
2480 ;patch the pointers in HATABS to new tables
2490     LDX #KADDR&$FF
2500     LDY #KADDR/256
2510     LDA TEMPK
2520     STA TEMP
2530     JSR PCHVEC
2540     LDX #EADDR&$FF
2550     LDY #EADDR/256
2560     LDA TEMPE
2570     STA TEMP
2580     JSR PCHVEC
2590     JMP END     ;skip over subroutines and finish
2600 ;
2610 MOVTAB LDY #$21 ;run backwards
2620 SRCH CMP HATABS,Y
2630     BEQ GOTIT
2640     DEY
2650     DEY
2660     DEY
2670     BPL SRCH
2680     PLA
2690     PLA
2700     RTS         ;it isn't there !?!
2710 GOTIT STY TEMP  ;we'll need this later
2720     LDA HATABS+1,Y ;low byte
2730     STA PTR1
2740     LDA HATABS+2,Y ;high byte
2750     STA PTR1+1
2760     LDY #15
2770 LOOP LDA (PTR1),Y
2780     STA (PTR2),Y ;copy old table to mine
2790     DEY
2800     BPL LOOP
2810     LDY TEMP
2820     RTS
2830 ;
2840 INSVEC
2850     TYA
2860     PHA
2870     TXA
2880     LDY #4      ;doing 3rd entry (getch)
2890     CLC
2900     ADC MEMLO
2910     STA (PTR2),Y
2920     PLA
2930     ADC MEMLO+1
2940     INY
2950     STA (PTR2),Y
2960     RTS
2970 ;
2980 ;
2990 ; set pointer to patched handler table
3000 PCHVEC
```

```
3010     TYA
3020     PHA
3030     TXA
3040     LDY TEMP
3050     CLC
3060     ADC MEMLO
3070     STA HATABS+1,Y
3080     PLA
3090     ADC MEMLO+1
3100     STA HATABS+2,Y
3110     RTS
3120 ;------------
3130 ;
3140 ;continue mainline INIT code
3150 END CLC
3160     LDA MEMLO
3170     ADC #SIZE&$FF
3180     STA MEMLO   ;move MEMLO up past our new code
3190     LDA MEMLO+1
3200     ADC #SIZE/256
3210     STA MEMLO+1
3220 ;
3230 ; print out a msg
3240     LDA #9
3250     STA $0342
3260     LDA #MSG&$FF
3270     STA $0344
3280     LDA #MSG/256
3290     STA $0345
3300     LDA #$FF
3310     STA $0349
3320     LDX #0
3330     JSR $E456
3340 ;
3350 RTS RTS         ;all finished, no keyclick, and I didn't need a screwdriver
3360 ;
3370 TEMP .BYTE 0
3380 TEMPK .BYTE 0
3390 TEMPE .BYTE 0
3400 MSG .BYTE "Keyclick disabled",$9B
3410 ;----------------
3420 ;
3430     *=  $02E0
3440     .WORD RTS   ;DUMMY VECTOR
3450     .WORD INIT
3460 ; set start vector to run init code
3470 ; this allows concating with other autoruns
3480     .OPT NO LIST
3490 ;suppress xref if list on
3500 ;
3510 ;---- this is the last line ----
```

From -4935193717061989363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8b95276279389128,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-29 05:54:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: October 1984 ANTIC magazine TOC
Message-ID: <11836@mgweed.UUCP>
Date: Wed, 29-Aug-84 08:54:32 EDT
Article-I.D.: mgweed.11836
Posted: Wed Aug 29 08:54:32 1984
Date-Received: Thu, 30-Aug-84 01:20:34 EDT
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 103

October, 1984 ANTIC magazine TOC
Theme: Computer Learning Magic

page article

12 INSIDE ATARI
A review of the new Atarilab educational series.

15 COMMUNICATIONS -- PLATO TEACHES
A discussion of what PLATO is and what it offers in terms of education.

17 COMMUNICATIONS -- PLATO'S TOP CLASSES: A SAMPLE
A review of 'Zeiss Planetarium, one of Plato's more popular learning program.

19 LOGO -- SOLVING PUZZLES WITH LOGO
Short puzzle solving routines in Logo that demonstrate the language's logical analysis power. (requires LOGO)

22 MOLE ATTACK (Educational Program)
A way for young beginning typists to practice finding letters while having fun.

23 PLUS MINUS (Educational Program)
A simple arithmetic program for young children.

26 BRAIN RESEARCH WITH THE ATARI
An article showing the powerful use of the Atari.

29 EDUCATIONAL SOFTWARE
Antic's top picks in the following fields: Early Learning, Early Math, Logic, Language Skills and Construction & Strategy Games.

35 ATARI AT A SCIENCE MUSEUM
A look at how Atari's are used in University of California, Berkeley's Lawrence Hall of Science workshops.

39 PROGRAM THE BOUNCING BALL
A player/missile graphics tutorial, an excerpt from the book 'Computer Animation Primer by David Fox and Mitchell

Waite.
42 ANTIC 4/5 EDITOR ANIMATOR
This article lets you design and produce smooth animation sequences in four colors with blocks of characters in Antic Modes 4 and 5 (Graphics 12 and 13 on XL computers).
45 JACKS (Game of the Month)
A short elegant program for the classics kids' game.
47 DIVER (BONUS GAME)
This arcade-style BASIC action game has you as the commander of a small one man diving bell. You explore dangerous reefs in search of treasure chests.
51 SOFTWARE LIBRARY
The center of the magazine now contains all the program listings from the magazine. They are designed to be cut out and filed in a loose leaf notebook. This allows you to lay them flat while you are typing and makes it easier to store them.
72 RATING COMPUTER SAT PREPARATION COURSES
A look at the courses from Harcourt Brace Jovanovich, Program Design, Inc and Krell Software Corp.
74 SPRAY PAINTER
A short but powerful subroutine that you can add to your favorite Graphics 8 paint program. This feature is a favorite of MACINTOSH owners.
76 PRODUCT REVIEWS
Software:
Chatterbee (Tronix)--Must have S.A.M. to work.
Delta Drawing (Spinnaker)--Turtle graphics
Little Red Riding Hood (Futurehouse, Inc.)--Must have S.A.M.
Reading Comprehension Skills & Learn About Words (American Educational Computers)
Speedread+ (Inet Corp.)
Memorease+ (Inet Corp.)
Books:
Buy a School for your Home (Reston Publishing)
The Art of Computer Game Design: Reflections of a Master Game Designer (Osborne/McGraw-Hill)--by Christopher Crawford, former head of Atari's Game Research Group, programmer of 'Eastern Front 1941' and 'Excalibur'.

Comments

ANTIC claims that they are the #1 Atari Computer Magazine. I don't know by what standard, but I do know that they are improving every issue, and they are really trying to serve the Atari community. They have been changing the magazine for the better and now all the program listings are in the middle of the magazine by themselves so they can be removed without disturbing any articles. ANTIC has an active notefile on the PLATO system. They are investigating ways to start a special bulletin board for users groups that would organize regular nationwide users group teleconferences, provide a super-accurate product rating system based on feedback from all over the nation and generally provide a clearinghouse for national users groups. They are starting a direct mail catalog of products (software and

hardware) because it is so hard for small companies to get nationwide distribution. All ANTIC subscribers will automatically receive this catalog and anyone else can write and ask to be put on the list. They are hoping to carry all the dropped APX software and the software of any third party vendors that want them to. Their Public Domain Software library is expanding. They have added 8 new disks this month including a double sided disk containing Antic FORTH, a Business disk, a Computer tutorial and a Telecommunications disk including a new improved version of AMODEM. Disks are still $10 each plus shipping. All in all, a very good issue.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 1108009294798644519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,41b9d3588d718816
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-29 05:58:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Re: Atari price cuts
Message-ID: <11837@mgweed.UUCP>
Date: Wed, 29-Aug-84 08:58:13 EDT
Article-I.D.: mgweed.11837
Posted: Wed Aug 29 08:58:13 1984
Date-Received: Thu, 30-Aug-84 01:20:59 EDT
References: <1190@cwruecmp.UUCP>
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 8

An ad in the Chicago Tribune newspaper for W.Bell company yesterday listed the Atari 800XL for $149.90.

Kit Kimes
AT&T Consumer Products
Montgomery Works
Montgomery, Il. 60538-0305
..!ihnp4!mgweed!kek

From 3492563216480881940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bca70c8aaba805af,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-29 08:25:02 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cepu.UUCP
Path: utzoo!linus!decvax!ittvax!dcdwest!sdcsvax!bmcg!cepu!mitch
From: mitch@cepu.UUCP
Newsgroups: net.micro.atari
Subject: Indus GT/synchromesh question
Message-ID: <335@cepu.UUCP>
Date: Wed, 29-Aug-84 11:25:02 EDT
Article-I.D.: cepu.335
Posted: Wed Aug 29 11:25:02 1984
Date-Received: Thu, 30-Aug-84 12:34:04 EDT
Organization: VA Wadsworth Med. Center; LA CA
Lines: 12

[.....]

Greetings, Atarians!

Can someone tell me what the Indus GT "syncromesh data transfer" is?
I bought an Indus, and got the three freebies, but no info on this.
What does it do, and when is it supposed to be available? Is it
included with the drive, or something one must purchase?

Thanks!

--Bob Mitchell

From -3964519743936689182
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,152e30d70adb7b33,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-08-31 08:09:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site spuxll.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!sdcrdcf!sdcsvax!akgua!whuxle!spuxll!rsw
From: rsw@spuxll.UUCP (R. S. Westrich)
Newsgroups: net.micro.atari
Subject: Atari 800 For Sale
Message-ID: <564@spuxll.UUCP>
Date: Fri, 31-Aug-84 11:09:59 EDT
Article-I.D.: spuxll.564
Posted: Fri Aug 31 11:09:59 1984
Date-Received: Thu, 6-Sep-84 04:23:28 EDT
Organization: AT&T Information Systems, South Plainfield NJ
Lines: 14

FOR SALE ** Atari 800 **

Atari 800 w/32k and BASIC, Communicator II w/Tellinks cartridge, Tape drive
and the Star Raiders game cartridge. Asking $400.00 or best offer.

If interested contact:

Bob Westrich

phone: 201-561-7100 ex:2488
mail : !spuxll/rsw

From 3032912584033921620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,41b9d3588d718816
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-09-01 20:01:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site aplvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxl!ihnp4!zehntel!dual!amd!decwrl!decvax!
mcnc!philabs!cmcl2!seismo!umcp-cs!aplvax!mjg
From: mjg@aplvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Atari price cuts
Message-ID: <749@aplvax.UUCP>
Date: Sat, 1-Sep-84 23:01:27 EDT
Article-I.D.: aplvax.749
Posted: Sat Sep 1 23:01:27 1984
Date-Received: Tue, 25-Sep-84 02:21:47 EDT
References: <1190@cwruecmp.UUCP> <11837@mgweed.UUCP>
Organization: JHU/Applied Physics Lab, Laurel, MD
Lines: 6

     I bought a 600 XL for $90 (plus tax) yesterday at Bell
here in Baltimore.

                  Mars Gralia
                  Johns Hopkins University

From 8957599919971295356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ca7e4efc47f79b43,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-09-06 14:51:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site pucc-i
Path: utzoo!watmath!clyde!burl!mgnetp!ihnp4!inuxc!pur-ee!CS-Mordred!Pucc-H:Pucc-
I:agd
From: agd@pucc-i (gerrit)
Newsgroups: net.micro.atari
Subject: Looking for an INDUS GT disk drive
Message-ID: <450@pucc-i>
Date: Thu, 6-Sep-84 17:51:28 EDT

Article-I.D.: pucc-i.450
Posted: Thu Sep 6 17:51:28 1984
Date-Received: Wed, 12-Sep-84 01:48:57 EDT
Organization: Purdue University Computing Center
Lines: 22

[munch, munch, munch]

In reading through my borrowed copy of Antic, I encountered what looks to
be a fairly decent disk drive by INDUS industries. I was wondering if
anyone else has one or has any comments on the INDUS GT and, perhaps more
importantly, if anyone has any ideas as to where to find one. Any comments
or pointers would be appreciated. Preferably send them to me via one of
the paths listed below.

              Much Obliged Am I,
              Gerrit Huizenga
~r path
~v
NAME: Gerrit Huizenga
UUCP: {decvax, ucbvax, allegra}!pur-ee!pucc-i!agd
         {seismo, harpo, teklabs, ihnp4}!pur-ee!pucc-i!agd
ARPA: pur-ee!pucc-i!agd@ucb-vax
         i.agd@purdue-mordred
         i.agd%mordred@csnet-relay
CSNET: i.agd@mordred

Real Programmers Don't use FORTRAN!!!

From 1868928822697766765
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a4a35bc50ac82a43,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-09-15 19:15:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site aplvax.UUCP
Path: utzoo!watmath!clyde!burl!hou3c!hocda!houxm!vax135!cornell!uw-beaver!
tektronix!hplabs!hao!seismo!umcp-cs!aplvax!mjg
From: mjg@aplvax.UUCP
Newsgroups: net.micro.atari
Subject: 600XL info?
Message-ID: <760@aplvax.UUCP>
Date: Sat, 15-Sep-84 22:15:33 EDT
Article-I.D.: aplvax.760
Posted: Sat Sep 15 22:15:33 1984
Date-Received: Tue, 25-Sep-84 05:40:24 EDT
Organization: JHU/Applied Physics Lab, Laurel, MD
Lines: 12

[Debugger]

I have just purchased an Atari 600 XL (new) for $90, and see it has

a connector labelled "parallel bus" on the rear.

Does anyone know what's available there? How about pointers to this
info?

Thanks,
Mars Gralia
Johns Hopkins University
(301)953-5509

From -6407586406390338367
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,60703a7fcc2dd31d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-09-17 06:08:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 Apollo 8/9/84; site apollo.uucp
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!zehntel!dual!amd!decwrl!decvax!
wivax!apollo!saz
From: saz@apollo.uucp (Steve Zedeck)
Newsgroups: net.micro.atari
Subject: Atari 400/800
Message-ID: <21d1e7a0.2036@apollo.uucp>
Date: Mon, 17-Sep-84 09:08:38 EDT
Article-I.D.: apollo.21d1e7a0.2036
Posted: Mon Sep 17 09:08:38 1984
Date-Received: Tue, 25-Sep-84 08:19:25 EDT
Organization: Apollo Computer, Chelmsford, Mass.
Lines: 8

I am interested in an Atari 400 or 800. Does anyone know where I can
get one either new or used. Preferably new.

Steve Zedeck
Apollo Computer
617 256-6600 x-3315

From -3767624954220634579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5dee39747aa004cc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-09-17 11:32:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!burl!hou3c!hocda!houxm!ihnp4!zehntel!dual!amd!decwrl!
decvax!ittvax!dcdwest!sdcsvax!sdcrdcf!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: help with miner-2049er game

Message-ID: <129@cadovax.UUCP>
Date: Mon, 17-Sep-84 14:32:53 EDT
Article-I.D.: cadovax.129
Posted: Mon Sep 17 14:32:53 1984
Date-Received: Tue, 25-Sep-84 05:06:39 EDT
References: <654@ihuxa.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 16

>needs some help with miner-2049er. i've been told there is a way
>to pick the level/screen you want to play at the beginning of the
>game. something to do with entering the phone number of the software
>company. anyone know how to do this???

If you start to play the game, and put the
miner in the middle of the first screen, you can type the phone number
that's on the title screen followed by the number of the level you
want to start from, and you get there. It's been a while since I've
done this, and I'm recounting purely from memory, but I have seen it work.

Keith Doyle
{ucbvax,decvax}!trwrb!cadovax!keithd

From 8857766524393015579
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1102fdd208695957,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,1102fdd208695957,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 1622d3,1102fdd208695957,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1984-09-19 12:31:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site brl-tgr.ARPA
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!zehntel!hplabs!hao!seismo!brl-
tgr!gwyn
From: gwyn@brl-tgr.ARPA (Doug Gwyn <gwyn>)
Newsgroups: net.micro,net.micro.atari,net.micro.apple
Subject: Re: r UNIX based 6502 development tools
Message-ID: <4736@brl-tgr.ARPA>
Date: Wed, 19-Sep-84 15:31:15 EDT
Article-I.D.: brl-tgr.4736
Posted: Wed Sep 19 15:31:15 1984
Date-Received: Wed, 26-Sep-84 01:07:08 EDT
References: <443@houxl.UUCP>
Organization: Ballistics Research Lab
Lines: 2

It would be helpful if any response to the query about UNIX 6502
cross-development tools were posted to net.micro.apple & .atari.

From 623857532072996984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,159ad0aac565cd22,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-09-21 12:51:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 Fluke 8/7/84; site fluke.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!vax135!cornell!uw-beaver!ssc-vax!fluke!jeepcj2a
From: jeepcj2a@fluke.UUCP (Dale Chavdiere)
Newsgroups: net.micro.atari
Subject: Atari display list
Message-ID: <733@vax1.fluke.UUCP>
Date: Fri, 21-Sep-84 15:51:03 EDT
Article-I.D.: vax1.733
Posted: Fri Sep 21 15:51:03 1984
Date-Received: Wed, 26-Sep-84 03:02:23 EDT
Distribution: net
Organization: John Fluke Mfg. Co., Everett, WA
Lines: 9

I am having trouble with modifying the display list to mix graphics and text modes. Specifically, I have written a slot machine game using the PM Animator software. I poked memory locations used by the display control chip to put some graphics mode 2 lines in a graphics mode 7 field. The program works fine on my 800 using a monitor for display. If I use a normal TV the display rolls vertically. Question; Am I sending too many lines to the display chip? Is there a memory location to control the number of scan lines sent to the display?I believe the monitor just ignores the extra lines.

From 31194090680508516
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,159ad0aac565cd22
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-09-22 17:58:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxu.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!houxu!jhv
From: jhv@houxu.UUCP (James Van Ornum)
Newsgroups: net.micro.atari
Subject: Re: Atari display list
Message-ID: <451@houxu.UUCP>
Date: Sat, 22-Sep-84 20:58:22 EDT
Article-I.D.: houxu.451
Posted: Sat Sep 22 20:58:22 1984
Date-Received: Wed, 26-Sep-84 02:31:44 EDT
References: <733@vax1.fluke.UUCP>
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 9

<>
The display list itself determines how many scan lines are to be generated.
Thus if you modify the display list, you need to redetermine how many
scan lines are defined and make adjustments in the list to keep that number
to about 216. "Your ATARI Computer" by Ion Poole has a lot of information
about customizing the display list.

     James Van Ornum, AT&T Bell Laboratories, inhp4!houxu!jhv

From 5079120113003561783
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9f2aec5038aace37,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-09-23 21:48:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Tek) 9/26/83; site tektronix.UUCP
Path: utzoo!watmath!clyde!burl!hou3c!hocda!houxm!ihnp4!zehntel!dual!qantel!
intelca!hplabs!tektronix!robertj
From: robertj@tektronix.UUCP (Robert Jaquiss)
Newsgroups: net.micro.atari
Subject: HAS ANYONE USED A MINDLINK
Message-ID: <3634@tektronix.UUCP>
Date: Mon, 24-Sep-84 00:48:31 EDT
Article-I.D.: tektroni.3634
Posted: Mon Sep 24 00:48:31 1984
Date-Received: Tue, 25-Sep-84 07:02:34 EDT
Organization: Tektronix, Beaverton OR
Lines: 9

I recently read in Popular Mechanics about a product called Mind Link it is
appearently
a device that can detect the movement of the users eyes and thus operates a video
game.
I have a friend who works with the handicapped and could make use of such
technology. Any information would be ampreciated.
Robert S. Jaquiss Jr.
ucbvax!tektronix!robertj (uucp)
robert jaquiss@tektronix (csnet)
robert jaquiss.tektronix@rand-relay (arpanet)
(503) 627-6346 (audio phone at work)

From 1289890583744228275
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,34a54573a3deb9c3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-09-24 10:23:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site desoto.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!ihnp4!desoto!benw

From: benw@desoto.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: November 1984 ANALOG TOC
Message-ID: <533@desoto.UUCP>
Date: Mon, 24-Sep-84 13:23:39 EDT
Article-I.D.: desoto.533
Posted: Mon Sep 24 13:23:39 1984
Date-Received: Wed, 26-Sep-84 05:57:03 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 71

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    Report on the Atari User's convention held in Southfield, MI this past August.
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    BASIC (16/24K) climbing game
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    32K disk BASIC program that allows you to design store and recall electronic schematics. Input for various electronic symbols are done with a single keystroke!
51 XL-DOS
    Atari DOS 2.0S modification that allows DUP.SYS to reside in the unused top 16K of memory (on XL machines ONLY). Ends loading time to get to the DOS menu, and MEM.SAV is no longer needed.
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    BASIC (16K) program that takes any tape file that will fit in core and writes it out using short interrecord gaps. Speeds up tape loads considerably.
58 BOFFO
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63 BOPOTRON CONSTRUCTION SET
    16K BASIC program to allow you to create your own BOPOTRON screens (see above).
72 RACE IN SPACE
    16K/24K ML game. You and an opponent pilot a spaceship through asteroid fields.
90 UNICHECK
    A "universal" checksum program that, like C:CHECK and D:CHECK, is used to find typing errors. This differs in that it is loaded from an autorun.sys file and is core resident...the checksum program can be called anytime without disk usage.

97 AN INTERVIEW WITH FREE FALL ASSOCIATES
        An interview with Jon Freeman and Anne Westfall
        of Freefall Associates (authors of ARCHON and
        ARCHON II: THE ADEPT).

HARDWARE REVIEWS: NONE

SOFTWARE REVIEWS: Pengo (Atari) - "Superb Graphics & Sound"
             Infidel (Infocom) - "High Quality Entertainment"
          Mr. Robot (Datamost) - "Okay"
          Flak (Funsoft) - "My sympathy to anyone stuck with this dog"
          Questron (Strategic Simulations) - "Meaningless Xerox copy
                                 of Ultima"
          Archon II: The Adept (Elect. Arts) - "Superb"

PLUS: Reader Comments, "Griffin's Lair",New Products,
      Ask Mr. Forth, BASIC training" columns.

ALSO: Check out the 4 page center spread for the OKIMATE 10 printer...
      26 colors on any paper, 240 "words per minute", direct connection
      to the Atari and...Less than $250!!! Anyone have any specifics
      on this product? Post them!!

                          Ben Weber pyuxmm!benw
                          AT&T Technologies
                          Piscataway, NJ

From -5461772880612015086
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,832c96772c1bca6d,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 15f443,832c96772c1bca6d,start
X-Google-Attributes: gid15f443,public
X-Google-Thread: 129c11,832c96772c1bca6d,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1984-09-24 15:30:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sunybcs.UUCP
Path: utzoo!watmath!sunybcs!al
From: al@sunybcs.UUCP (Al Polimeni)
Newsgroups: net.micro.atari,net.micro,net.wanted
Subject: 1200 baud modem info wanted
Message-ID: <570@sunybcs.UUCP>
Date: Mon, 24-Sep-84 18:30:55 EDT
Article-I.D.: sunybcs.570
Posted: Mon Sep 24 18:30:55 1984
Date-Received: Tue, 25-Sep-84 19:33:52 EDT
Distribution: net
Organization: State University of New York @ Buffalo,NY
Lines: 17

[Insert favorite line-eater here]

I am in the market for a 1200 baud modem to be used with an Atari 800
and an 850 interface unit. I would appreciate any information on the
Hayes 1200 Smartmodem, Signalman Mark 12, the Promethius (sp?), and
any other brand that has a good reputation.

Please mail responses, and thanks in advance!

Al Polimeni   SUNY/Buffalo Computer Science

uucp: [decvax,dual,watmath,rocksvax]!sunybcs!al
csnet: al@buffalo
arpanet: al.buffalo@csnet-relay

From -7800996976392069266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1102fdd208695957
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,1102fdd208695957
X-Google-Attributes: gid129c11,public
X-Google-Thread: 1622d3,1102fdd208695957
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1984-09-25 08:12:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site burl.UUCP
Path: utzoo!watmath!clyde!burl!wjb
From: wjb@burl.UUCP (Bill Buie)
Newsgroups: net.micro,net.micro.atari,net.micro.apple
Subject: Re: r UNIX based 6502 development tools
Message-ID: <546@burl.UUCP>
Date: Tue, 25-Sep-84 11:12:28 EDT
Article-I.D.: burl.546
Posted: Tue Sep 25 11:12:28 1984
Date-Received: Wed, 26-Sep-84 19:45:19 EDT
References: <443@houxl.UUCP>, <4736@brl-tgr.ARPA>
Organization: AT&T Technologies; Burlington, NC
Lines: 5

Information about UNIX(tm) based 6502 developement tools should also
be posted to net.micro.cbm.
--

                  --Bill Buie

From 18019369431022158 21
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7c81f6f776e7182,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1984-09-27 07:28:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ut-ngp.UUCP
Path: utzoo!watmath!clyde!akgua!sdcsvax!dcdwest!ittvax!decvax!mcnc!philabs!cmcl2!
seismo!ut-sally!ut-ngp!cerda
From: cerda@ut-ngp.UUCP (Michael Cerda)
Newsgroups: net.micro.atari
Subject: Need info on Flight Simulator.
Message-ID: <981@ut-ngp.UUCP>
Date: Thu, 27-Sep-84 10:28:43 EDT
Article-I.D.: ut-ngp.981
Posted: Thu Sep 27 10:28:43 1984
Date-Received: Sat, 29-Sep-84 10:00:37 EDT
Organization: U.Texas Computation Center, Austin, Texas
Lines: 7

Does anyone remember seeing a review of SubLogic's Flight Simulator II
for the Atari? I've fiddled with the IBM PC version from Microsoft.
How does it compare? Owners responses are welcome.

Michael Cerda
{ihnp4,allegra}!ut-ngp!cerda

From 2430769657524432336
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a35d2dae4fcb689f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-09-27 13:36:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!watmath!clyde!akgua!mcnc!decvax!decwrl!dec-rhea!dec-charon!paquette
From: paquette@charon.DEC
Newsgroups: net.micro.atari
Subject: Tired Typer needs HELP!!!
Message-ID: <3768@decwrl.UUCP>
Date: Thu, 27-Sep-84 16:36:28 EDT
Article-I.D.: decwrl.3768
Posted: Thu Sep 27 16:36:28 1984
Date-Received: Sun, 30-Sep-84 02:35:14 EDT
Sender: daemon@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 27

Fellow Atarist:

After acquiring the August 83 backissue of ANTIC magazine, and
spending many hours typing in KEYSTROKE ARTIST, I find out that the
assembly language routine in string format is messed up.

Does anyone have a working copy of this program? It's public
domain stuff and I've paid my dues so if anyone is willing to recover my

many hours of typing and supply a working copy it would be greatly appreciated.

2) While on the subject of old programs, does anyone have the following programs in exchange for whatever I have:

RAGS to RICHES ANTIC June 83
STARGAZING ANTIC June 83
3-D FUJI ANTIC August 83
AIR RAID 2000 ANTIC November 83

3) Anyone hook up a DF03 to the ATARI 850 ?
How do I get it to auto-dial ??

Dennis
...decvax!decwrl!rhea!charon!paquette

From -7525992127843790293
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,67383b75ed40c9d5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-01 06:12:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!linus!decvax!decwrl!dec-rhea!dec-cache!leigh
From: leigh@cache.DEC (Allen Leigh @SHR1-3/E29 DTN 237-3255)
Newsgroups: net.micro.atari
Subject: A very FAST game available on unprotected disks!
Message-ID: <3787@decwrl.UUCP>
Date: Mon, 1-Oct-84 09:12:26 EDT
Article-I.D.: decwrl.3787
Posted: Mon Oct 1 09:12:26 1984
Date-Received: Tue, 2-Oct-84 06:29:05 EDT
Sender: daemon@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 29

I friend of mine has written a game called GAUNTLET and is making it available as user supported software. This means it isn't available in stores. You can get it from anyone who has it (no protection!), from BBS, etc.

GAUNTLET is a 28K assembly language program that runs in a 32K Atari with disk. You are the pilot of a lone spacecraft trying to penetrate the defenses of an enemy battlegroup dug in on a small moon. There are 50 different screens, 17 different kinds of enemy ships, and 10 different types of enemy weapons. The enemy ships are intelligent and dodge your shells and shoot your shells out of the sky. There are camouflaged gunbases that are almost invisible. There are enemy ships that drop robot ships that fight on their own. Mines will chase you. Enemy scouts and hunters use the terrain to trap and kill you. Most enemy ships fire more than one type of weapon.

Your ship is equipped with rapid fire fusion bolts and a special weapon that you choose from homing missiles that burn through rock and TRIDEX that explode along a plane.

There are three skill levels and two modes. The action is VERY fast and will challenge your gaming skills.

I don't have a sector copier and thus can't share my copy, but if you send a donation of at least $5.00 to the author, he will send it to you (he provides the disk). It is worth much more than $5.00, and I recommend it!!

The author's address is Donald R. Lebeau, P.O. Box 376, Pepperell, MA 01463.

From -367734110306270698
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f7c81f6f776e7182
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-01 08:09:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site desoto.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!desoto!benw
From: benw@desoto.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: Re: Need info on Flight Simulator.
Message-ID: <534@desoto.UUCP>
Date: Mon, 1-Oct-84 11:09:32 EDT
Article-I.D.: desoto.534
Posted: Mon Oct 1 11:09:32 1984
Date-Received: Wed, 3-Oct-84 06:01:43 EDT
References: <981@ut-ngp.UUCP>
Organization: AT&T Bell Laboratories, Piscataway
Lines: 41

I have rented the flight simulator II for the atari; It is a magnificently done program, no doubt about it. It has most of the features of the IBM Microsoft version (there are some minor features that are only loaded in if you have 64K, ie, an XL machine). Of course, the screen update is slower...about 3 frames per second, compared with the IBM's 16 frames per second; however, I found the speed perfectly adequate. The controls are responsive and the "dashboard" seems to get updated even faster than the scenery.

The program comes on two disks, one with the main program and two "scenery areas", Chicago and the WWI pilot scenario. The other disk comes with four additional scenery areas. All parameters are user modifiable (weather, reliability, etc). The documentation is excellent...one large book describing the

program itself and the plane's operation, the other book about flight physics and acrobatics. In addition, pilot's maps of the program's geographical areas are included.

My opinion of the program? Again, it is a masterpiece of programming. The detail is unsurpassed. Most of the plane's controls are from the keyboard, however, and I found they were not easy to learn. Also, sometimes the details were a bit too detailed. For instance, should I really have to worry about kicking in the magnetos for each engine? In fairness, there is an "easy" mode where many details are automatically taken care of. However, you can't get some details without including all of them.

Basically, I feel that the program is SO realistic that it was too much work to be much fun. You get the work of flying without the exhilaration. However, as a true simulator, it is among the best for micros, and it is certainly worth having as a collector's piece (if you feel like shelling out the money...I didn't think it was worth it).

Ben Weber
AT&T Technologies

From -3636754642711464657
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ba59017ae593c246,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-02 09:38:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 02/21/84; site desoto.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!desoto!benw
From: benw@desoto.UUCP (B Weber)
Newsgroups: net.micro.atari
Subject: OKIMATE 10 REVIEW
Message-ID: <535@desoto.UUCP>
Date: Tue, 2-Oct-84 12:38:50 EDT
Article-I.D.: desoto.535
Posted: Tue Oct 2 12:38:50 1984
Date-Received: Wed, 3-Oct-84 19:52:22 EDT
Organization: AT&T Bell Laboratories, Piscataway
Lines: 152

I received the following review of the OKIMATE-10 printer from Frank Prindle, who requested I post it to the net. Many thanks to Frank for sharing his experience with the printer. Thanks also to Kit Kimes for sending me additional specs on the machine.

Ben Weber

```
------------------------------------------------------------------------
From uucp Tue Oct  2 11:43 EDT 1984
>From ucbvax!prindle@nadc.ARPA  Tue Oct  2 11:43:27 1984 remote from ihnp4
Date: 2 Oct 1984 10:02:32-EDT
From: ihnp4!ucbvax!prindle@NADC.ARPA
Subject: okimate-10
Message-Id: <8410021412.AA11401@UCB-VAX.ARPA>
Received: by ihnp1.ATT.UUCP (sendmail 4.12/9-Jan-84)
     id AA07954; 2 Oct 84 10:39:57 CDT (Tue)
Received: by ihnp4.ATT.UUCP; id AA21495; 2 Oct 84 10:39:51 CDT (Tue)
Received: from nadc (nadc.ARPA.ARPA) by UCB-VAX.ARPA (4.24/4.31)
     id AA11401; Tue, 2 Oct 84 07:12:50 pdt
Received: from ihnp1.UUCP by py/garage/desoto.DK; 8410021543
To: desoto!benw@BERKELEY.ARPA
Status: RO

------------------------------------------------------------------------------

           OKIMATE-10 Color Printer from Okidata, Inc.
           -------------------------------------------

Manufacturer: Okidata, Inc., Mt. Laurel, NJ

Dealer: BEST Products Inc. (Discount Showroom Distributer)

Price: Approximately $210 plus tax including Commodore (or Atari) interface,
       black ribbon, color ribbon, cable, manual, diskette, cassette, and
       a small amount of paper. (on sale for $20 off that price at store)

Print technique: 8-dot matrix thermal head with heat transfer of ink from a
          film-type ribbon to ordinary paper.  Will also print on
          thermal paper without a ribbon.

Paper: Up to 8.5 inch single sheet or 9.5 inch sprocket feed

Ribbon: Special cassette for OKIMATE-10, Black ~$6.00, Color ~$6.50
        Black ribbon good for ~120000 characters (25-75 pages)
     Color ribbon good for ~30000 color characters or 10 graphic screens

Fonts: 5 Fonts selectable via control characters -

     Normal          10CPI,  80 Char/Line, with descenders
     Wide             5CPI,  40 Char/Line, with descenders
     Fine          17.1CPI, 136 Char/Line, with descenders
     Bold           8.5CPI,  68 Char/Line, with descenders
     Reverse Normal  10CPI,  80 Char/Line, no descenders

Case: Supports either Upper case/Graphics or Lower case/Upper case

Graphics Capability: Commodore 1525 compatible

Speed: 60 Characters per second (text), ~3 inches per second (graphics)
```

Interface: Commodore serial bus, device #4 (jumper selectable as device #5)

Color Capability: Color ribbon with sequential carriage-width blocks of three
transparent additive colors. Photocell synchronization to
beginning of first color block. About 50 colors can be
achieved for graphics via overlay and interleave.

Software: 2 Programs on disk and tape:

Learn to print - a tutorial on using the printer

Color screen print - a utility package which reads color
graphics screens from disk, and prints
them using the color ribbon.

Control Codes:

^O	Reset to normal font, non-graphic mode (default)
^N	Wide font select
^]	Fine font select
^]^N	Bold font select
^R	Reverse font select
^R+128	Reverse off
^Q	Lower case/Upper case select (default if secondary address=7)
^Q+128	Upper case/Graphics select (default if secondary address=0)
^J	Line feed
^L	Form feed (11 inches from power up position)
^M	Carriage return (with optional, jumper selected, line-feed)
^Pcc	Tab to column cc (2 decimal digits characters)
^[^Jx	Fine vertical spacing for next line is ASC(x)/144 inches
^[^Pxy	Fine horiz. position ASC(x)*256+ASC(y)/60 inches
^[B	Disable 1 inch perforation skip at bottom of page
^[A	Enable 1 inch perforation skip at bottom of page (default)
^H	Enter graphics mode (follow with 7 dot high graphics like 1525)
^Zxy	Repeat graphics mode (repeats ASC(y), ASC(x) times)
^[^Y	Align color ribbon to beginning of yellow/magenta/cyan set (next 3 lines printed will print on top of each other)

Quality:

Well, here's the bottom line. I didn't keep the printer. While it appears to be mechanically well constructed, the print quality for normal black on white printing was pretty terrible. At the darkest density setting (the manual recommends using a medium setting), the characters were just barely dark enough to tolerate (and then only on the absolutely smoothest of paper); unfortunately the problem is more than darkness, it is consistency. The character appearance is extremely variable, with different letters on the same line and different parts of the same letter (both vertically and horizontally) of different darkness, somewhat at random. Since it could have been the ribbon, I tried thermal paper without ribbon. The result was the same, except the print was much lighter (totally unacceptable) in addition to being inconsistent. To rule out a defective print mechanism or head, I tried a second sample and found it was essentially the same, although slightly worse on thermal paper.

Incidentally, the examples printed in the manual, and the picture inside the cover of the box show very acceptable black printing, but I suspect they are doctored. Not being one to give up easily, I took my second sample to Okidata field service in Mt. Laurel, NJ. The manager there took a look at the print and said "oh, yes, that is much too light - I'll have an engineer check out a new one for you." He brings me out a box with a new printer and a piece of paper which looks semi-reasonable and says that that printer printed this piece of paper with the light-dark control at mid position. So I leave, get home, plug it in, and detect no substantial improvement - I couldn't even get it to print as good as the sample on the *same* piece of paper with the control set to *dark*, even after trying a new ribbon (they gave me a free box of ribbons!).

Interestingly enough, if you are careful to use the smoothest paper, the color plotting mode is quite nice; the head moves much slower than in text mode and seems to be able to more evenly melt the ink onto the paper. The accompaning screen dump software worked very well, but did have some incorrect color renditions (for example, the C-64 has 3 shades of blue - the lightest shade of blue produced by the screen dump program was actually the medium blue of the C-64 set; many of the grey shades were too dark and acutally dark blue).
Also, the vertical positioning mechanism, while quite accurate, could not quite avoid gaps or overlaps between the 7 dot high horizontal graphic fields; this somewhat (but not completely) detracted from the beauty of the final image.
Black and white graphics seems to work ok too - I tried printing music from the Music Construction Set with reasonably decent results, although not all the ink seemed to stick to the paper.

This printer is quite rare now, but should be showing up in computer stores within a few months. You should definitely see one demonstrated (bring some of your own paper too) before you buy. It may be that these problems are just the woes of the early production run and that by serial #20000 or so, things will improve. Then again, perhaps that's all you can get from that price technology, but if I'm going to spend 10 cents a page for a film ribbon, I'd like to get film ribbon quality out of it. Ultimately the consumer will decide if this is going to be an Okiflop or an Okisuccess.

Frank Prindle
Prindle@NADC.ARPA

From -4795230422969492906
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,159ad0aac565cd22
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-03 09:21:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site gloria.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!rochester!rocksvax!rocksanne!sunybcs!
gloria!dan
From: dan@gloria.UUCP (Dan O'Connell)
Newsgroups: net.micro.atari
Subject: Re: Atari display list
Message-ID: <575@gloria.UUCP>
Date: Wed, 3-Oct-84 12:21:11 EDT

Article-I.D.: gloria.575
Posted: Wed Oct 3 12:21:11 1984
Date-Received: Fri, 5-Oct-84 08:44:50 EDT
References: <733@vax1.fluke.UUCP>
Distribution: net
Organization: State University of New York @ Buffalo,NY
Lines: 8

In order to make a custom display list work best on a normal TV,
you should have no more than 192 scan lines in total. If you have
more than that, rolling may occur on a TV because of the overscan.
I can not recall how many scan lines each line of graphics takes,
but I think each line of gr.7 is 2 scan lines, and each line of
gr.0 is 8 scan lines.
Another problem that could cause the rolling on the TV is that
if the screen data crosses a 4 K boundry, weird things happen.

From 1887044937905111990
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,67383b75ed40c9d5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-04 12:34:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!hogpc!houxn!rb
From: rb@houxn.UUCP
Newsgroups: net.micro.atari
Subject: Re: A very FAST game available on unprotected disks!
Message-ID: <563@houxn.UUCP>
Date: Thu, 4-Oct-84 15:34:52 EDT
Article-I.D.: houxn.563
Posted: Thu Oct 4 15:34:52 1984
Date-Received: Fri, 5-Oct-84 06:05:29 EDT
References: <3787@decwrl.UUCP>
Organization: AT&T Information Systems, Holmdel NJ
Lines: 6

Sounds like a chain letter to me!

If it's really that good, why not submit it to ANTIC or ANALOG, and
REALLY put it in the public domain, while at the same time getting PAID
for it?

From -5324897784626410194
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,54c37275d0a16251,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 120a1f,54c37275d0a16251,start
X-Google-Attributes: gid120a1f,public
X-Google-ArrivalTime: 1984-10-07 18:28:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10.1 6/24/83; site pucc-i
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!inuxc!pur-ee!CS-Mordred!Pucc-H:Pucc-I:agd
From: agd@pucc-i (Gerrit Huizenga III)
Newsgroups: net.wanted.sources,net.micro.atari
Subject: Wanted: Atari 800XL TERMCAP
Message-ID: <618@pucc-i>
Date: Sun, 7-Oct-84 21:28:09 EDT
Article-I.D.: pucc-i.618
Posted: Sun Oct 7 21:28:09 1984
Date-Received: Tue, 9-Oct-84 02:54:14 EDT
Organization: The Bottom of the Tree
Lines: 12

< munch, munch, munch >

Does anyone have a TERMCAP for an atari 800XL? VI is *so* *BORING*
in <open mode>. Please reply via mail to:

UUCP: {decvax, ucbvax, allegra}!pur-ee!pucc-i!agd
         {seismo, harpo, teklabs, ihnp4}!pur-ee!pucc-i!agd

      adTHANKSvance
          Gerrit Huizenga III @ Purdue University Computing Center

From -4566272330616435171
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,54c37275d0a16251
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 120a1f,54c37275d0a16251
X-Google-Attributes: gid120a1f,public
X-Google-ArrivalTime: 1984-10-08 10:11:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!hogpc!houxn!rb
From: rb@houxn.UUCP
Newsgroups: net.wanted.sources,net.micro.atari
Subject: Re: Wanted: Atari 800XL TERMCAP
Message-ID: <566@houxn.UUCP>
Date: Mon, 8-Oct-84 13:11:34 EDT
Article-I.D.: houxn.566
Posted: Mon Oct 8 13:11:34 1984
Date-Received: Tue, 9-Oct-84 03:48:06 EDT
References: <618@pucc-i>
Organization: AT&T Information Systems, Holmdel NJ
Lines: 15

After living with the same expectations, I guess I'll repost the answer....
There is no TERMCAP for a COMPUTER, only a TERMINAL!!

Since there are several terminal emulators for the ATARI 800 out there, pick one and use the TERMCAP as appropriate. Several good ones include ADM-3A (by SWP) and CHAMELEON (by APEX). In addition, CHAMELEON allows you to customize and roll your own.....The ADM-3A emulator with the SWP ATR-8000 can run in either 40 or 80 column (with monitor) and no additional hardware.

Rob Botwin
.....{utah-cs|seismo|decvax}!harpo!eagle!hogpc!houxn!rb
ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
FJ 1B-130

From 298519085202459783
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d90926fd2a7c8800,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-10 11:19:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 (Tek) 9/26/83; site azure.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!harvard!godot!mit-eddie!genrad!decvax!
tektronix!teklds!azure!lenh
From: lenh@azure.UUCP (Len Hayward)
Newsgroups: net.micro.atari
Subject: Wanted: Atari Disk repair
Message-ID: <78@azure.UUCP>
Date: Wed, 10-Oct-84 14:19:40 EDT
Article-I.D.: azure.78
Posted: Wed Oct 10 14:19:40 1984
Date-Received: Sat, 13-Oct-84 01:32:25 EDT
Organization: Tektronix, Beaverton OR
Lines: 19

I have an Atari 810 Disk Drive that needed had its motor replaced. It now refuses to read any disk. I believe it has either a speed problem (possibly a loose belt?) and/or an alignment problem. The local service center is asking $55 plus parts to fix and $25 if I just want an estimate of what is needed to repair it. Anyone know of a cheaper place, can do it themselves, can give me instructions, etc.?

I will send the results of the responses to anyone who wishes.

Thanks in advance,

Len Hayward
Microprocessor Development Products Division
Tektronix, Inc.
Beaverton, OR
(503) 629-1040
...!tekmdp!lenh

From 2666438423468314109
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,15b1cacd835b59eb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-10 15:36:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site akguc.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!akguc!rbk
From: rbk@akguc.UUCP (Brad)
Newsgroups: net.micro.atari
Subject: TERMCAP for ATR8000
Message-ID: <7493@akguc.UUCP>
Date: Wed, 10-Oct-84 18:36:20 EDT
Article-I.D.: akguc.7493
Posted: Wed Oct 10 18:36:20 1984
Date-Received: Thu, 11-Oct-84 07:52:56 EDT
Organization: AT&T Technologies/Bell Labs, Atlanta
Lines: 26

There have been a couple of articles lately about TERMCAP entries for the ATARI. As Rob Bowtin stated, the TERMCAP entry is for a particular terminal, or in the case of an ATARI, for a particular terminal emulator program. The program I use most often is the 80-col terminal emulator for the ATR8000. (If you don't have an ATR8000, this is NOT APPLICABLE.) This program is supposed to emulate an ADM 3A, but there are some differences. The TERMCAP entry below works better than the standard 3a entry. I have also written an entry for the 40-col program, which actually has more features than the 80-col version (e.g., line and char insert and delete). It is also given below, but I think it may still have some bugs (with the standout mode???) -- I'm not sure, since I seldom use it.

R. Brad Kummer akgu[a|c]!rbk
AT&T Bell Laboratories - Atlanta
(404)447-2725 [w] * (404)921-4254 [h]

```
a4|atr40|atr8000 40 col:\
     :cr=^M:do=^J:nl=^J:bl=^G:\
     :am:bs:cm=\E=%+ %+ :cl=1^Z:co#80:li#24:nd=^L:up=^K:\
     :ce=\ET:cd=\EY:al=\EE:dl=\ER:im=:ei=:ic=\EQ:dm=:ed=:dc=\EW:\
     :so=\E):se=\E(:
a8|atr80|atr8000 80 col:\
     :cr=^M:nl=^J:do=^J:le=^H:\
     :am:bs:cm=1\E=%+ %+ :cl=1^Z:co#80:li#24:nd=^L:up=^K:\
     :so=\E) :se=\E( :
```

From -7658702742052569076
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3d732f57a1c7fa45,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-11 13:21:02 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxa.UUCP
Path: utzoo!linus!philabs!cmcl2!seismo!hao!hplabs!tektronix!uw-beaver!cornell!
vax135!houxm!ihnp4!inuxc!inuxa!tob
From: tob@inuxa.UUCP (T Burger)
Newsgroups: net.micro.atari
Subject: XL parallel bus
Message-ID: <299@inuxa.UUCP>
Date: Thu, 11-Oct-84 16:21:02 EDT
Article-I.D.: inuxa.299
Posted: Thu Oct 11 16:21:02 1984
Date-Received: Sat, 13-Oct-84 04:46:53 EDT
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 57

The ATARI parallel bus pin-out.

This information is from the 600XL Field Service Manual.

GND	1	2	EXTERNAL SELECT
A0	3	4	A1
A2	5	6	A3
A4	7	8	A5
A6	9	10	GND
A7	11	12	A8
A9	13	14	A10
A11	15	16	A12
A13	17	18	A14
GND	19	20	A15
D0	21	22	D1
D2	23	24	D3
D4	25	26	D5
D6	27	28	D7
GND	29	30	GND
PHASE 2 CLOCK OUTPUT	31	32	GND
N/C	33	34	RESET OUTPUT
IRQ	35	36	READY INPUT
N/C	37	38	EXTERNAL DECODER OUTPUT
N/C	39	40	REFRESH OUTPUT
COLUMN ADDRESS OUTPUT	41	42	GND
MATH PACK DISABLE INPUT	43	44	ROW ADDRESS STROBE OUTPUT
GND	45	46	LATCHER READ/WRITE OUTPUT
N/C	47	48	N/C
AUDIO IN	49	50	GND

To locate pin 1,

while looking at the back of the unit, pin 1 is on the top right side.

This is the only information I have.
NO!! I don't know anymore about the use of the pins.
NO! I don't know if the pinout is the EXACT same on the 800XL.

This is the only page of the Field Service Manual I have. I recieved it
from Atari on special request.

Does anybody know any more about the bus??

I will post a summary of any replies I get.

Ted O. Burger

From 7299882473464720077
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3d732f57a1c7fa45
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-12 07:31:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83 based; site houxl.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!houxl!oaa
From: oaa@houxl.UUCP (O.ALEXANDER)
Newsgroups: net.micro.atari
Subject: Re: XL parallel bus
Message-ID: <487@houxl.UUCP>
Date: Fri, 12-Oct-84 10:31:06 EDT
Article-I.D.: houxl.487
Posted: Fri Oct 12 10:31:06 1984
Date-Received: Sat, 13-Oct-84 07:13:31 EDT
References: <299@inuxa.UUCP>
Organization: AT&T Bell Labs, Holmdel NJ
Lines: 2

Am I missing something, or shouldn't there be a +5v pin somewhere to power
things like external memory.

From -7930153876352154298
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d90926fd2a7c8800
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-12 09:54:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!hogpc!houxn!rb
From: rb@houxn.UUCP
Newsgroups: net.micro.atari

Subject: Re: Wanted: Atari Disk repair
Message-ID: <570@houxn.UUCP>
Date: Fri, 12-Oct-84 12:54:37 EDT
Article-I.D.: houxn.570
Posted: Fri Oct 12 12:54:37 1984
Date-Received: Sat, 13-Oct-84 07:37:50 EDT
References: <78@azure.UUCP>
Organization: AT&T Information Systems, Holmdel NJ
Lines: 21

Those prices are VERY reasonable for what you ask. Point of fact, the
ENTIRE innards can be replaced for about $250 using components available
through surplus outlets when ATARI stopped making the 810.

The repair fees are more for the TIME he must spend on your drive.
Speed is easily maintained by adjusting the speed pot. on the power supply
(rear) board. Alignment is often so time consuming that the entire
mechanism is usually replaced as an expedient.

Depending upon the age of the drive, you might want to replace other parts
as well, for example update of ROMs, and data separator board. Also, there
are closeouts available on the new 1050 disk drive in the $250 price range
(yes, these are NEW!)

So all in all, if they're gonna fix it right for 50 bucks or so, they're
not rippin' ya off!!!

     Rob Botwin
.....{utah-cs|seismo|decvax}!harpo!eagle!hogpc!houxn!rb
ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
FJ 1B-130

From -6848550331150195241
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,57f11274ca6b31ce,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-14 17:58:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxf.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!ihuxf!bryan
From: bryan@ihuxf.UUCP (Bryan K. DeLaney)
Newsgroups: net.micro.atari
Subject: Atari Bus correction
Message-ID: <2432@ihuxf.UUCP>
Date: Sun, 14-Oct-84 20:58:50 EDT
Article-I.D.: ihuxf.2432
Posted: Sun Oct 14 20:58:50 1984
Date-Received: Tue, 16-Oct-84 04:51:09 EDT
Organization: AT&T Bell Labs, Naperville, IL
Lines: 14

There is no 5 volt output on the Atari bus.

Also if you hold the computer with the back facing you then pin 1 is on
the top LEFT side. PIN 1 IS NOT ON THE TOP RIGHT SIDE IF THE
COMPUTERS BACK IS TOWARD YOU !!!!!!!!!

YES This bus is the same on the 800XL

ihuxf!bryan
Bryan DeLaney
AT&T Bell Laboratories

From 8270108761387828202
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8debaebebaffd5a2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-15 11:10:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/18/84; site pur-phy.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!inuxc!pur-ee!CS-Mordred!Pucc-H:pur-phy!hal
From: hal@pur-phy.UUCP (Hal Chambers)
Newsgroups: net.micro.atari
Subject: Disk Drive needed
Message-ID: <1463@pur-phy.UUCP>
Date: Mon, 15-Oct-84 14:10:13 EDT
Article-I.D.: pur-phy.1463
Posted: Mon Oct 15 14:10:13 1984
Date-Received: Wed, 17-Oct-84 06:28:21 EDT
Distribution: net
Organization: Purdue Univ. Physics Dept., IN
Lines: 10

   I just bough an 800XL for my daughter and now need a disk drive.
Does anybody have any recomendations?
I'd like all the capacity I can get, of course.
Does anyone make a disk system which uses the expansion bus?
A previous article refered to "closeout" prices on the 1050 drive;
is it being replaced by a new model??

Hal Chambers
(...!pur-ee!pur-phy!hal)

From 6390658196460710548
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4b7a2df689e60b5c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-16 04:50:29 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site aluxe.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!aluxp!aluxe!david1
From: david1@aluxe.UUCP (nelson)
Newsgroups: net.micro.atari
Subject: DOS 3.0
Message-ID: <449@aluxe.UUCP>
Date: Tue, 16-Oct-84 07:50:29 EDT
Article-I.D.: aluxe.449
Posted: Tue Oct 16 07:50:29 1984
Date-Received: Wed, 17-Oct-84 05:12:57 EDT
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 1

What ever happened to the Atari DOS 3.0?

From -1485828800273212604
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4b7a2df689e60b5c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-16 13:07:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxn.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!drutx!houxe!hogpc!houxn!rb
From: rb@houxn.UUCP
Newsgroups: net.micro.atari
Subject: Re: DOS 3.0
Message-ID: <571@houxn.UUCP>
Date: Tue, 16-Oct-84 16:07:30 EDT
Article-I.D.: houxn.571
Posted: Tue Oct 16 16:07:30 1984
Date-Received: Wed, 17-Oct-84 06:12:20 EDT
References: <449@aluxe.UUCP>
Organization: AT&T Information Systems, Holmdel NJ
Lines: 2

It was issued and included with newer 1050 disk drives....
unfortunately noone uses it 'cause it stinks.....but oh well!!

From -622161089293867108
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8debaebebaffd5a2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-18 14:29:04 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: Disk Drive needed
Message-ID: <240@cadovax.UUCP>

Date: Thu, 18-Oct-84 17:29:04 EDT
Article-I.D.: cadovax.240
Posted: Thu Oct 18 17:29:04 1984
Date-Received: Sun, 21-Oct-84 14:18:28 EDT
References: <1463@pur-phy.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 32

I recommend the INDUS G.T. Several friends of mine have them and
they come HIGHLY RECOMMENDED. I know only one person who has a RANA
and when I was over at his house, it started acting strange. He says
he's never had any problems until then though. (acting strange means=
Lots of disk errors in this case). I use and ATR-8000 with an NEC
half height double-sided double density (IBM compat.) drive in addition to my
original Atari 810. By the way the ATR-8000 supports up to 4 drives
and I also have 2 8" Sugarts (sp?) that I periodically hook up
(when I'm not using them with my old standby- an IMSAI)

The low end (non-CP/M) ATR-8000 is priced right around $300, and
you shouldn't have to pay more than about $170 for a disk drive
(that's how much mine was, others were cheaper) and a drive
cabinet with power supply is $50-$90.

If this method is either a)too expensive, or b) assumes too much
knowledge about how to put the hardware together, then I would
as I said, recommend the INDUS.

By the way, the CP/M version of the ATR-8000 is about $450 (? price has
been dropping) and for and extra $599 (? again) you can get the Co-Power 88,
which will run IBM compatible software and comes with 128k. The ATR-8000
is made by SWP Inc. (I forget what it stands for, just see any ANALOG or
ANTIC magazine)

Keith Doyle
{ucbvax,decvax}!trwrb!cadovax!keithd

From 4729438032077960776
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1ae467dc76f6ba25,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-22 19:47:27 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/5/84; site sunybcs.UUCP
Path: utzoo!watmath!sunybcs!dan
From: dan@sunybcs.UUCP (Zaphod Beeblebrox)
Newsgroups: net.micro.atari
Subject: New Infocom games.
Message-ID: <757@sunybcs.UUCP>
Date: Mon, 22-Oct-84 22:47:27 EDT

Article-I.D.: sunybcs.757
Posted: Mon Oct 22 22:47:27 1984
Date-Received: Tue, 23-Oct-84 01:38:26 EDT
Distribution: net
Organization: The Hitch-hikers Guide
Lines: 20

Infocom has just released (or about to release), 3 new games.
The first one that I want to get is The Hitchhikers
Guide to the Galaxy. If you read the book by Douglas
Adams, I am sure you will want to get that one too.

Two others are also being released. They are
Cut-throats and Suspect.

Cut-throats is supposed to be out now, and the other
two in November of '84.

I would have posted this to net.micro, or net.games,
but I feel atari owners are the best ones of all the
micro owners.

Let atari live FOREVER!!!!!!!!!!

From 994584815887380176
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6bab1ad1e28562db,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-23 07:52:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sjuvax.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!princeton!astrovax!sjuvax!iannucci
From: iannucci@sjuvax.UUCP (iannucci)
Newsgroups: net.micro.atari
Subject: MPP MODEM
Message-ID: <576@sjuvax.UUCP>
Date: Tue, 23-Oct-84 10:52:49 EDT
Article-I.D.: sjuvax.576
Posted: Tue Oct 23 10:52:49 1984
Date-Received: Thu, 25-Oct-84 02:38:23 EDT
Organization: Saint Josephs Univ. Phila., Pa.
Lines: 16

I was thinking very seriously about buying the Microbits MPP-1000 modem for my Atari 800, because it seems like a great modem, especially considering the very reasonable price they are asking. But I have heard recently that because the modem uses the joystick port (which *supposedly*runs at 130 baud) that the modem can't do any faster than this. Is

this
legitimate? Would Microbits have made a 300 baud modem that could only in practice do 130? And does anybody know anything else abou this modem that would be instructive for me to know. Or is there another modem of comparable cost that would be worth considering? All comments are much appreciated.

Dave Iannucci. (or the Vicar)
St. Joseph's University, Phila. PA
{allegra | astrovax | bpa | burdvax}!sjuvax!iannucci

From -1175135838998795781
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ba33063b6dfb43f0,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,ba33063b6dfb43f0,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 15f443,ba33063b6dfb43f0,start
X-Google-Attributes: gid15f443,public
X-Google-ArrivalTime: 1984-10-26 06:34:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site rayssd.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!allegra!rayssd!sth
From: sth@rayssd.UUCP
Newsgroups: net.wanted,net.micro,net.micro.atari
Subject: Atari Letter Quality Printer wanted
Message-ID: <545@rayssd.UUCP>
Date: Fri, 26-Oct-84 09:34:40 EDT
Article-I.D.: rayssd.545
Posted: Fri Oct 26 09:34:40 1984
Date-Received: Sat, 27-Oct-84 03:43:50 EDT
Distribution: net
Organization: Raytheon Co., Portsmouth RI
Lines: 6

Could somebody please send me information, both good and bad, on letter quality printers for the Atari micros? Price is definitely a consideration. Many, many thanx in advance.

Steve Hirsch,   {allegra, decvax!brunix, ccieng5}!rayssd!sth
Raytheon Co,   Submarine Signal Div., Portsmouth, RI

From -2487755996936735095
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c92aeb6fe1be6624,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-26 18:20:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 7/17/84; site link.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!houxm!link!dlm
From: dlm@link.UUCP (Daryl Monge)
Newsgroups: net.micro.atari

Subject: Broken ATARI 810 disk drive
Message-ID: <262@link.UUCP>
Date: Fri, 26-Oct-84 21:20:15 EDT
Article-I.D.: link.262
Posted: Fri Oct 26 21:20:15 1984
Date-Received: Sat, 27-Oct-84 04:44:27 EDT
Distribution: net
Organization: AT&T Bell Laboratories - Holmdel, NJ
Lines: 27

On behalf of a friend:

We have a broken ATARI 810 disk drive. I am looking for help on either of
the following

1. Can I get the mechanical and electrical drawings for the ATARI 810
    somewhere?

2. Can someone suggest a fix to the actual problem?

The drive, when powered on, starts spinning the diskette, but does not load
the heads. Further, the drive does not stop spinning.

Does anyone know of this problem and a fix, or can point me to someone
who would know? Our local ATARI service center closed I hear
(Central New Jersey) and we do not know where to go. If we at least had
documentation, we could trouble shoot it since we have no shortage
of engineers here.

Thanks

Daryl Monge
AT&T Bell Labs
...!ihnp4!link!dlm

Holmdel, NJ

From -7874316372203339440
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e3ecd42d6ab9c180,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-10-29 06:16:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!linus!decvax!decwrl!dec-rhea!dec-dvinci!fisher
From: fisher@dvinci.DEC (Burns Fisher, MRO3-1/E13, DTN 231-4108)
Newsgroups: net.micro.atari
Subject: 130 baud joystick port?
Message-ID: <4035@decwrl.UUCP>
Date: Mon, 29-Oct-84 09:16:06 EST
Article-I.D.: decwrl.4035
Posted: Mon Oct 29 09:16:06 1984

Date-Received: Tue, 30-Oct-84 08:16:47 EST
Sender: daemon@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 22

<Let there be bytes!>

I known nothing about the Microbits modem, but the Atari joystick ports are
parallel output via a standard PIA (peripheral interface adaptor) chip off
the 6502's internal bus. Therefore I see no reason why the speed limit
should be any where close to 13 bytes/second (parallel equivalent of 130 baud).
I imagine that the program limits it more than the hardware.

The rumor about 130 baud may have arisen form the fact that the Atari
internal operating system samples the joystick ports at n times/second (60?)
and copies the data into "shadow registers" in RAM. Thus, if you check the
input from the PIA by looking at the shadow registers, then there is
certainly a low speed limit. I don't think it is very likely that this is
how uBits does it, however.

Burns

     UUCP: ... {decvax|allegra|ucbvax}!decwrl!rhea!dvinci!fisher

     ARPA: decwrl!rhea!dvinci!fisher@{Berkeley | SU-Shasta}

From 2628229475864937901
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e9fa450763cc5d6b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-05 12:06:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!linus!decvax!decwrl!dec-rhea!dec-cache!leigh
From: leigh@cache.DEC (Allen Leigh @SHR1-3/E29 DTN 237-3255)
Newsgroups: net.micro.atari
Subject: Koala Pad
Message-ID: <4124@decwrl.UUCP>
Date: Mon, 5-Nov-84 15:06:06 EST
Article-I.D.: decwrl.4124
Posted: Mon Nov 5 15:06:06 1984
Date-Received: Tue, 6-Nov-84 07:51:14 EST
Sender: daemon@decwrl.UUCP
Organization: DEC Engineering Network
Lines: 13

I am considering getting a Koala Pad for my 800, and I would appreciate
hearing from persons who have it. I've played with it in the store and
it seems pretty impressive. I'm wondering about its reliability and
if it does fail how difficult/long to get it repaired. Also, there are
a couple of commercial programs available to allow the pictures to be

printed; if you have used these to print on a dot-matrix black/white printer, does the software use emphasis/overstrike in an attempt to print shades of gray. Are there public domain programs available to print Koala Pad pictures? Any and all comments will be appreciated. Thanks!

Allen

...decwrl!rhea!cache!leigh

From -4749606203799742984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,591ff53017e90ff,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-07 10:37:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!watmath!clyde!burl!ulysses!mhuxj!ihnp4!mgnetp!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: December 1984 ANTIC TOC
Message-ID: <13379@mgweed.UUCP>
Date: Wed, 7-Nov-84 13:37:38 EST
Article-I.D.: mgweed.13379
Posted: Wed Nov 7 13:37:38 1984
Date-Received: Fri, 9-Nov-84 06:28:49 EST
Organization: AT&T Consumer Products - Montgomery Illinois
Lines: 63

December 1984 ANTIC magazine TOC

page article

11 COMMUNICATIONS: So You Want To Start A Bulletin Board?
    A short article on starting your own bulletin board and some problems associated with it.
12 EDUCATION: Tips On Buying Educational Software For Your Children
    What to look for in educational software.
17 INFO BITS
    A superbly simple file program. It provides an easy way to save and retrieve notes and references to short items that catch your interest. Requires disk drive.
19 WORD STORAGE SPACE SAVER
    A programming technique for storage and retrieval of words and sentences in string data without wasting memory space.
26 BIFFDROP (Game of the Month)
    A challenging and imaginative action-adventure game from Antic's star game designer, J.D. Casten.
31 BUYER'S GUIDE
    A guide to over 125 products, both hardware and software, for the ATARI.

51 SOFTWARE LIBRARY
        All the programs for the articles in the magazine are
        located here.
66 THE TOOLBOX: WINDOWS PART 2
        The conclusion of a two-part series that shows you how to
        create on-screen text windows in Atari programs--in all
        graphics modes.
68 ASSEMBLY LANGUAGE: ALL ABOUT I/O
        An important tutorial for both assembly language and BASIC.
74 PRODUCT REVIEWS
      SOFTWARE:
        GYRUSS (Parker Brothers)
        SPELUNKER (Broderbund)
        FROGGER II (Atari)
        BEACH-HEAD (Access Software)
        FOOTBALL (Atari)
        KEYSTONE KAPERS (Activision)
        PUZZLE PANIC (EPYX, Inc)
        SUPER MAILER PLUS (Royal Software) Utility
        MUSIC CONSTRUCTION SET (Electronic Arts)
        THE MASK OF THE SUN (Broderbund)
        ONE ON ONE (Electronic Arts)
90 BANNERTIZER
        Create horizontal or vertical banners with your 80 column
        printer--in letters up to 10 inches wide.

COMMENTS:
    There is an advertizement for a company in Chicago called
    Skyline Marketing Corp. that is advertizing the AMDEK AMDC-I disk
    drive for $349 and the AMDC-II for $449. They are also listing
    reconditioned AMDEK Color I and Color I plus for $199. They carry
    a 30 day repair or replacement warranty.
    In general, only an average issue.

                    Kit Kimes
                    AT&T Consumer Products
                    Montgomery Works
                    Montgomery, Il. 60538-0305
                    ..!ihnp4!mgweed!kek

From 1145102126241092747
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e9fa450763cc5d6b
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-08 14:30:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site cadovax.UUCP
Path: utzoo!watmath!clyde!bonnie!akgua!sdcsvax!sdcrdcf!trwrba!cadovax!keithd
From: keithd@cadovax.UUCP (Keith Doyle)
Newsgroups: net.micro.atari
Subject: Re: Koala Pad (and Okimate 10)
Message-ID: <282@cadovax.UUCP>

Date: Thu, 8-Nov-84 17:30:10 EST
Article-I.D.: cadovax.282
Posted: Thu Nov 8 17:30:10 1984
Date-Received: Mon, 12-Nov-84 10:31:07 EST
References: <4124@decwrl.UUCP>
Organization: Contel Cado, Torrance, CA
Lines: 54

>I am considering getting a Koala Pad for my 800, and I would appreciate
>hearing from persons who have it. I've played with it in the store and
>it seems pretty impressive. I'm wondering about its reliability and
>if it does fail how difficult/long to get it repaired. Also, there are
>a couple of commercial programs available to allow the pictures to be
>printed; if you have used these to print on a dot-matrix black/white
>printer, does the software use emphasis/overstrike in an attempt to print
>shades of gray. Are there public domain programs available to print
>Koala Pad pictures? Any and all comments will be appreciated. Thanks!

>Allen

I've had a koala pad for about 6 months. I like it a lot and it seems
to be holding up well. I've found Basic listings in Analog or Antic
that translate Koala files to Micro-Painter files etc. I'd expect there's
enough information out there to allow you to print files and cause them
to display from other programs, but I've not been in any rush to do that
and don't have any specific experience.

However, one feature the SOFTWARE dosen't have that I'd like, would be to
allow user definable brushes. This feature is important enough to me that
I'd like to write my own software. A friend of mine who also has a Koala
pad has been having great difficulty in writing a program that correctly
reads the pad. The problem seems to be that the A/D values 'glitch'
periodically. He's tried techniques like reading it multiple times
and comparing for identical values hoping to edit out these 'glitches'
but has so far been unsuccesful. Obviously it can be done, as the
software that comes with the pad does it well, but there was no doc's
on how to do this. I was in a store one day that had lots of Apple software,
and there was some sort of Koala programming kit for the Apple, and I thought
that the information might be in this type of package for the Atari, but
I haven't found one yet. Unfortunately this is all low on my priority list
so I haven't progressed much in the last few.

One other thing-- I found that after a few uses of the pad, the stylus
begins to wear down. It's realtively soft plastic, and the pad surface
is slightly rough. I file it periodically, as a blunt tip requires
more pressure as its covering more surface area, making it difficult to
use for some people. The Atari pad's stylus probably couldn't be filed
similarly if the tip begins to blunt, but the Atari pad has a smoother
surface, and may not require it anyway. I'd like to hear from anyone
who has had an Atari pad for a while, and if there are any long term
usage problems.

On another subject, has anyone seen an Okimate 10 up close? This is
a cheap ($299?) color printer for the Atari that uses a ribbon cartrige
that looks a lot like an audio cassette. It also dosen't require an 850
or equiv. in a non-xl machine. I'd sure like to read a review.

Keith Doyle
{ucbvax,decvax}!trwrb!cadovax!keithd

From 2630740160162365669
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d381f4f45073be76,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-08 14:52:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 Fluke 8/7/84; site fluke.UUCP
Path: utzoo!linus!decvax!tektronix!uw-beaver!ssc-vax!fluke!jeepcj2a
From: jeepcj2a@fluke.UUCP (Dale Chaudiere)
Newsgroups: net.micro.atari
Subject: Direct connect modems
Message-ID: <791@vax1.fluke.UUCP>
Date: Thu, 8-Nov-84 17:52:20 EST
Article-I.D.: vax1.791
Posted: Thu Nov 8 17:52:20 1984
Date-Received: Sun, 11-Nov-84 20:52:58 EST
Distribution: net
Lines: 18

A friend and I will be purchasing modems for our Atari 800s in the near future and
could use some advise from those of you knowledgable on the products available.
Here are is what I have heard or read about the Atari modem:
Organization: John Fluke Mfg. Co., Everett, WA
Lines: 17

     Atari 1030 -
          direct connect
          300 Baud transfer rate
          can store 2 telephone numbers
          Telelink 2 software included in modem
          you can connect and read billboards and print material,
            but cannot up or down load information to disk or cassette
     Price ~$69.00

Please correct or add to the information above. We are also looking for
alternative to the Atari if the price is reasonable, (under $100.). An exception
would be if the modem software could access a disk drive or cassette.

                         Thanks in advance
                         Dale Chaudiere
                         Pete Wittenberg

From 935730957525267265

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a182718cdb7679c0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-11-11 08:02:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.2 9/3/84; site mhuxi.UUCP
Path: utzoo!linus!decvax!ittvax!dcdwest!sdcsvax!akgua!whuxlm!whuxl!houxm!mhuxj!
mhuxi!rfc
From: rfc@mhuxi.UUCP (cmelik)
Newsgroups: net.micro.atari
Subject: touch tablet info wanted
Message-ID: <230@mhuxi.UUCP>
Date: Sun, 11-Nov-84 11:02:37 EST
Article-I.D.: mhuxi.230
Posted: Sun Nov 11 11:02:37 1984
Date-Received: Tue, 13-Nov-84 05:37:12 EST
Distribution: net
Organization: AT&T Bell Laboratories, Murray Hill
Lines: 6

a friend of mine is considering buying an atari touch tablet
for his 800 and would appreciate any information or pointers
thereto about writing software to make use of the device.

bob cmelik   {allegra,research}!rfc

From -2024154536360145419
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ffbc30d36ed87eb2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-19 09:14:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site aluxe.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!harpo!eagle!mhuxi!aluxe!david1
From: david1@aluxe.UUCP
Newsgroups: net.micro.atari
Subject: Atari 800 problems
Message-ID: <1151@aluxe.UUCP>
Date: Wed, 19-Oct-83 12:14:14 EDT
Article-I.D.: aluxe.1151
Posted: Wed Oct 19 12:14:14 1983
Date-Received: Thu, 20-Oct-83 08:00:07 EDT
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 8

I'm having a problem with my Atari 800. When I'm editing a BASIC
program the computer will crash after anywhere from 1 edit to ?
This really upsets me. I have a cassette recorder. It would take
all night to repeatedly save the program after every few edits. Has
anyone else had a similar problem? What can be done to fix the computer?
Thanks in advance.

aluxe!david1

From -691007363398326199
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,73e027283fee4195,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-21 06:18:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site harpo.UUCP
Path: utzoo!linus!security!genrad!decvax!harpo!notes
From: notes@harpo.UUCP
Newsgroups: net.micro.atari
Subject: Drifting Bars - (nf)
Message-ID: <2005@harpo.UUCP>
Date: Fri, 21-Oct-83 09:18:31 EDT
Article-I.D.: harpo.2005
Posted: Fri Oct 21 09:18:31 1983
Date-Received: Sat, 22-Oct-83 07:51:15 EDT
Sender: notes@harpo.UUCP
Organization: AT&T Bell Laboratories, Whippany
Lines: 18

#N::38900001:000:628
!bob   Oct 21 09:17:00 1983

 I have a problem with slowly drifting bars of distortion floating across the screen of my Atari 800.
The bars are horizontal, about 1/10th of the screen wide and take several seconds to drift upwards. The text or game is visible behind this fuzzy patch, but resolution is lost, and it's very distracting. The problem can usually be corrected by turning the machine on and off multiple times or opening and shutting the lid several times. The appearance rate of the bars and the drift speed are very constant.
Any ideas on the cause or cure?

R.L.Carroll
BTL-Wh
Rm 2E232a
201-386-2609
harpo!bob

From -769577687887175105
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b8128eef093c9d8c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-21 07:31:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site aluxe.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxi!aluxe!david1
From: david1@aluxe.UUCP
Newsgroups: net.micro.atari

Subject: Atari lock-up
Message-ID: <1171@aluxe.UUCP>
Date: Fri, 21-Oct-83 10:31:29 EDT
Article-I.D.: aluxe.1171
Posted: Fri Oct 21 10:31:29 1983
Date-Received: Sat, 22-Oct-83 02:28:59 EDT
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 8

Thanks for the mail I've received about the Atari lock-up problem.
I called Atari and they told me that if I'm editing with the
cursor I should do so at the top or middle of the screen, but definitely
not the bottom of the screen. Also if you renumber lines you should
do so backwards about 5 at a time and then list the new lines.

I've had it lock up toward the middle so I would suggest doing it
as close to the top as possible (what a pain!).

From -7574793671764557683
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7e06f48f265ea93a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-24 08:27:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1exp 10/6/83; site ihuxi.UUCP
Path: utzoo!linus!decvax!microsoft!uw-beaver!cornell!vax135!ariel!houti!hogpc!
houxm!ihnp4!ihuxi!rcj1
From: rcj1@ihuxi.UUCP
Newsgroups: net.micro.atari
Subject: Problems with BOOT tapes...
Message-ID: <608@ihuxi.UUCP>
Date: Mon, 24-Oct-83 11:27:59 EDT
Article-I.D.: ihuxi.608
Posted: Mon Oct 24 11:27:59 1983
Date-Received: Tue, 25-Oct-83 22:24:51 EDT
Organization: AT&T Bell Labs, Naperville, Il
Lines: 37

    I am experiencing a problem with BOOT type cassettes.
    (Atari 400, 810 recorder.)
    Seems that after an hour or so the game goes berserk!!!

    This has occured with two different machines and two
    different games....

    For instance, while playing Stellar Shuttle, the meteorites
    would suddenly appear as half-moons, the shuttle would
    travel at a slower speed, and subsequent restarts would
    not affect the game, thereby calling for a tape reload,
    which is a real pain...

Eventually, all control of the game would cease.

I feel that possibly I am experiencing flakey
memory! Could even be a heat problem.

Any comments? Anyone have a good memory test
program to donate?

P.S. I might add that this problem is very consistant.

Also, anyone know of a disk available in the price
range of the Comm. disk? I'm getting tired of the
cassette, however I'll be darned if I'm gonna pay
the price they're asking for Atari disks when
Comm. is so cheap..
(Seriously thinking of C64 if the price goes down to
the $125. range...)

Thanks,

Ray Jender
ihuxi!rcj1

From 729726660382035050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3238a997d5963cdc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-24 11:50:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site akgua.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxi!houxm!ihnp4!clyde!akgua!dlp
From: dlp@akgua.UUCP
Newsgroups: net.micro.atari
Subject: for sale
Message-ID: <359@akgua.UUCP>
Date: Mon, 24-Oct-83 14:50:15 EDT
Article-I.D.: akgua.359
Posted: Mon Oct 24 14:50:15 1983
Date-Received: Tue, 25-Oct-83 06:00:13 EDT
Organization: Western Electric, Atlanta
Lines: 9

FOR SALE:

Atari 850 interface. 10 months old, manuals
$150.00

mail to: akgua!dlp

From 4550379022713617846
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fee34250e1654012,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-24 13:01:26 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1exp 10/6/83; site ihuxm.UUCP
Path: utzoo!linus!decvax!microsoft!uw-beaver!cornell!vax135!ariel!houti!hogpc!
houxm!ihnp4!ihuxm!bryan
From: bryan@ihuxm.UUCP
Newsgroups: net.micro.atari
Subject: Re:disk drives
Message-ID: <655@ihuxm.UUCP>
Date: Mon, 24-Oct-83 16:01:26 EDT
Article-I.D.: ihuxm.655
Posted: Mon Oct 24 16:01:26 1983
Date-Received: Tue, 25-Oct-83 22:51:03 EDT
Organization: AT&T Bell Labs, Naperville, Il
Lines: 26

RANA and TRAK are both producing disk drives for the Atari
computers. They are single or double density and cost about
300 to 350 mail order. Also look around for Atari`s 810 disk
drives at K-mart, Venture, or other discount store
for a real bargins on a display models. A friend
bought one for $200.00 dollars. Alas it was their last one and
they just wanted to dump it since they were selling the 1050`s.
The 1050`s go for about 380 which is a lot better than the
price for an new 810.

Remember that Atari products ,the old line anyway, do not
interfer with anything. My television puts out more EMI than
my computer or disk drive.

Also if you buy an atari disk drive it is worth your while to
get their service contract on your system. When my parents
old 810 (one of the first ones made) broke and Atari replaced the
entire mechanical guts for nothing.

ihuxf!bryan
Bryan K. DeLaney
BTL Naperville IL

P.S. The Atari 810 disk drive is actually a MPI model 51 disk
drive with Atari`s own controller and power supply boards.

From -4681337959742480978
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b3606ec9f92a0ae7,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1983-10-25 10:08:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site akgua.UUCP
Path: utzoo!linus!decvax!tektronix!uw-beaver!cornell!vax135!ariel!houti!hogpc!
houxm!ihnp4!clyde!akgua!dlp
From: dlp@akgua.UUCP
Newsgroups: net.micro.atari
Subject: sold
Message-ID: <361@akgua.UUCP>
Date: Tue, 25-Oct-83 13:08:05 EDT
Article-I.D.: akgua.361
Posted: Tue Oct 25 13:08:05 1983
Date-Received: Thu, 27-Oct-83 02:55:32 EDT
Organization: Western Electric, Atlanta
Lines: 4

  Thanks, The 850 interface I advertised yesterday is now sold.

           dan philen   akgua!dlp

From -2175177570486795725
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7e06f48f265ea93a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-26 10:04:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site aplvax.UUCP
Path: utzoo!linus!decvax!harpo!seismo!rlgvax!cvl!umcp-cs!aplvax!mjg
From: mjg@aplvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Problems with BOOT tapes...
Message-ID: <392@aplvax.UUCP>
Date: Thu, 27-Oct-83 23:27:37 EST
Article-I.D.: aplvax.392
Posted: Thu Oct 27 23:27:37 1983
Date-Received: Mon, 31-Oct-83 07:44:27 EST
References: <608@ihuxi.UUCP>
Organization: JHU/Applied Physics Lab, Laurel, MD
Lines: 29

I haven't had the problem exactly like you described it,
but I did have a home-made (Atari) Basic program which
I wrote to monitor my air conditioner operation. (Yah,
it was in August; even we Italian's don't run our air
conditioners in November.)

After about 3 days, the program just died, and wouldn't
restart. In fact, READY wouldn't come on, and it wouldn't
boot.

This (mad EE's) solution was to: 1) Open the cartridge

cover, 2) Jam a piece of paper in the interlock, so the
power was restored to the machine, 3) Removed the cover
from the Basic cartridge, so only the printed circuit
card and ROM where there, 4) Set the machine on a book
to encourage convection cooling.

They solved the problem.

I did not look for a minimal subset of all those tricks,
I just wanted to get back on the air.

The machine is a 400, purchased about 6/83. The cartridge
was new in about '81.

Good luck,
Mars Gralia
Applied Physics Lab
Johns Hopkins University

From -4806593707358440531
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,111bd56631429f84,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,111bd56631429f84,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1983-10-27 07:13:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site pyuxn.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxl!cbosgd!cbdkc1!pyuxmm!pyuxnn!pyuxi!
u1100a!pyuxn!benw
From: benw@pyuxn.UUCP
Newsgroups: net.micro,net.micro.atari
Subject: TRAK Drives For The Atari
Message-ID: <328@pyuxn.UUCP>
Date: Thu, 27-Oct-83 09:13:56 EST
Article-I.D.: pyuxn.328
Posted: Thu Oct 27 09:13:56 1983
Date-Received: Mon, 31-Oct-83 06:02:18 EST
Organization: Bell Labs, Piscataway
Lines: 48

About the TRAK Atari drive, the following information is from
Trak's own literature:

There are three Trak drives for the Atari, the AT-1, AT-D1 and AT-D2.
The AT-1 is a double density drive that includes some nice bells
and whistles such as an LED track indicator, touch sensitive switches,
and write protect and density indicators. Upgrade kits include a parallel
printer interface with a built in 4K print buffer (upgradeable to 16K)

The AT-D1 is a SINGLE density drive with the above buttons and such,
but INCLUDES the 4K print buffer. You can upgrade to double density

and to a 16K buffer.

The AT-D2 is the top of the line, and includes the double density AND
printer buffer.

By the way, the double density is TRUE double density (176KBytes), unlike
Atari's new 1050 drive. Also, the Trak drives, like the Atari drives,
have a serial port to allow chaining of a cassette recorder, etc.

The most interesting thing about the Trak is it's "Turbo" software (their
name, not mine!). With their software (optional, I believe), the drive
reads 16 tracks at a time into the printer buffer (if it is not being
used for the printer, presumably) and the drive is intelligent enough
to look in the buffer first for a requested track. Trak claims speed
increases of up to 18 times any other Atari drive.

Other features include quicker shutdown time than the Atari drives
(4 seconds vs 8 seconds) and automatic self diagnosis, using a 1/2
second long built in diagnostic program. Diagnostic reports appear
on the screen or the printer. The drives are also about half the
size of the Atari 810's.

I have seen an ad for the Trak AT-D2 and, if memory serves, it
was about $380 dollars (no operating system with it. If you want
to use double density, I suppose you need OSA+, which Trak has
told me is completely compatible with the drive).

BY THE WAY,
my office partner has had an order in with Micro Mainframe for their
dual double density Atari drives since March, and has still not received
his order. They keep telling him that they are about to ship, but
some problem or another keeps cropping up. Has anyone out in netland
actually RECEIVED a Micro Mainframe Atari drive? Has anyone had
similar problems? We would be interested in hearing about them.

Ben Weber pyuxn!benw
Western Electric @BTL, PY

From -4191955573333768977
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4e6e9c8003e7fd4b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-27 10:01:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site burl.UUCP
Path: utzoo!linus!decvax!tektronix!uw-beaver!cornell!vax135!ariel!hou5f!hou5g!
hou5h!hou5a!hou5d!hogpc!drux3!ihnp4!clyde!burl!wjb
From: wjb@burl.UUCP
Newsgroups: net.micro.atari
Subject: Questions about the 64K Atari's
Message-ID: <362@burl.UUCP>
Date: Thu, 27-Oct-83 12:01:40 EST

Article-I.D.: burl.362
Posted: Thu Oct 27 12:01:40 1983
Date-Received: Mon, 31-Oct-83 22:57:32 EST
Organization: Western Electric, Burlington, NC
Lines: 14

Somebody told me that Atari is coming/has come out with some 64K computers which I assume are supposed to compete against the Commodore C64. Does anybody have any word about or experience with them? How much of the 64K is accessible to the user? Are there any expand modules available for them like the CP/M cartridge and the Apple emulator for the C64? I also have a question about Atari disk drives. The C64 drives are slow, largely because of the serial interface. How do the Atari drives fare in comparison?

Thanks a lot for all replies. Since this info is probably already known to most of the readers of this group, please reply to me via mail.
--

--Bill

From -2556216062631935208
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e9c59ded8d9da1f3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-27 13:51:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1exp 10/6/83; site ihuxl.UUCP
Path: utzoo!linus!decvax!tektronix!uw-beaver!cornell!vax135!ariel!houti!hogpc!drux3!ihnp4!ihuxl!johnc
From: johnc@ihuxl.UUCP
Newsgroups: net.micro.atari
Subject: Graphics on Epson?
Message-ID: <676@ihuxl.UUCP>
Date: Thu, 27-Oct-83 15:51:47 EST
Article-I.D.: ihuxl.676
Posted: Thu Oct 27 15:51:47 1983
Date-Received: Mon, 31-Oct-83 22:59:28 EST
Organization: AT&T Bell Labs, Naperville, Il
Lines: 6

Does anyone know if there is software available to dump Atari screen graphics to an Epson MX-80 printer with Graftrax-Plus? I thought I'd try this newsgroup first before I call Epson.

John Cray
ihuxl!johnc

From 7003941941274957286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dff310273b256227,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-11-01 15:07:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site eneevax.UUCP
Path: utzoo!linus!philabs!seismo!rlgvax!cvl!umcp-cs!eneevax!spam
From: spam@eneevax.UUCP
Newsgroups: net.micro.atari
Subject: Horizontal bars
Message-ID: <28@eneevax.UUCP>
Date: Tue, 1-Nov-83 18:07:02 EST
Article-I.D.: eneevax.28
Posted: Tue Nov 1 18:07:02 1983
Date-Received: Fri, 4-Nov-83 03:17:47 EST
Organization: Univ. of Maryland, EE Dept.
Lines: 30

[This line intentionally left non-blank, to satisy news]

I have had experience with 3 Atari 800 computer exhibiting the
'horizontal bars' problem. All 3 had begun doing this after
memory was added. This looked suspiciously like a power supply
problem; the units had passed the factory test with the 16k
originally installed, but were not up to spec with the additional
load of more memory.

    An oscilloscope on one of the offending units confirmed
that there was oscillation on the +5 and +12 lines, so I got out
my trusty soldering iron, and soldered some high-quality, silvered
mica capacitors across those lines. They are available at the front
of the computer, under the keyboard. Usually there are already
some small glass capacitors that look like diodes there. Leave them,
and parallel any needed capacitance. It doesn't take many picofarads,
just fast ones.

    This fix totally cured all the computers, maybe it will help
yours.

                  --Sir Spam the Roadie
                    (John Rehwinkel)
                    ...!umcp-cs!eneevax!spam

PS: My computer, which is dropped/frozen/baked often, never has any
     problems of any sort, the ones that get sick are the ones that
     get the velvet-cushion treatment. Apparently, Apples need this,
     but the Ataris take umbrage at being treated like unliberated
     women.

From 7617615191315576592
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9df07b46fe426aa8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-11-04 08:44:21 PST

Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1exp 10/6/83; site ihuxi.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxl!houxm!ihnp4!ihuxi!rcj1
From: rcj1@ihuxi.UUCP
Newsgroups: net.micro.atari
Subject: Questions on 400 upgrading...
Message-ID: <640@ihuxi.UUCP>
Date: Fri, 4-Nov-83 11:44:21 EST
Article-I.D.: ihuxi.640
Posted: Fri Nov 4 11:44:21 1983
Date-Received: Mon, 7-Nov-83 01:30:12 EST
Organization: AT&T Bell Labs, Naperville, Il
Lines: 20

Would it be worth my while to:

Purchase 48k mem. board?
How about one of those direct replacement keyboards?

Anyone done the above? What are your conclusions?

Or should I wait till the 800 gets to the $139. range?

Also, how about a disk drive review? Anyone have anything
to say about the Rana 1000, Trak AT-D1?
What about the Astra 1620, with double disk, double density
for $595.???

Respond here or send mail to me.

Thanks,
Ray Jender
ihnp4!ihuxi!rcj1

From 8110315633736193889
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6a056c892816863e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-11-04 12:35:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxc.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxl!houxm!ihnp4!inuxc!wheatley
From: wheatley@inuxc.UUCP
Newsgroups: net.micro.atari
Subject: "free" word processor for the Apple IIe
Message-ID: <820@inuxc.UUCP>
Date: Fri, 4-Nov-83 15:35:06 EST
Article-I.D.: inuxc.820
Posted: Fri Nov 4 15:35:06 1983
Date-Received: Mon, 7-Nov-83 22:22:41 EST
Organization: AT&T Consumer Products Div., Indianapolis

Lines: 3

Today (Nov 4, 1983) Wall Street Journal has an ad from pfs software, which indicates that your Apple Computer Dealer has a trial size version of pfs:write available for free....for what its worth

From 7728470633504765519
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2673a18d859b236f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-11-09 10:15:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxl!houxm!ihnp4!we13!mgweed!kek
From: kek@mgweed.UUCP
Newsgroups: net.micro.atari
Subject: Re: Atari service an idictment?
Message-ID: <4580@mgweed.UUCP>
Date: Wed, 9-Nov-83 13:15:43 EST
Article-I.D.: mgweed.4580
Posted: Wed Nov 9 13:15:43 1983
Date-Received: Thu, 10-Nov-83 12:15:17 EST
References: <655@ihuxi.UUCP>
Organization: AT&T Western Electric - Montgomery Illinois
Lines: 13

I have to agree wholeheartedly that the Atari toll free is used for a lot more than complaining about non-working equipment. I have called a few times myself to find out about the availability of new products, etc. They have always been courteous and helpful. They have never complained that I used their toll free number for such frivilous activities.

Thanks Atari!

Kit Kimes
Western Electric Co.
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From -636726184289577973
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a2820613a7b5a075,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-11-09 19:00:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site aplvax.UUCP
Path: utzoo!linus!decvax!harpo!seismo!rlgvax!cvl!umcp-cs!aplvax!mjg
From: mjg@aplvax.UUCP
Newsgroups: net.micro.atari
Subject: 400 monitor port?

Message-ID: <407@aplvax.UUCP>
Date: Wed, 9-Nov-83 22:00:39 EST
Article-I.D.: aplvax.407
Posted: Wed Nov 9 22:00:39 1983
Date-Received: Fri, 11-Nov-83 20:10:32 EST
Organization: JHU/Applied Physics Lab, Laurel, MD
Lines: 13

I'd like to add a port to my 400 so I can attact a monitor.

1) Where do I wire it into the 400? (I think I can get
the schematics for both the 400 and 800.)

2) What can be done to get audio out too?

Thanks,
Mars Gralia
Johns Hopkins University
Applied Physics Laboratory

From 8569310992531250731
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bbb8d6a0e31414a0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-11-10 06:25:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site floyd.UUCP
Path: utzoo!linus!security!genrad!decvax!harpo!floyd!gjw
From: gjw@floyd.UUCP (Greg Wroclawski)
Newsgroups: net.micro.atari
Subject: Whats the atari toll free number
Message-ID: <2016@floyd.UUCP>
Date: Thu, 10-Nov-83 09:25:32 EST
Article-I.D.: floyd.2016
Posted: Thu Nov 10 09:25:32 1983
Date-Received: Fri, 11-Nov-83 22:54:46 EST
Organization: Bell Labs Whippany NJ
Lines: 6

Could somebody send me atari's toll free information number?

Thanks,
Greg Wroclawski
Bell Labs, Whippany

From 8862677642164081372
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4f4b9fb77027739d,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1983-11-10 11:41:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxe.UUCP
Path: utzoo!linus!decvax!genrad!grkermit!masscomp!clyde!ihnp4!inuxc!inuxe!wje
From: wje@inuxe.UUCP (W Erwin)
Newsgroups: net.micro.atari
Subject: horizontal bars
Message-ID: <628@inuxe.UUCP>
Date: Thu, 10-Nov-83 14:41:18 EST
Article-I.D.: inuxe.628
Posted: Thu Nov 10 14:41:18 1983
Date-Received: Fri, 11-Nov-83 06:48:41 EST
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 15

I have also experienced the horizontal bars on my atari 800.
However, the common fix of putting capacitors across the power supply
didn't help my situation.
I also looked at the power system with a scope and could find nothing
unusual.
I even had another 800 open at the same time and compared the two systems.
Then i resorted to basics - see if anything feels unusually warm.
I found that one of my large filter capacitors (4700 UF i believe) was
much warmer than the other.
The capacitors on the other 800 i was using for comparison were cool.
I would have thought that a defect of this kind would reflect in high ripple
and/or low input voltage into the regulator but neither was the case.
At any rate, replacing the capacitor fixed the problem.
Good luck.

From -25668725614881541
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b75c03bbdd7e9967,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-11-12 06:52:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!linus!decvax!harpo!floyd!clyde!ihnp4!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: New Atari Prices
Message-ID: <4640@mgweed.UUCP>
Date: Sat, 12-Nov-83 09:52:02 EST
Article-I.D.: mgweed.4640
Posted: Sat Nov 12 09:52:02 1983
Date-Received: Sun, 13-Nov-83 20:59:09 EST
Organization: AT&T Western Electric - Montgomery Illinois
Lines: 37

#text follows

According to the Wall Street Journal (Nov. 10, 1983) Atari is going to raise prices on its computers, video games, printers and disk drives.

> "Atari said yesterday it will raise prices charged to retailers $40 on its 600XL and 800XL computers to $180 and $280, respectively."

Price rises will be effective Jan. 1, 1984. I doubt that you will be able to buy a 600XL for under $199 then so you might want to try to get one of the new ones before then. That might be a problem though as the article went on to say:

> "Atari also can't fill 40% of its retail orders for the 600XL and 800XL through Christmas because of production snags in Hong Kong. Atari...isn't taking any new orders for the rest of the year; and the shortage will continue into early 1984."

Reasons given:

> "Atari spokesman said, `Atari is really sending out a message--we don't intend to sell superior products at unrealistic prices.'"

I called the Atari hot line to inquire about the 1400XL and 1450XLD and was told that they would not be available until early 1984. Although no firm prices have ever been set for them, I am sure they will also reflect the price increase noted above. That is, they won't be as cheap as some magazines are speculating they will be.

Cheers...

Kit Kimes
Western Electric Co.
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From -4654735875332813356
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,95110a3939243f2a,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,95110a3939243f2a,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1983-11-14 13:45:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1exp 11/4/83; site ihps2.UUCP
Path: utzoo!linus!philabs!seismo!harpo!eagle!mhuxl!houxm!ihnp4!ihps2!dsmith
From: dsmith@ihps2.UUCP
Newsgroups: net.micro,net.micro.atari
Subject: Need BASIC cartridge for Atari 400/800
Message-ID: <109@ihps2.UUCP>
Date: Mon, 14-Nov-83 16:45:51 EST
Article-I.D.: ihps2.109

Posted: Mon Nov 14 16:45:51 1983
Date-Received: Tue, 15-Nov-83 23:43:07 EST
Organization: AT&T Bell Labs, Naperville, Il
Lines: 8

Does anyone have an Atari 400/800 BASIC cartridge they would like to sell?
If so, reply by mail or contact me at 312-979-3703 (days)
or 312-355-9358 (evenings).

Den Smith
AT&T Bell Labs-Naperville,Il.
Room 4B-431 x-3703

From 1223889871773502355
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,abca8ff8e30a3f32,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-11-17 06:13:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1exp 11/4/83; site ihuxi.UUCP
Path: utzoo!linus!philabs!seismo!harpo!floyd!whuxle!pyuxll!eisx!npoiv!npois!hogpc!
drux3!ihnp4!ihuxi!rtb
From: rtb@ihuxi.UUCP
Newsgroups: net.micro.atari
Subject: Review of Deep Blue C Compiler
Message-ID: <684@ihuxi.UUCP>
Date: Thu, 17-Nov-83 09:13:08 EST
Article-I.D.: ihuxi.684
Posted: Thu Nov 17 09:13:08 1983
Date-Received: Sat, 19-Nov-83 01:25:27 EST
Organization: AT&T Bell Labs, Naperville, Il
Lines: 42

I thought I'd spark a litlle interest in this net by revieing APX's Deep Blue C Compiler. I was really attracted to this compiler because it had a lot of predefined functions that I wouldn't have to write myself. They include I/O , graphics and player missle graphics.

My initial goal in using this compiler is to create a growing library of modules (functions) that I could plug together in various games and graphics programs. I won't go into to much detail as to what the compiler has and doesn't have because that information is in the APX catalog. Compilation time is a little slow for my liking, it takes about 3 - 5 minutes to compile and link a small (100 line) program. Also, disk space runs out fast because the compile and link programs are big, but a 2 drive system or 1 double density drive could solve that problem I'm sure. Since I have 1 drive I keep all compile files on 1 drive and all link files on another drive. When I get a CCC file from the compiler I transfer it to the link disk and link it from there. The graphics and player missle graphics libraries are really nice, a lot of the commands are just like equivalent Basic commands. I have had lots of problems with th plmove command

and I suspect it has a bug or two in it. It wouldn't be hard to rewrite the function which is what I might end up doing. Another nice thing is that the source code for all the functions are given. Also, two programs are given for examples. Reading the source code for the Bounce function can tell you a LOT about how to use the player missle commands. I just found out that a math library is available from APX ($17) that will include the type float and math functions. I think that all in all the Deep Blue C Compiler is an excellent value for $50. With the new Atari Computers coming out you will be able to have a 64k disk C system for less than $650 ($335 for drive, $250 for 800xl, advertised discount proces). By the way, if you want to learn C I reccomend that you get a copy of "Programming in C" by Stephen Kochan, published by Hayden, it is an execellent and easy to read book. I don't work for Atari or APX and I don't sell these programs, nor does this article reflect the opinions of my employer, Western Electric. As my library of functions for the Atari grows, I will be willing to share or trade what I have written with other users of the net. Let's see some other reviews of products for the Atari on this net.

R.T. Bradstrum
Western Electric @ BTL Naperville
ihuxi/i1/rtb

From -5730106974283749507
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7b2fb8508d7912c9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-11-19 15:20:55 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site rochester.UUCP
Path: utzoo!linus!philabs!seismo!rochester!parker
From: parker@rochester.UUCP (Clint Parker)
Newsgroups: net.micro.atari
Subject: RE: Deep Blue C review
Message-ID: <3906@rochester.UUCP>
Date: Sat, 19-Nov-83 18:20:55 EST
Article-I.D.: rocheste.3906
Posted: Sat Nov 19 18:20:55 1983
Date-Received: Sun, 20-Nov-83 04:20:56 EST
Organization: U. of Rochester, CS Dept.
Lines: 11

If you you want a faster compiler, you might consider looking at ACTION! sold by OSS. This is not a C or PASCAL compiler, but it is easy to learn for anyone who knows either of these languages.

I shouldn't say any more since I am highly biased on this point (I'm the author), but I thought it would be worth pointing the that it exists in case you weren't aware of it.

- Clinton Parker

From -8447831273072562557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,60998db28c3818d6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-12-01 08:25:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1exp 11/4/83; site ihuxf.UUCP
Path: utzoo!linus!decvax!harpo!floyd!clyde!ihnp4!ihuxf!bryan
From: bryan@ihuxf.UUCP (Bryan K. DeLaney)
Newsgroups: net.micro.atari
Subject: ForSale Atari 850 Chicago
Message-ID: <1661@ihuxf.UUCP>
Date: Thu, 1-Dec-83 11:25:49 EST
Article-I.D.: ihuxf.1661
Posted: Thu Dec 1 11:25:49 1983
Date-Received: Sat, 3-Dec-83 01:20:27 EST
Organization: AT&T Bell Labs, Naperville, Il
Lines: 27

For Sale one Atari 850 interface module with terminal emulator.
Price $175

Includes documentation and The Chameleon Terminal Emulator
which does not need the basic cartridge. The Chameleon will
emulate the VT52, Glass TTY,and the Adm 3a terminals;
Has 40 41 80 81 128 129 columb display options and up to 8 pages
of memory (48k system). It will up/down load ascii or binary files,
and it works great with UN*X (gives you the FULL ASCII set).
With the emulator you can use any or all of the four serial interfaces.
This gives you the ability (assuming you have 4 phone lines) to be
connected to 4 different machines at once. This is about the best
terminal program you can buy for the Atari computers.
I bought the disk version but it should not be to hard to put
it on tape if need be.

Price $160 without terminal program.

Bryan DeLaney
AT&T Bell Labs

ihuxm!bryan
ihuxf!bryan
312-979-3987 work
312-852-0923 home

From -8978398572586933082
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,49e60d5a29420a65,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,49e60d5a29420a65,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 1622d3,49e60d5a29420a65,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1983-12-02 16:45:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ucsfcgl.UUCP
Path: utzoo!linus!decvax!tektronix!ucbcad!ucbvax!ucsfcgl!pc260
From: pc260@ucsfcgl.UUCP
Newsgroups: net.micro,net.micro.atari,net.micro.apple
Subject: Re: "apple as terminal with modem7"
Message-ID: <295@ucsfcgl.UUCP>
Date: Fri, 2-Dec-83 19:45:18 EST
Article-I.D.: ucsfcgl.295
Posted: Fri Dec 2 19:45:18 1983
Date-Received: Mon, 5-Dec-83 22:37:52 EST
References: <404@reed.UUCP>
Organization: Computer Graphics Lab, San Francisco
Lines: 20

There have been several notes about the above. You need an
Apple running CP/M (not necessarily but this is a good way) with
disk drive and 80 cols. You need a serial card (I recommend the
CCS 7710D) and a modem.

Next you need software. ZTERM Professional is very good with a nice
macro capability for about $120. However, MODEM7 has everything
but the macros AND you get source code, plus batch transfers of
files to another MODEM7. The latest version around that I have seen
is MDM712.COM. There is an associated library called MDM712.LBR which
contains the object code, documentation and a bunch of overlays for LOTS
of different computers. This is a public domain program that is widely
available on bulletin boards.

There a couple of versions of UNIX programs that implement the XMODEM
or Christensen protocols that modem7 uses. I have seen umodem and tmodem.

Peter Harrison
uccbvax!ucsfmis!harrison@BERKELEY

From -7782292469785326079
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,25b0e60e0f9552c4,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,f22ccdd75890679f
X-Google-Attributes: gid129c11,public
X-Google-Thread: 1622d3,25b0e60e0f9552c4,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1983-12-04 23:29:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Posting-Version: version B 2.10 5/3/83; site reed.UUCP
Path: utzoo!linus!decvax!tektronix!reed!omsi
From: omsi@reed.UUCP (OMSI)
Newsgroups: net.micro,net.micro.atari,net.micro.apple
Subject: TECO for 6502
Message-ID: <404@reed.UUCP>
Date: Mon, 5-Dec-83 02:29:58 EST
Article-I.D.: reed.404
Posted: Mon Dec 5 02:29:58 1983
Date-Received: Thu, 1-Dec-83 05:14:16 EST
Organization: Reed College, Portland OR
Lines: 6

Forgive me for errant path name in earlier message...
I've developed TECO for the 6502 on my OSI computer. It is about 98% of
the V29 implementation and growing. I'm considering porting it to the
Atari and Apple computers. Is there much interest in this?
Thanx,
Bob Ankeney

From -6860080180959572538
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,be85ffd56a53a3a9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-12-08 06:50:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site dartvax.UUCP
Path: utzoo!linus!decvax!dartvax!kenv
From: kenv@dartvax.UUCP (Ken Varnum)
Newsgroups: net.micro.atari
Subject: Re: Interested in trading software?
Message-ID: <494@dartvax.UUCP>
Date: Thu, 8-Dec-83 09:50:48 EST
Article-I.D.: dartvax.494
Posted: Thu Dec 8 09:50:48 1983
Date-Received: Sat, 10-Dec-83 02:22:59 EST
References: <1079@rti-sel.UUCP>
Organization: Dartmouth College
Lines: 10

  I am interested in increasing my software collection. If
you have any programs (games, utilities, self-development etc.),
that you would be willing to copy onto a disk that I would
send you, please send me mail (over the net). Thank you.

Ken Varnum (kenv)

From -5057526302201089382
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,a87c4bae94538eb6,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,a87c4bae94538eb6,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1983-12-12 13:47:14 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1exp 11/4/83; site ihuxl.UUCP
Path: utzoo!linus!philabs!seismo!harpo!eagle!mhuxl!houxm!ihnp4!ihuxl!johnc
From: johnc@ihuxl.UUCP
Newsgroups: net.micro,net.micro.atari
Subject: Atari computer wanted
Message-ID: <793@ihuxl.UUCP>
Date: Mon, 12-Dec-83 16:47:14 EST
Article-I.D.: ihuxl.793
Posted: Mon Dec 12 16:47:14 1983
Date-Received: Tue, 13-Dec-83 06:39:22 EST
Organization: AT&T Bell Labs, Naperville, Il
Lines: 8

I am in the market for an Atari 400 or 800 computer to give as an XMAS
present this year. If anyone has one for sale, please contact me directly
via mail or phone. Thanks.

John Cray
IX 1A472
(312) 979-0768
ihuxl!johnc

From 468585000640671587
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5688a2613b801e85,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-12-14 07:49:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site vaxine.UUCP
Path: utzoo!linus!vaxine!aca
From: aca@vaxine.UUCP (Alan Agostinelli)
Newsgroups: net.micro.atari
Subject: Memory info-req.
Message-ID: <119@vaxine.UUCP>
Date: Wed, 14-Dec-83 10:49:16 EST
Article-I.D.: vaxine.119
Posted: Wed Dec 14 10:49:16 1983
Date-Received: Thu, 15-Dec-83 02:31:32 EST
Organization: Automatix Inc., Billerica, MA
Lines: 14

I am in the process of attempting to expand the memory inside my wife's Atari
400 home computer. I can't see the point of spending approx. $120 for a
memory board when the computer itself only cost $60 (with rebate). Has anyone
come up with a mod for the 16K board that comes with the 400 that will allow
expansion? Or can anyone turn me on to a construction article? Thanks.

Alan Agostinelli
Automatix, Inc.
...!allegra!linus!vaxine!aca

P.S. Anything on the 850 interface or equivalent would also be apprecioated.

From 1254415459933808259
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4d38f3290f5a6c57,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,4d38f3290f5a6c57,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1983-12-15 09:21:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site aluxe.UUCP
Path: utzoo!linus!philabs!seismo!harpo!eagle!mhuxl!aluxe!david1
From: david1@aluxe.UUCP
Newsgroups: net.micro,net.micro.atari
Subject: disk-drive query
Message-ID: <1249@aluxe.UUCP>
Date: Thu, 15-Dec-83 12:21:25 EST
Article-I.D.: aluxe.1249
Posted: Thu Dec 15 12:21:25 1983
Date-Received: Sat, 17-Dec-83 02:43:08 EST
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 1

What type(s) of applications would require 2 disk-drives?

From 3386304376673838125
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f78f2bbcfc20ecff,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-12-15 13:14:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ssc-vax.UUCP
Path: utzoo!linus!security!genrad!grkermit!masscomp!clyde!floyd!vax135!cornell!uw-beaver!ssc-vax!ditzel
From: ditzel@ssc-vax.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: BIT 3 80 column board problems
Message-ID: <683@ssc-vax.UUCP>
Date: Thu, 15-Dec-83 16:14:54 EST
Article-I.D.: ssc-vax.683
Posted: Thu Dec 15 16:14:54 1983
Date-Received: Sun, 18-Dec-83 02:51:11 EST
Organization: Boeing Aerospace, Seattle

Lines: 12

I am having some problems with BACKSPACEing on my BIT3 80 column board.
When I hit the Backspace key instead of backspacing it either causes a
terminal lockup or it gives me a tilde and if I hit the backspace key
two more times then it locks up. Hmmm...needless to say...this is
causing some consternation...
           Anyone out their having experience with BIT3 please tell
me if this is a normal everyday *bug* or one that is unique to my
card. I either need a workaround or need to return it to the vendor.
                                  merci
                                   &
                              joyeaux Noel,
                                 charles ditzel

From 4204121359722840368
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4d38f3290f5a6c57
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,4d38f3290f5a6c57
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1983-12-16 06:31:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decvax.UUCP
Path: utzoo!linus!security!genrad!decvax!nfc
From: nfc@decvax.UUCP (Norman Commo)
Newsgroups: net.micro,net.micro.atari
Subject: 8" Drives for sale
Message-ID: <309@decvax.UUCP>
Date: Fri, 16-Dec-83 09:31:24 EST
Article-I.D.: decvax.309
Posted: Fri Dec 16 09:31:24 1983
Date-Received: Sat, 17-Dec-83 03:40:12 EST
References: <1249@aluxe.UUCP>
Organization: DEC UNIX Engineering Group
Lines: 13

A friend of mine is breaking down his micro system and has an 8" disk
subsystem for sale. Here are the particulars:

     (2) 8" Shugart 800/801 drives
         homebrew 19" rack cabinet
         5V 10A switching supply
         24 V supply

If you're interested, you can call him directly.

     Paul Walkin
     (617) 371-0480 work
     (617) 922-4288 home

From 5350721937568805231
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f78f2bbcfc20ecff
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-12-19 10:29:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site dartvax.UUCP
Path: utzoo!linus!security!genrad!decvax!dartvax!kenv
From: kenv@dartvax.UUCP (Ken Varnum)
Newsgroups: net.micro.atari
Subject: Re: Anyone had the same problem?
Message-ID: <533@dartvax.UUCP>
Date: Mon, 19-Dec-83 13:29:08 EST
Article-I.D.: dartvax.533
Posted: Mon Dec 19 13:29:08 1983
Date-Received: Wed, 21-Dec-83 02:15:54 EST
References: <683@ssc-vax.UUCP>
Organization: Dartmouth College
Lines: 8

  Over the last few days, my Atari 800 has been acting up.
When I turn it on, about 99% of the time all I get is a screen
full of miscellaneous charaters. Occaisonally, System Reset will
clear the screen, but very rarely. This problem occurs with or without
a cartridge in slot A.   Has anyone had the same problem?

Ken Varnum (kenv)

From 7757283864320946050
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15a414,1f1d90fbbbd9e25e,start
X-Google-Attributes: gid15a414,public
X-Google-Thread: 1517c1,1f1d90fbbbd9e25e,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,1f1d90fbbbd9e25e,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 13bddc,1f1d90fbbbd9e25e,start
X-Google-Attributes: gid13bddc,public
X-Google-Thread: 13ab2f,1f1d90fbbbd9e25e,start
X-Google-Attributes: gid13ab2f,public
X-Google-ArrivalTime: 1983-12-22 05:39:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1exp 11/4/83; site ihuxw.UUCP
Path: utzoo!linus!philabs!seismo!harpo!eagle!mhuxl!ihnp4!ihuxw!rung
From: rung@ihuxw.UUCP (Pete Rung)
Newsgroups: net.micro,net.micro.atari,ih.micro,btl.micro,att.micro
Subject: Disk drives for Atari 800
Message-ID: <626@ihuxw.UUCP>
Date: Thu, 22-Dec-83 08:39:07 EST
Article-I.D.: ihuxw.626
Posted: Thu Dec 22 08:39:07 1983

Date-Received: Fri, 23-Dec-83 04:34:45 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 13

I have just recently purchased an Atari 800 will shortly
be in the market for a disk drive. In researching the market,
I find several producers of disk drives available. If anyone
has any information (either personal experience or magazine articles)
on any disk drives for the 800, please send information directly to me.
The disk drives I am aware of are the Atari 810, Percom (not sure
of model numbers) and the Rana 1000. Any type of information
on these or others would be appreciated. If requests are made I
will summaraize and display on the net in the future.

Pete Rung
AT&T Bell Laboratories
ihuxw!rung

From -70973830563794430
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b60d8220fe44eb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-12-23 09:12:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!linus!philabs!seismo!hao!hplabs!hpda!fortune!amd70!decwrl!daemon
From: daemon@decwrl.UUCP
Newsgroups: net.micro.atari
Subject: question
Message-ID: <4703@decwrl.UUCP>
Date: Fri, 23-Dec-83 12:12:56 EST
Article-I.D.: decwrl.4703
Posted: Fri Dec 23 12:12:56 1983
Date-Received: Sun, 25-Dec-83 00:49:46 EST
Sender: daemon@decwrl.UUCP
Organization: DEC Western Research Lab, Los Altos, CA
Lines: 5

From: orc::leigh
I've been readingd about the newsgroups and would like to receive the Atari
stuff. Whom do I contact to get on the distro list?

Allen

From 8778534252757169066
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d9c836eef8e80c16,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-12-28 07:44:01 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site drufl.UUCP

Path: utzoo!linus!decvax!harpo!ihnp4!drutx!drufl!pmr
From: pmr@drufl.UUCP (Rastocny)
Newsgroups: net.micro.atari
Subject: questions on the 5200
Message-ID: <756@drufl.UUCP>
Date: Wed, 28-Dec-83 10:44:01 EST
Article-I.D.: drufl.756
Posted: Wed Dec 28 10:44:01 1983
Date-Received: Sun, 8-Jan-84 00:46:18 EST
Organization: AT&T Information Systems, Denver
Lines: 10

Can anyone tell me:
  * What processor does the Atari 5200 super system use?
  * How much RAM is included in the mainframe?
  * Does Atari plan to develop an add-on keyboard & peripherals like
    Coleco's Adam?

        Thanks in advance,
        Phil Rastocny
        AT&T-ISL
        ..!drufl!pmr

From 4287431392161101073
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b2bb5ee0fe417b8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-04 08:55:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site inuxg.UUCP
Path: utzoo!linus!decvax!harpo!ihnp4!inuxc!inuxg!burton
From: burton@inuxg.UUCP (Thomas Burton)
Newsgroups: net.micro.atari
Subject: Atari 600XL parallel bus
Message-ID: <252@inuxg.UUCP>
Date: Wed, 4-Jan-84 11:55:37 EST
Article-I.D.: inuxg.252
Posted: Wed Jan 4 11:55:37 1984
Date-Received: Fri, 6-Jan-84 01:09:30 EST
Organization: AT&T Consumer Products Div., Indianapolis
Lines: 9

I recently purchased the new Atari 600XL, and I'm having considerable
trouble obtaining information about the parallel bus output which the
new XL line has. Does anyone have any info or know where I might find
it? It would be great to design memory-mapped peripherals using this
bus, but Atari doesn't include a bit of information about it in the
documentation (which is poor anyway).

Doug Burton
inuxg!burton

From 8924789979740940693
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18552965fcd745d5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-04 11:15:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!linus!philabs!seismo!harpo!ihnp4!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Interface for standard tape recorder
Message-ID: <6020@mgweed.UUCP>
Date: Wed, 4-Jan-84 14:15:02 EST
Article-I.D.: mgweed.6020
Posted: Wed Jan 4 14:15:02 1984
Date-Received: Fri, 6-Jan-84 01:29:45 EST
Organization: AT&T Technologies - Montgomery Illinois
Lines: 20

In answer to a question asked a while back about an interface for the
Atari so that a standard cassette deck could be used, the February issue
of "Computers and Electronics" has a construction article on just what
you want. You can even send for a complete kit of parts including the
PWB for $29.??. You can also buy the Printed Wiring Board by itself
if you have a source of cheap or free parts. Another consideration you
might check out locally is the now discontinued 410 recorder. I saw them
for $39.95 at a local Venture store the week before Christmas. At that
price, it might be a better investment since looking for your portable
recorder or tape deck every time you want to use it can be a hassle.

Hope this helps...

Kit Kimes
AT&T Technologies, Inc.
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From 7914318998270199537
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8dc082a5edc97708,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-04 11:30:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!linus!philabs!seismo!harpo!ihnp4!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: Winter CES show

Message-ID: <6021@mgweed.UUCP>
Date: Wed, 4-Jan-84 14:30:43 EST
Article-I.D.: mgweed.6021
Posted: Wed Jan 4 14:30:43 1984
Date-Received: Fri, 6-Jan-84 01:30:08 EST
Organization: AT&T Technologies - Montgomery Illinois
Lines: 17

Is anyone going to go the Winter Consumer Electronics Show? If so, would
you stop at the Atari booth and find out the latest about the 1400XL and
the 1450XLD? Find out when they plan to have them available and the price
if it has been set yet. Also, I would be interested in anything new that
is announced there for Atari (either from Atari or other companies). Either
mail me what you find out or post it here since I am sure that others are
interested also.

Thanks...

Kit Kimes
AT&T Technologies, Inc.
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From 8376074141811070484
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,19d76c12c806ae85,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-04 11:53:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site mgweed.UUCP
Path: utzoo!linus!philabs!seismo!harpo!ihnp4!we13!mgweed!kek
From: kek@mgweed.UUCP (Kit Kimes)
Newsgroups: net.micro.atari
Subject: MLX program from COMPUTE! magazine
Message-ID: <6023@mgweed.UUCP>
Date: Wed, 4-Jan-84 14:53:52 EST
Article-I.D.: mgweed.6023
Posted: Wed Jan 4 14:53:52 1984
Date-Received: Fri, 6-Jan-84 01:30:32 EST
Organization: AT&T Technologies - Montgomery Illinois
Lines: 34

Has anyone typed in the MLX program and the Chopperoids program that
goes with it from the December 1983 issue of COMPUTE! magazine? This
is a program that is supposed to make it foolproof to type in a machine
language program from their magazine. It only works with certain ones
of their programs. Chopperoids is the first of those programs. The new

January 1984 issue does not contain a mlx loadable program for Atari.

Anyway, my problem is that I typed in the MLX program and checked it carefully for typing. I then typed in the game per the instructions. The MLX program seems to work fine since I can save and load a partial or complete copy of the game per the instruction. The complete game is supposed to be an auto-boot game that can be loaded per standard instructions without using the BASIC cartridge. When I do that, it loads fine. That is, it loads the full program and doesn't give me an error message. At this point, a title page is supposed to come up followed closely by the game itself. Mine doesn't! My screen remains blank and it just sits there locked up. I should mention that I am using the cassette recorder although the program will also work if you are using a Disk.

If you have loaded this program and game whether you are using cassette or disk, please mail me your results. I have checked and rechecked my typing and I don't think I made a mistake. Any help would be appreciated.

Thanks...

Kit Kimes
AT&T Technologies, Inc.
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From -6807948336036690690
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,772a78dcf4450ded,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-05 05:52:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxh.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxl!houxm!houxh!pvl
From: pvl@houxh.UUCP (P.LAMASTER)
Newsgroups: net.micro.atari
Subject: What's a 1200XL vs 800XL vs 800?
Message-ID: <315@houxh.UUCP>
Date: Thu, 5-Jan-84 08:52:19 EST
Article-I.D.: houxh.315
Posted: Thu Jan 5 08:52:19 1984
Date-Received: Fri, 6-Jan-84 02:33:15 EST
Organization: Bell Labs, Holmdel NJ
Lines: 10

Even though I thought I knew the answer to the question in the title, when trying to explain the difference to someone, I realized that the rash of recalls/expansions/etc. left me unable to pin down the differences.

Given that a 1200XL is selling for $200 and an 800XL is selling for

about $300, I wanted to know how much memory, whether BASIC is included,
whether known bugs/reliability was a problem, etc. for the ATARI line.
  Please mail responses to me.
   Pete LaMaster ihnp4!houxh!pvl (201)949-0040

From 5722836940185245301
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,abd66d10205d833d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-05 06:23:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxu.UUCP
Path: utzoo!linus!decvax!harpo!ihnp4!houxm!houxu!jhv
From: jhv@houxu.UUCP (James Van Ornum)
Newsgroups: net.micro.atari
Subject: Atari Tape Recorder
Message-ID: <267@houxu.UUCP>
Date: Thu, 5-Jan-84 09:23:53 EST
Article-I.D.: houxu.267
Posted: Thu Jan 5 09:23:53 1984
Date-Received: Fri, 6-Jan-84 02:36:50 EST
Organization: Bell Labs, Holmdel NJ
Lines: 6

The January 1984 issue of Computers & Electronics, page 77,
has an article about interfacing a standard audio tape recorder
to the Atari 400/800/...

The circuit uses a single Exar XR-2211 FSK demodulator integrated
circuit and a kit of parts is available.

From 2758187484749740976
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,56954b551ea55dbb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-05 19:21:53 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxu.UUCP
Path: utzoo!linus!decvax!harpo!ihnp4!houxm!houxu!jhv
From: jhv@houxu.UUCP (James Van Ornum)
Newsgroups: net.micro.atari
Subject: Graphics Tablets
Message-ID: <269@houxu.UUCP>
Date: Thu, 5-Jan-84 22:21:53 EST
Article-I.D.: houxu.269
Posted: Thu Jan 5 22:21:53 1984
Date-Received: Sat, 7-Jan-84 01:24:58 EST
Organization: Bell Labs, Holmdel NJ
Lines: 12

Demonstrated at the December 17, 1983 meeting of the Jersey Atari Computer Group

were three graphics tablets:
1. Koala Pad - 16 sq inch active area;
2. Atari Touch Tablet - 30 sq inch active area; and
3. Chalk Board - 144 sq inch active area.
They all seem to cost about the same ($70-$80) and to have similar "paint"
programs. The Chalk Board has overlays, and can play polyphonic music
with a piano keyboard overlay and the appropriate program.

Are there other comments of these graphics tablets?

Comments mail to me will be summarized for the net.

From 3950906511481545939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,abd66d10205d833d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-06 05:15:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site dartvax.UUCP
Path: utzoo!linus!decvax!dartvax!kenv
From: kenv@dartvax.UUCP (Ken Varnum)
Newsgroups: net.micro.atari
Subject: Re: New Hampshire Users Group?
Message-ID: <567@dartvax.UUCP>
Date: Fri, 6-Jan-84 08:15:59 EST
Article-I.D.: dartvax.567
Posted: Fri Jan 6 08:15:59 1984
Date-Received: Sat, 7-Jan-84 01:47:23 EST
References: <267@houxu.UUCP>
Organization: Dartmouth College
Lines: 7

  Does anyone know of an Atari Users group located
in New Hampshire? If anyone does, please reply using mail.
Thank you,

Ken Varnum(kenv)

From 1679062460313526114
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4b592fa177507b99,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 1622d3,4b592fa177507b99,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1984-01-10 06:40:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site aluxe.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxl!aluxe!david1
From: david1@aluxe.UUCP (nelson)
Newsgroups: net.micro.atari,net.micro.apple

Subject: Indus drives
Message-ID: <1269@aluxe.UUCP>
Date: Tue, 10-Jan-84 09:40:28 EST
Article-I.D.: aluxe.1269
Posted: Tue Jan 10 09:40:28 1984
Date-Received: Wed, 11-Jan-84 03:47:41 EST
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 8

Has anyone had any experience with or heard anything about the Indus
disk drives. I'm considering getting one for my Atari 800. It supposedly
comes with software-word processing, spread sheet, and data file manager.
Any info would be appreciated.

Rick Nelson
AT&T Bell Labs
Reading, Pa.

From -3524597314781924792
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 15a414,60b74218b21663ee,start
X-Google-Attributes: gid15a414,public
X-Google-Thread: 1517c1,60b74218b21663ee,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 13bddc,60b74218b21663ee,start
X-Google-Attributes: gid13bddc,public
X-Google-ArrivalTime: 1984-01-12 14:45:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 exptools 1/6/84; site ihuxx.UUCP
Path: utzoo!linus!philabs!seismo!harpo!eagle!mhuxl!ihnp4!ihuxx!edgins
From: edgins@ihuxx.UUCP (James E. Edgins)
Newsgroups: ih.micro,btl.micro,net.micro.atari
Subject: Rana 1000 Disk Drive for Atari 800
Message-ID: <628@ihuxx.UUCP>
Date: Thu, 12-Jan-84 17:45:40 EST
Article-I.D.: ihuxx.628
Posted: Thu Jan 12 17:45:40 1984
Date-Received: Fri, 13-Jan-84 07:31:19 EST
Organization: AT&T Bell Labs, Naperville, IL
Lines: 10

I have a Rana 1000 disk drive that I use with my Atari 800 Personal Computer.
This is my Rana 1000 disk drive, because my first one completely quit working.
The one I have now does not read all software that an Atari 810 or Atari 1050
disk drive will read.
Usually I have problems with protection schemes on disks that are written by
third party software vendors.

If you have had any problems with the Rana disk drive such as I have or
any other problems with it, please give me as much information as possible.
If anyone knows of any fix to cure my problem, please let me hear it.

From -1336427071486592150
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,30d61bf1f4d45c0d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-13 11:06:00 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site aluxe.UUCP
Path: utzoo!linus!security!genrad!grkermit!masscomp!clyde!burl!hou3c!hocda!houxm!
mhuxl!aluxe!david1
From: david1@aluxe.UUCP
Newsgroups: net.micro.atari
Subject: disk-drive comparison
Message-ID: <1273@aluxe.UUCP>
Date: Fri, 13-Jan-84 14:06:00 EST
Article-I.D.: aluxe.1273
Posted: Fri Jan 13 14:06:00 1984
Date-Received: Sun, 15-Jan-84 00:11:29 EST
Organization: AT&T Bell Laboratories, Allentown, PA
Lines: 21

Well, I've been doing some research on which disk-drive to buy for
my 800. These are the observations that I've heard:

Rana 1000 - From comments on the net and people I know who have
            recently purchased them, I've concluded that there
         have been various problems in operating them ($320)

Trax   I've heard there's alot of rfi noise on tv screens
         Built-in printer port ($380)

Percom   reliable but expensive, built-in printer port ($450)

Indus   power supplies have started to burn
            Comes with software - word processing, spreadsheet
         and file manager ($450)

Atari 1050 reliable, but dos III isn't out yet, and without it you
            can't use the "enhanced" density ($350)

Have any other comments to add?

From 6570204818269788012
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a26a0b539c13ea38,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-16 12:39:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxl!houxm!hogpc!houxn!rb
From: rb@houxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari

Subject: Re: 5200 questions
Message-ID: <449@houxn.UUCP>
Date: Mon, 16-Jan-84 15:39:08 EST
Article-I.D.: houxn.449
Posted: Mon Jan 16 15:39:08 1984
Date-Received: Tue, 17-Jan-84 02:58:51 EST
Lines: 12

See the January issue of "ANALOG" magazine (issue #13)
for a complete description of not only the 5200
game machine, but also a complete listing of differences
with the 400/800 operating system.

Rob Botwin
.....{utah-cs|seismo|decvax}!harpo!eagle!hogpc!houxn!rb
ATT/IS Labs (201) 577-5016 (Cornet 8-270-5016)
FJ 1B-130

From 5308292774423894067
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9a346f30aec6,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,9a346f30aec6,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1984-01-18 06:44:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site pyuxn.UUCP
Path: utzoo!linus!philabs!seismo!harpo!floyd!whuxle!pyuxll!abnjh!u1100a!pyuxn!benw
From: benw@pyuxn.UUCP (B Weber)
Newsgroups: net.micro.atari,net.micro
Subject: Need help for Atari RS232 w/o 850
Message-ID: <412@pyuxn.UUCP>
Date: Wed, 18-Jan-84 09:44:08 EST
Article-I.D.: pyuxn.412
Posted: Wed Jan 18 09:44:08 1984
Date-Received: Thu, 19-Jan-84 05:28:30 EST
Organization: Central Services Org., Piscataway N.J.
Lines: 12

Has anyone out there been able to use a TI 745 portable terminal
(or any RS232C serial printer) as a printer for an Atari 800 WITHOUT
the use of an 850 interface unit? There was an article in a
Kilobaud/Microcomputing about using the joystick ports to drive a
printer, but that appears to be a parallel port, and I need a serial driver.
Seems like a waste to buy a printer when I have the terminal at home!
Any help would be appreciated.
                        Thanks,
                        Ben Weber   pyuxn!benw
                        AT&T Technologies (nee WECO)

6 Corporate Pl.
Piscataway, NJ 08854

From 2754919973735953421
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e022375ff86c7c2d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-19 00:49:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site hp-pcd.UUCP
Path: utzoo!linus!philabs!seismo!hao!hplabs!hp-pcd!hpfcla!hpcnoa!rmd
From: rmd@hpcnoa.UUCP
Newsgroups: net.micro.atari
Subject: Re: Orphaned Response - (nf)
Message-ID: <4299@hp-pcd.UUCP>
Date: Thu, 19-Jan-84 03:49:10 EST
Article-I.D.: hp-pcd.4299
Posted: Thu Jan 19 03:49:10 1984
Date-Received: Sat, 21-Jan-84 01:34:32 EST
Sender: notes_gateway@hp-pcd.UUCP
Organization: Hewlett-Packard, Fort Collins, CO
Lines: 15

#R:aplvax:-40700:hpcnoa:16400001:37777777600:422
hpcnoa!rmd   Jan 14 16:30:00 1984

I have the 400 schematics (a good deal at $27 along with software doc)
and it looks like you can get composite video at pin 1 of the connector
from the motherboard to the power supply.

Separate audio should be available (with a DC offset so use a capacitor
and a high impedance input) at the ungrounded side of R163 (9100 ohms).

I have not tried any of this -- I'm just looking at the schematics.

Rick Dow
hpfcla!rmd

From 6318737719733365200
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a7269b7e5fa6c9aa,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1984-01-19 12:59:19 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site decwrl.UUCP
Path: utzoo!linus!security!genrad!decvax!decwrl!daemon
From: daemon@decwrl.UUCP
Newsgroups: net.micro.atari
Subject: Looking for Atari 800 software to help with my taxes...
Message-ID: <5081@decwrl.UUCP>
Date: Thu, 19-Jan-84 15:59:19 EST

Article-I.D.: decwrl.5081
Posted: Thu Jan 19 15:59:19 1984
Date-Received: Mon, 23-Jan-84 03:05:31 EST
Sender: daemon@decwrl.UUCP
Organization: DEC Western Research Lab, Los Altos, CA
Lines: 13

From: cache::leigh
Does anyone know of any Atari 800 public domain software that would
be useful in preparing my taxes? Perhaps to help me keep tax
records during the year? Perhaps to help me fill out the 1040?

If I obtain any information from net.taxes, I'll submit it to
net.micro.atari.

Please reply to

   ...decvax!decwrl!rhea!cache!leigh

Thanks, Allen Leigh

From 3571949302455301020
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b0de9607018e43ee,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-09 01:56:51 PST
Message-ID: <bnews.cca.3385>
Newsgroups: net.micro.atari
Path: utzoo!decvax!cca!rtc
X-Path: utzoo!decvax!cca!rtc
From: cca!rtc
Date: Tue Nov 9 04:56:41 1982
Subject: if you get this...
X-Google-Info: Converted from the original B-News header
Posted: Mon Nov 8 15:45:42 1982
Received: Tue Nov 9 04:56:41 1982

    If you get this message you are on the
net.micro.atari news group.

From -2961847624856241914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bcd6967c0bc7babe,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-09 22:02:38 PST
Message-ID: <bnews.uwvax.667>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!seismo!uwvax!reid
X-Path: utzoo!decvax!harpo!seismo!uwvax!reid
From: uwvax!reid
Date: Wed Nov 10 01:02:36 1982

Subject: Booting...
X-Google-Info: Converted from the original B-News header
Posted: Tue Nov 9 03:30:44 1982
Received: Wed Nov 10 01:02:36 1982

Does anybody know anything about the "boot" that is incurred by holding down the START button when you power up? A number of commercially available software packages load their software this way. I am curious as to exactly what happens in this mode, where the loaded material ends up (is it always the same?) and where control is transferred following a successful load....

I guess this is just true of the cassette deck, now that I think about it. I don't have a disk drive (sob, choke...).

Glenn Reid
...seismo!uwvax!reid

From 217191720140444095
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1660a2e5f5dd4f67,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-09 22:35:30 PST
Message-ID: <bnews.floyd.807>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!edp
X-Path: utzoo!decvax!harpo!floyd!edp
From: floyd!edp
Date: Wed Nov 10 01:35:29 1982
Subject: eye easy text colors
X-Google-Info: Converted from the original B-News header
Posted: Tue Nov 9 11:12:46 1982
Received: Wed Nov 10 01:35:29 1982

    if you find the default white on blue text
mode 0 colors an eye strain try the following poke
commands:
        poke 709,0
        poke 710,228
    these yield a black letter/green background
format which i find a lot easier on the eyes (especially
inverse video characters).

            Eric Porter
            Bell Labs WH
            harpo!floyd!edp

From -3287221513783834926
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,427b0db5dcdc00cb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-09 22:46:38 PST
Message-ID: <bnews.sdcsvax.2449>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!cmcl2!philabs!sdcsvax!kevin
X-Path: utzoo!decvax!harpo!floyd!cmcl2!philabs!sdcsvax!kevin
From: sdcsvax!kevin
Date: Wed Nov 10 01:46:36 1982
Subject: CTIA vs GTIA
X-Google-Info: Converted from the original B-News header
Posted: Tue Nov 9 04:47:43 1982
Received: Wed Nov 10 01:46:36 1982

I have an older Atari 400 with a CTIA graphics chip. I have heard that
programs written for use with the new GTIA chip may not run with the
CTIA chip. Can anyone tell me what the difference between these two
chips is? Would it be worth the trouble to replace the CTIA with
a GTIA?

Kevin Sanders
UC San Diego

From 331388305122745299
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe6c99d0ce34e7dc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-10 00:35:15 PST
Message-ID: <bnews.cwruecmp.254>
Newsgroups: net.micro.atari
Path: utzoo!decvax!cwruecmp!pjd
X-Path: utzoo!decvax!cwruecmp!pjd
From: cwruecmp!pjd
Date: Wed Nov 10 03:35:13 1982
Subject: Published rumor.
X-Google-Info: Converted from the original B-News header
Posted: Tue Nov 9 09:26:02 1982
Received: Wed Nov 10 03:35:13 1982

Some notes to kick off net.micro.atari:

>From Creative Computing: The 5200 video game has a 6502, Antic
  GTIA, and Pokey. Aside from the other obvious things that are
  missing (e.g., serial port hardware, keyboard, etc.) software
  is sited as the major incompatibility.

  The 600 will have an RS-232 port, a full-stroke keyboard,
  48K standard, and programmable function keys. They went to a
  single board (which they probably should have done in the
  first place...) to reduce cost.

  Since I want to unload my 400, but still stick with Atari, the

  600 sounds like my machine. Compute! claims that the 600 will
  be announced this summer (1983) at the CES.

pj drongowski
decvax!cwruecmp!pjd

From 8421693634405906887
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1836e60bfac8624,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-10 00:48:06 PST
Message-ID: <bnews.yale-com.268>
Newsgroups: net.micro.atari
Path: utzoo!decvax!yale-com!cutler
X-Path: utzoo!decvax!yale-com!cutler
From: yale-com!cutler
Date: Wed Nov 10 03:48:02 1982
Subject: RE: Atari termcap
X-Google-Info: Converted from the original B-News header
Posted: Tue Nov 9 11:47:12 1982
Received: Wed Nov 10 03:48:02 1982

A while back I asked for info on atari-termcaps, etc.

What follows is a terminal simulator sent to me from way off in ARPA land:

>From decvax!ucbvax!Tyson Fri Oct 22 00:12:48 1982
Date: 14 Oct 1982 0346-PDT
From: Mabry Tyson <ucbvax!Tyson@SRI-AI>
Subject: Re: Atari termcap.
Message-Id: <8209220227.9444@UCBVAX.BERKELEY.ARPA>
Received: by UCBVAX.BERKELEY.ARPA (3.207 [9/26/82])
     id A09444; 21-Oct-82 19:27:45-PDT (Thu)
To: decvax!yale-com!cutler@UCB-C70
In-Reply-To: Your message of 12-Oct-82 2259-PDT

I don't know how your message got out onto the Arpanet, but we have
a INFO-ATARI mailing list. Send mail to INFO-ATARI-REQUEST@MIT-MC
to see if you can be added on.

For crt emulation, I'd suggest APX's LIZARD (or CHAMELEON) written by
Jack Palevich (aka INFO-ATARI-REQUEST). It emulates VT52 and a couple
of other terminals I believe.

I'm going to send a set of messages that just came out today on INFO-ATARI.
They contain the code for a BASIC terminal program for the Atari. I haven't
tried it but I thought you might want it.   It will be in the message
just after this one.

>From decvax!ucbvax!Tyson Fri Oct 22 12:11:58 1982
Date: 14 Oct 1982 0346-PDT
From: Mabry Tyson <ucbvax!Tyson@SRI-AI>
Subject: Re: Atari termcap.
Message-Id: <8209220918.19778@UCBVAX.BERKELEY.ARPA>
Received: by UCBVAX.BERKELEY.ARPA (3.207 [9/26/82])
     id A19778; 22-Oct-82 02:18:53-PDT (Fri)
To: decvax!yale-com!cutler@UCB-C70
In-Reply-To: Your message of 12-Oct-82 2259-PDT

13-Oct-82 20:31:14-PDT,614;000000000001
Mail-from: ARPAnet host MIT-MC rcvd at 13-Oct-82 2031-PDT
Date: 13 Oct 1982 22:07:20 EDT (Wednesday)
From: Marshall Abrams <abrams at MITRE>
Subject: ATERM file info
To: info-atari at mit-mc
Cc: abrams at MITRE

I will send the three files which make
up ATERM (my terminal emulator) in seperate
messages. The file names, which are
coded in are: ATERM. (the main program),
ATERMPT2. (the second part of ATERM),
and ATERMHLP.TXT (a help file). The first
two are BASIC programs.

If anyone has a major problem in downloading
or makes substantial improvements, let
me know.

--Marshall Abrams

13-Oct-82 20:16:40-PDT,6034;000000000001
Mail-from: ARPAnet host MIT-MC rcvd at 13-Oct-82 2016-PDT
Date: 13 Oct 1982 22:12:30 EDT (Wednesday)
From: Marshall Abrams <abrams at MITRE>
Subject: ATERMPT2. program file
To: info-atari at mit-mc
Cc: abrams at MITRE

```
10 DIM SW(26):FOR I=1 TO 26:READ X:SW(I)=X:NEXT I
15 DATA
1500,0,0,1410,25,1340,30,1100,0,0,0,0,1180,0,0,1300,0,0,110,1330,500,0,1320,0,0,0
20 DIM A$(17),D$(15),T$(133),R$(15):D$="D :":S=ADR(D$)
+200:C=764:O=53279:Z=0:F=FRE(Z)-125
25 L=S:WF=Z:NB=Z
30 SETCOLOR 2,8,2:SETCOLOR 4,8,2:? "}"
35 POKE 82,Z:? ," Terminal Mode":GOSUB 1000:L=S:WF=Z:NB=Z
40 GOSUB 290:TRAP O
50 STATUS #2,V:IF PEEK(747) THEN X=USR(1648):POKE L,PEEK(208):L=L+WF:GOTO 50
55 IF PEEK(C)=156 THEN GOSUB 400
60 IF PEEK(C)<>255 THEN X=USR(1701)
```

```
65 CON=PEEK(O)
70 IF L-1>F+S THEN 100
80 IF CON=6 THEN GOSUB 300
85 IF CON=3 THEN GOTO 1200
90 GOTO 50
100 GOSUB 350
110 ? :? "ENTER DOWNLOAD FILENAME  ";
120 TRAP 38:INPUT A$:TRAP O:IF LEN(A$)=Z THEN 40
130 IF LEN(A$)<3 THEN A$(LEN(A$)+1)="   "
140 IF A$(1,1)="D" AND (A$(2,2)=":" OR A$(3,3)=":") THEN D$=A$:GOTO 160
150 D$="D1:":D$(4)=A$
160 TRAP 180:CLOSE #1:CLOSE #2:OPEN #3,8,Z,D$
165 SETCOLOR 2,8,2:SETCOLOR 4,8,2
170 X=USR(1539,3,S,L-S+1):CLOSE #3:? :? ,"   I/O COMPLETE":? ,"File Preserved":FOR
I=1 TO 222:NEXT I
173 IF D$="E:" THEN ? :? "Press RETURN";:INPUT A$
175 GOTO 1200
180 GOSUB 700:? "TRY AGAIN":POKE C,255:A=Z:GOSUB 1000:GOTO 50
290 POKE C,255:RETURN
300 IF WF THEN WF=Z:? "STOP ";:GOTO 320
310 WF=1:NB=NB+WF:? "BLOCK # ";NB;" BYTES FREE=";F+S-1-L:? "START ";
320 ? "FILLING BUFFER"
350 IF PEEK(O)<>7 THEN 350
360 RETURN
400 CLOSE #2:OPEN #2,13,Z,"R:"
410 XIO 34,#2,2,Z,"R:"
420 FOR I=1 TO 200:NEXT I
430 XIO 34,#2,3,Z,"R:"
435 XIO 40,#2,Z,Z,"R:"
440 RETURN
500 TRAP 690:? "ENTER UPLOAD FILENAME";:INPUT A$:IF LEN(A$)=Z THEN 1200
510 IF LEN(A$)<3 THEN A$(LEN(A$)+1)="   "
520 IF A$(1,1)="D" AND (A$(2,2)=":" OR A$(3,3)=":") THEN D$=A$:GOTO 540
530 D$="D1:":D$(LEN(D$)+1)=A$
540 TRAP 690:CLOSE #2:CLOSE #3:OPEN #3,4,Z,D$:NOTE #3,SEC,BYTE:CLOSE #3:GOSUB 1000
545 OPEN #4,8,0,"S:":SETCOLOR 2,8,2:SETCOLOR 4,8,2:? "}"
550 IF PEEK(O)<>7 THEN 1200
560 CLOSE #2:OPEN #3,4,Z,D$:POINT #3,SEC,BYTE:INPUT #3;T$:NOTE #3,SEC,BYTE:GOSUB
1000:? #2;T$
565 I=Z:IF ECHO<=Z THEN ? T$:POKE 77,0
575 IF DF=Z THEN 585
580 FOR I=0 TO 10*DF:NEXT I
585 STATUS #2,A:IF A<>1 THEN GOSUB 720:GOTO 1200
590 IF FLOW=Z THEN 550
600 A=PEEK(747)+256*PEEK(748):IF A>Z THEN 630
610 IF FLOW>=Z THEN 550
615 IF PEEK(O)<>7 THEN 1200
620 I=I+1:IF I<222 THEN 585
625 ? "No prompt received. Sending next line":? "Press OPTION to abort.":GOTO 550
630 FOR I=1 TO A:GET #2,X
635 IF ECHO>=Z THEN PUT #4,X:POKE 77,0
640 IF FLOW=-1 AND X=FLON THEN POP :GOTO 550
650 IF FLOW>Z AND X=FLOW THEN POP :GOTO 670
```

```
660 NEXT I:IF FLOW>=Z THEN 550
665 IF FLOW=-1 THEN 600
667 ? "INTERNAL ERROR 667":STOP
670 GET #2,X:IF X<>FLON THEN 670
680 GOTO 550
690 GOSUB 700:GOTO 1200
700 TRAP O:A=PEEK(195):IF A=136 THEN ? ,"Operation complete":POP :GOTO 30
720 POSITION 2,PEEK(84):? "    ERROR ";A;" ";
740 IF A=144 THEN ? "Device done error":GOTO 900
750 IF A=164 THEN ? "Disk links scrambled":GOTO 900
760 IF A=170 THEN ? "Incorrect file name":GOTO 900
770 IF A=130 THEN GRAPHICS Z:? :? "850 INTERFACE NOT BOOTED":? "REBOOT AND TRY
AGAIN":END
780 IF A=138 THEN ? "DEVICE TIMEOUT, TURN ON DEVICE":GOTO 900
790 IF A=162 THEN ? "DISK FULL":GOTO 900
800 IF A=165 THEN ? "INVALID FILENAME, ":GOTO 900
810 IF A=167 THEN ? "LOCKED FILE, ":GOTO 900
820 IF A=169 THEN ? "DIRECTORY FULL":GOTO 900
890 ? " AT LINE ";PEEK(186)+256*PEEK(187)
900 FOR I=1 TO 222:NEXT I:RETURN
1000 CLOSE #1:CLOSE #2:CLOSE #3
1010 OPEN #1,4,Z,"K:":OPEN #2,13,Z,"R:":XIO 38,#2,PEEK(209),Z,"R:":XIO
40,#2,Z,Z,"R:":RETURN
1100 CLOSE #5:TRAP 1160:OPEN #5,4,0,"D:ATERMHLP.TXT":? "}"
1110 POKE 195,1:TRAP 1130:INPUT #5,T$:? T$:IF LEN(T$)<5 THEN 1110
1120 IF T$(1,5)<>"*****" THEN 1110
1130 A=PEEK(195):? ,"Press RETURN ";:INPUT T$:? "}":IF A=1 THEN 1110
1140 IF A<>136 THEN ? "ERROR ";A;" READING INSTRUCTION FILE"
1150 TRAP OFF:CLOSE #5:GOTO 1200
1160 ? "ERROR: Can't find TERMINAL.HLP":FOR I=1 TO 155:NEXT I:GOTO 1150
1180 RUN "D:ATERM."
1200 CLOSE #1:CLOSE #2:CLOSE #3:CLOSE #4:CLOSE #5:SETCOLOR 2,8,2:SETCOLOR 4,8,2:?
"}","Options"
1211 ? "A  Print disk directory"
1214 ? "D  Dump download buffer to":? "    D:DUMPBUFF.SAV"
1215 ? "E  Empty downloaded buffer"
1216 ? "F  Fix upload parameters"
1217 ? "G  Go to terminal mode"
1218 ? "H@@@@Dbddf@~@D@@@^@Dbddl@~@D@@@@@@Dbddr@ "S  Store dowloaded file to disk"
1230 ? "T  Type downloaded file on screen"
1231 ? "U  Upload file"
1233 ? "W  Write downloaded buffer to casette"
1260 CLOSE #1:OPEN #1,4,Z,"K:":TRAP 1200
1270 ? ,"Option?";:GET #1,I:?
1280 GOTO SW(I-64)
1300 D$="P:":GOTO 160
1320 D$="C:":GOTO 160
1330 D$="E:":GOTO 160
1340 ? "Echo","-1  Output":? ," 0  Both":? ," 1  Prompt/echo":INPUT ECHO
1342 ? "Send line only when prompted (Y/N)";:INPUT A$:IF LEN(A$)=0 THEN 1342
1344 IF A$(1,1)="N" THEN 1360
1346 IF A$(1,1)<>"Y" THEN 1342
1348 FLOW=-1:DF=Z
```

```
1350 ? :? "Decimal value of prompt character":? "(ATASCII CR=155, X-ON=17)";:INPUT
A$
1352 IF LEN(A$)=0 THEN 1350
1354 FLON=VAL(A$):GOTO 1200
1355 DF=VAL(A$)
1360 ? :? "End of line delay factor (UNIX=22)";:INPUT A$:IF LEN(A$)=0 THEN
DF=0:GOTO 1360
1362 DF=VAL(A$)
1365 ? :? "Decimal value of character sent to":? "stop Atari (X-OFF=19)";:INPUT A$
1367 IF LEN(A$)=0 THEN FLOW=0:GOTO 1370
1368 FLOW=VAL(A$)
1370 ? :? "Decimal value of character sent to":? "restart Atari(X-ON=17)";:INPUT
A$
1375 IF LEN(A$)=0 THEN FLON=0:GOTO 1200
1380 FLON=VAL(A$)
1390 GOTO 1200
1410 D$="D:DUMPBUFF.SAV":L=F+S-1:GOTO 160
1500 TRAP 1500:? "Drive number ";:INPUT X:CLOSE #1:CLOSE #2:CLOSE #3
1510 D$="D :*.*":D$(2,2)=STR$(X):OPEN #1,6,0,D$
1520 TRAP 1530:INPUT #1,A$:? A$:GOTO 1520
1530 IF A$(10,11)<>"SE" THEN ? " free sectors."
1540 ? "Press RETURN";:INPUT A$:GOTO 1200

13-Oct-82 20:49:23-PDT,3471;000000000001
Mail-from: ARPAnet host MIT-MC rcvd at 13-Oct-82 2049-PDT
Date: 13 Oct 1982 22:13:22 EDT (Wednesday)
From: Marshall Abrams <abrams at MITRE>
Subject: ATERMHLP.TXT help text file
To: info-atari at mit-mc
Cc: abrams at MITRE



>>>>       ATERM HELP FILE       <<<<

>>    Special ASCII characters     <<
  break  CTRL+ESC
  del    TAB    or CTRL+INSERT
  fs     CTRL+- or SHIFT+DELETE
  gs     CTRL+= or SHIFT+INSERT
  rs     CTRL++ or CTRL+TAB
  us     CTRL+* or SHIFT+TAB
************************************
>> File transfer & other features  <<

Press START to capture downloaded file.
(More explanation below.)
Press OPTION to activate all other
options. A menu will be displayed.
************************************
>>         Getting Started         <<

After the instructions you will be
```

given several choices. In each case,
you may select the default by pressing
RETURN. This is recommended unless you
have a good reason for another option.
The first set concerns translation:
    Light ASCII translation (default)
    Heavy ASCIi translation
    No translation
The next set concerns output parity:
    None (default)
    Odd
    Even
    Set to 1
The last question concerns line feed:
    Append line feed after return
    No line feed (default)
After setting these options, the main
program will be run.
****
>>   DOWNLOAD FEATURES   <<

Press StART to toggle the memory
buffer switch, e.g. to begin saving
material to buffer and to stop saving.
You may start and stop saving to buf-
fer as many times as you wish. Each
time you toggle the switch ON the
number of characters of free buffer
are displayed (over 25000 for 40-48K
RAL). If xou run out of buffer the
program will automatically send an
XOF to the hst computer and prompt
you for a disk file name to save the
memory buffer.

****
>>   OPTIONS   <<
A Print disk directory
D Dump download buffer to
   D:DUMPBUFF.SAV
E Empty downloaded buffer
F Fix upload parameters
G Go to terminal mode
H Print Help file
M Reset modem/translation options
P Print hardcopy of downloaded file
S Store dowloaded file to disk
T Type downloaded file on screen
U Upload file
W Write downloaded buffer to casette

Ben Cutler

From 1677312385581049440
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ae6d7c74e170c7f2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-10 01:31:58 PST
Message-ID: <bnews.yale-com.266>
Newsgroups: net.micro.atari
Path: utzoo!decvax!yale-com!cutler
X-Path: utzoo!decvax!yale-com!cutler
From: yale-com!cutler
Date: Wed Nov 10 04:31:52 1982
Subject: Re: 400 questions
X-Google-Info: Converted from the original B-News header
Posted: Tue Nov 9 11:31:24 1982
Received: Wed Nov 10 04:31:52 1982

You could use another cassette but then you would have to go find a funny
I/O plug (about $10) and you do have to worry about motor control.
The audio channel on the cassette is nice but not very useful for most things.
If you're into foreign languages on the introductory level it's ok.
I've seen a few games that do interesting things with it, but that's about all.

The 800 has a plug on the side to let you get at the video and audio signals
before they're RF modulated. The 400 has no such plug but perhaps you could
get at it inside the case. You'll have to check the Hardware Manual (see
below), I'm not certain if you can.

810 disks are no problem. The 400 may look different than the 800 but
they are virtually software and hardware identical. You just need at least
16K and you're off and running.

Call Atari in California (800-538-8543) and ask for info on the 400/800 system.
Or look in a local store for:

Operating System Reference Manual
Hardware Manual
Operating System Source Listing
Disk Operating System Source Listing
De Re Atari (Explains lots of neat stuff)

Compute is a good magazine for Atari.

Ben Cutler
decvax!yale-comix!cutler

From -670455939940147252
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f8e3c45d7f0c17e2,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1982-11-10 01:45:27 PST
Message-ID: <bnews.cwruecmp.255>
Newsgroups: net.micro.atari
Path: utzoo!decvax!cwruecmp!pjd
X-Path: utzoo!decvax!cwruecmp!pjd
From: cwruecmp!pjd
Date: Wed Nov 10 04:45:22 1982
Subject: CTIA -> GTIA
X-Google-Info: Converted from the original B-News header
Posted: Tue Nov 9 13:25:05 1982
Received: Wed Nov 10 04:45:22 1982

The GTIA chip implements three additional graphics modes:

1. 16 colors, 1 intensity level
2. 1 color,   16 intensity levels
3. 9 color and intensity combinations.

All modes use 4 bits per pixel. Each pixel is one scan line high,
so there are 192 pixels vertically. However, each pixel is two
(four ?) color clocks wide. So, a pixel is four dots wide! You
get pixels that are elongated horizontally -- they are not square.
There are 80 pixels per scan line. Player/missile graphics is the
same as before.

Atari will probably continue to produce software for the 400/800's
that have the CTIA chip. Conversion is probably worth it since it lets
you do some interesting things. Or wait for the 600, junk the 400,
and get the GTIA chip, 48K and a real stroke keyboard.

pj drongowski
decvax!cwruecmp!pjd

From 160203783609422110
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7fe7ca630c0c92cf,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,7fe7ca630c0c92cf,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1982-11-10 14:25:38 PST
Message-ID: <bnews.utcsrgv.681>
Newsgroups: net.micro,net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Wed Nov 10 17:25:36 1982
Subject: 6502 C compiler found
X-Google-Info: Converted from the original B-News header
Posted: Wed Nov 10 14:40:16 1982
Received: Wed Nov 10 17:25:36 1982

The great 6502 compiler void seems to have been filled. There is a C compiler
available, details follow:

C/65 now available

- first native mode C compiler ever produced for Atari and Apple computers
- integer & char types, arrays, pointers, recursion, much more
- requires MAC/65 or equiv. assembler
- 2 disk drives recommended but not required
- $80 US
- MAC/65 $80 US
- incl. OS/A+ operating system

- Optimized Systems Software, Inc.
  10379 Lansdale Ave.
  Cupertino, CA 95014
  (408) 446-3099

From 8541472379422171345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7fe7ca630c0c92cf
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-10 16:32:59 PST
Message-ID: <bnews.utcsrgv.682>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Wed Nov 10 19:32:54 1982
Subject: 6502 C compiler found
X-Google-Info: Converted from the original B-News header
Posted: Wed Nov 10 15:54:11 1982
Received: Wed Nov 10 19:32:54 1982

The great 6502 compiler void seems to have been filled. There is a C compiler
available, details follow:

C/65 now available

- first native mode C compiler ever produced for Atari and Apple computers
- integer & char types, arrays, pointers, recursion, much more
- requires MAC/65 or equiv. assembler
- 2 disk drives recommended but not required
- $80 US
- MAC/65 $80 US
- incl. OS/A+ operating system

- Optimized Systems Software, Inc.
  10379 Lansdale Ave.
  Cupertino, CA 95014

(408) 446-3099

From 7644849834112845849
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,602dc6e9c079f260,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-11 22:30:18 PST
Message-ID: <bnews.floyd.813>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!gjw
X-Path: utzoo!decvax!harpo!floyd!gjw
From: floyd!gjw
Date: Fri Nov 12 01:30:17 1982
Subject: Atari 32K RAM Board
X-Google-Info: Converted from the original B-News header
Posted: Wed Nov 10 09:41:05 1982
Received: Fri Nov 12 01:30:17 1982

Does anybody know where one can get a unpopulated 32K RAM board for the
Atari 800. I have a batch of 3 supply 16K DRAMs I'd like to put to good use.
Also, I understand that the guts of the Atari 5200 is identical to the
400/800 computers. I'm wondering if it is possible to adapt the game car-
tridge or just the ROMs from the 5200 to run on the 400/800 computers. I've
seen some games available for the 5200 that aren't available for the computer.

From 2055620724060870230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2fbcef527279a7b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-11 23:37:33 PST
Message-ID: <bnews.mh3bs.220>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!alice!mhtsa!mh3bs!wsm
X-Path: utzoo!decvax!harpo!npoiv!alice!mhtsa!mh3bs!wsm
From: mh3bs!wsm
Date: Fri Nov 12 02:37:32 1982
Subject: Track-balls
X-Google-Info: Converted from the original B-News header
Posted: Wed Nov 10 13:00:02 1982
Received: Fri Nov 12 02:37:32 1982

NEW PRODUCT RUMORED!!!!!

Whilst purchasing games at a computer store in NYC, the subject of
trackballs was raised. Some of you may have heard of or seen the
WICO trackball, which is really a joystick emulator (you roll the ball
up, it sends pulses along the up line, etc). I was informed that
Atari itself was coming out with a track-ball for the 400/800 as well
as one for the new 5200. My comment at that point was, "It would sure
be nice to be able to use it with Missile Command(tm), but since it is
totally different from a joystick, I guess we'll be forced to buy a new

version of the game to use the ball."

The salesman then told me, "No, the Missile Command cartridge already HAS
a 'track-ball' option built into it. All you will need to do is hit
CONTROL-T to put the game into 'track-ball mode'!"

I have tried it, it really does switch input modes! The stick no longer
works, but the ball is apparently not going to be simply two paddles,
because they don't work either.

The arcade Centipede(tm) also uses a track-ball, but CONTROL-T on that
cartridge doesn't appear to do anything. Maybe there's another 'switch
character'?

Not afraid to leak rumored products,
Walt Morris   BTL-MH   ...mhtsa!mh3bs!wsm

From 228371320474728768
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,34b980a726884c8c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-15 23:42:35 PST
Message-ID: <bnews.tekid.568>
Newsgroups: net.micro.atari
Path: utzoo!decvax!cca!hplabs!hao!menlo70!sytek!zehntel!teklabs!tekcrd!tekid!
kevenb@sri-unix
X-Path: utzoo!decvax!cca!hplabs!hao!menlo70!sytek!zehntel!teklabs!tekcrd!tekid!
kevenb@sri-unix
From: kevenb@sri-unix
Date: Tue Nov 16 02:42:34 1982
Subject: atari 2600 & atari 400
X-Google-Info: Converted from the original B-News header
Posted: Tue Nov 9 10:36:21 1982
Received: Tue Nov 16 02:42:34 1982

Well, It's good to be here at the begining of a new newsgroup. I
would like to make a plea to net.land for information leading to
the source code for my atari 2600. I'm not looking for code to
any specific games, but rather I would like to write my own games,
and have access to the graphics commands.

For those of you who have not taken your 2600 apart yet, there are three
major parts inside. First is a 6507 CPU (a 28 pin version of the 6502)
Second is a part which appears to be a 6532, which is RAM, I/O, and
timers. The last part is manufactured by OKI and has the part number
MSM3980. By defalt, this is the video controller chip. If anyone
has information on this chip I would be quite interested.

Lastly, is the above mentioned video chip the same as in the ataria 400?

I would greatly apreciate any help or information which I could get
frm the folks in net.land. Please reply by the net.

Thanks

Keven Boyett   teklabs!tekid!kevenb

From 641088368135795947
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2e67d7c1f9f365d2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-17 00:57:55 PST
Message-ID: <bnews.uwvax.677>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!uwvax!reid
X-Path: utzoo!decvax!harpo!uwvax!reid
From: uwvax!reid
Date: Wed Nov 17 03:57:54 1982
Subject: WEDGE program
X-Google-Info: Converted from the original B-News header
Posted: Mon Nov 15 19:25:32 1982
Received: Wed Nov 17 03:57:54 1982

I have no idea what this is, but it is from COMPUTE! magazine, and somebody
went to the trouble to upload it for the arpanet, so I thought I'd put it
up here for everybody's benefit. Maybe somebody can even tell me what it is,
so I don't have to actually look at it....

Glenn Reid

>From LELAND.STHQ Wed Nov 10 19:08:02 1982
Mail-from: ARPANET site PARC-MAXC rcvd at 10-Nov-82 1344-PST
From: LELAND.STHQ
Date: 10-Nov-82 13:32:15 PST
Subject: WEDGE.PRGM
To: LELAND.STHQ
cc: ATARIUSERS^.WBST

```
100 REM WEDGE BASIC LOADER COMPUTE; NOV 1982 PG.209
110 GR.0:? "INSERT A DOS 2.0S DISK
120 ? "WITH DOS.SYS IN DRIVE 1
130 ?:? "Press RETURN when you have done this."
140 IF PEEK(764)<>12 THEN 140
150 POKE 764,255
160 ?:? "Now writing the Wedge Autorun.sys file."
170 TRAP 190
180 OPEN #1,8,0,"D:AUTORUN.SYS":TRAP 40000:GOTO 200
190 CLOSE #1:?:? "Can't open AUTORUN.SYS for write.":END
200 PUT #1,255:PUT #1,255:REM $FFFF HEADER
210 PUT #1,0:PUT #1,31:REM $1F00 START
220 PUT #1,74:PUT #1,33:REM $214A END
230 FOR I=7936 TO 8522+6:REM INCLUDE 6-BYTE AUTORUN
```

```
240 READ A:TRAP 310:PUT#1,A:TRAP 40000
250 CKSUM=CKSUM+A
260 NEXT I
270 IF CKSUM<>60435 THEN ?"(BELL) Bad number in DATA statements.":ERR=1
280 CLOSE #1
290 IF NOT ERR THEN ?:?"DATA ok, write successful."
300 END
310 ?:? "Error-";PEEK(195);" when attempting disk write.":CLOSE #1:END
320 REM
330 REM Following is decimal
340 REM equivalent of Wedge 1.0
370 REM ***********************
7936 DATA 104,165,12,141,37,31
7942 DATA 165,13,141,38,31,169
7948 DATA 36,133,12,169,31,133
7954 DATA 13,32,43,31,32,92
7960 DATA 31,169,75,141,231,2
7966 DATA 169,33,141,232,2,96
7972 DATA 32,64,21,32,11,31
7978 DATA 96,169,80,141,68,3
7984 DATA 169,31,141,69,3,169
7990 DATA 0,141,73,3,169,12
7996 DATA 141,72,3,169,11,141
8002 DATA 66,3,162,0,32,86
8008 DATA 228,152,48,1,96,76
8014 DATA 55,33,65,116,97,114
8020 DATA 105,32,87,101,100,103
8026 DATA 101,155,160,0,185,26
8032 DATA 3,201,69,240,7,200
8038 DATA 200,192,34,208,243,96
8044 DATA 200,169,165,153,26,3
8050 DATA 200,169,31,153,26,3
8056 DATA 162,0,189,0,228,157
8062 DATA 165,31,232,224,16,208
8068 DATA 245,169,184,141,169,31
8074 DATA 169,31,141,170,31,24
8080 DATA 173,4,228,105,1,141
8086 DATA 186,31,173,5,228,105
8092 DATA 0,141,187,31,169,0
8098 DATA 133,203,96,251,243,51
8104 DATA 246,184,31,163,246,51
8110 DATA 246,60,246,76,228,243
8116 DATA 56,1,1,125,32,32
8122 DATA 62,246,8,201,155,240
8128 DATA 4,230,203,40,96,140
8134 DATA 181,31,142,182,31,165
8140 DATA 203,240,86,169,51,133
8146 DATA 205,169,32,133,206,160
8152 DATA 0,177,205,217,128,5
8158 DATA 208,12,200,177,205,240
8164 DATA 40,196,203,208,240,76
8170 DATA 37,32,201,255,240,53
8176 DATA 160,0,177,205,240,9
```

```
8182 DATA 230,205,144,2,230,206
8188 DATA 76,242,31,24,165,205
8194 DATA 105,3,133,205,144,2
8200 DATA 230,206,76,215,31,200
8206 DATA 132,204,177,205,141,183
8212 DATA 31,200,177,205,141,184
8218 DATA 31,108,183,31,160,0
8224 DATA 169,46,153,128,5,169
8230 DATA 0,133,203,169,155,172
8236 DATA 181,31,174,182,31,40
8242 DATA 96,68,73,82,0,125
8248 DATA 32,83,67,82,65,84
8254 DATA 67,72,0,22,33,76
8260 DATA 79,67,75,0,27,33
8266 DATA 85,78,76,79,67,75
8272 DATA 0,32,33,82,69,78
8278 DATA 65,77,69,0,37,33
8284 DATA 75,73,76,76,0,42
8290 DATA 33,255,155,50,54,32
8296 DATA 70,82,69,69,32,83
8302 DATA 69,67,84,79,82,83
8308 DATA 155,155,0,0,68,58
8314 DATA 42,46,42,162,80,169
8320 DATA 12,157,66,3,32,86
8326 DATA 228,162,80,169,3,157
8332 DATA 66,3,169,6,157,74
8338 DATA 3,169,120,157,68,3
8344 DATA 169,32,157,69,3,32
8350 DATA 86,228,152,16,3,76
8356 DATA 55,33,162,80,169,5
8362 DATA 157,66,3,169,100,157
8368 DATA 68,3,141,68,3,169
8374 DATA 32,157,69,3,141,69
8380 DATA 3,169,20,157,72,3
8386 DATA 141,72,3,32,86,228
8392 DATA 152,48,13,169,9,141
8398 DATA 66,3,162,0,32,86
8404 DATA 228,76,166,32,162,80
8410 DATA 169,12,157,66,3,32
8416 DATA 86,228,76,30,32,162
8422 DATA 80,157,66,3,169,0
8428 DATA 157,73,3,164,203,153
8434 DATA 128,5,56,152,229,204
8440 DATA 157,72,3,24,169,128
8446 DATA 101,204,157,68,3,169
8452 DATA 5,105,0,157,69,3
8458 DATA 32,86,228,152,16,3
8464 DATA 76,55,33,76,30,32
8470 DATA 169,33,76,229,32,169
8476 DATA 35,76,229,32,169,36
8482 DATA 76,229,32,169,32,76
8488 DATA 229,32,173,37,31,133
8494 DATA 12,173,38,31,133,13
```

```
8500 DATA 76,116,228,72,162,80
8506 DATA 169,12,157,66,3,32
8512 DATA 86,228,104,162,255,154
8518 DATA 133,185,76,64,185
9000 REM DATA FOR AUTORUN ADDRESS
9010 DATA 224,2,225,2,1,31
9020 REM END OF DATA STATEMENTS
```

```
From 1452844148515802534
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b9f56b6ce1b014f4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-20 05:45:38 PST
Message-ID: <bnews.cbosgd.2821>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!cbosgd!mark
X-Path: utzoo!decvax!harpo!npoiv!npois!cbosgd!mark
From: cbosgd!mark
Date: Sat Nov 20 08:45:37 1982
Subject: gateway
X-Google-Info: Converted from the original B-News header
Posted: Fri Nov 19 00:10:45 1982
Received: Sat Nov 20 08:45:37 1982
Reply-To: mark@cbosgd.UUCP (Mark Horton)
```

> From harpo!vortex!lauren Thu Nov 18 23:32:21 1982
> Date: Wed Nov 17 1982 21:23:50 PST
> From: lauren (Lauren Weinstein)
> Subject: info-atari
> To: harpo!cbosgd!mark
>
> Greetings. Arpanet's INFO-MICRO has recently been flooded with
> unwanted mail regarding the Atari and other similar computers.
> Apparently a subgroup of info-micro (.atari?) is feeding into
> the same gateway mechanism that feeds the basic info-micro
> newsgroup. Do you have any idea where this is coming from?
> Can you find someone who can stop it? The atari newsgroup
> should actually feed to INFO-ATARI@SU-SCORE.
>
> Thanks.
>
> --Lauren--

Apparently what's happening is that net.micro is forwarded to info-micro,
and since net.micro matches net.micro.all, all the half dozen subgroups
(net.micro.atari, net.micro.pc, net.micro.68k, etc) also get forwarded.

Would whoever is responsible for the gateway please fix it, and also
drop me a note so I know where the gateway is? Thanks.

Mark

From -8096634780446563153
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d957a78205bbc00f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-22 16:29:20 PST
Message-ID: <bnews.utcsrgv.718>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Mon Nov 22 19:29:13 1982
Subject: Atari 400 answers
X-Google-Info: Converted from the original B-News header
Posted: Mon Nov 22 18:06:52 1982
Received: Mon Nov 22 19:29:13 1982

Thanks to those who responded to my Atari 400 questions a while ago. Brief summary below. However, no one got the non-Atari cassette deck answer quite right (I did some digging and found out the story).

- Yes, you can get at separate composite video and sound signals in the 400, since the 800 makes them available and the 400 is identical internally. You would have to open it up and goof around with the schematics though.

- It would be difficult to use a non-Atari 410 cassette player with the 400/800 because they pull a neat trick on the cassette I/O. The computer spits out encoded audio (FSK, something like 3992 and 5327 Hz, 600 baud) to the 410, but what the 410 sends to the 400/800 is TTL-level (0 and +5 volts)! So the 410 converts the FSK stuff to TTL-level itself. Actually this could be a very nice way to download to the Atari, and it also should be quite easy to read Atari tapes from a 410, given an I/O line and the tape record format.

- You can use 810/815 disks with the 400, possibly even with 16K, but then you wouldn't have much room for Basic. Memory expansion cards to 48K exist, but are not without problems. The thing about the 400 is that there is only room for one card, so to get 48K you have to remove the Atari 16K board and put in a 48K board. These cards can cause problems with screen clarity, either because of power supply limitations or RFI due to poor components/layout. Putting 48K on such a small board is no picnic (they use 4116's I think). The Mosaic 32K board is supposed to be excellent, and it comes populated with 16K - the other 16K you pull out of your Atari board.

- Many reference manuals for the Atari 400/800 exist, the Hardware/OS manual, the Atari Technical Manual (for assembler prog. info), the book De Re Atari, etc.; commented OS ROM and DOS listings are available from Atari.

You can get a couple of different keyboards for the 400 that I know of; a new

one coming out soon costs only around $100, and installs in 5 minutes. New games I've heard are coming soon are Zaxxon, Donkey Kong, Tron, E.T. (?!), and Defender.

Ken Newman
Univ. of Toronto

From 4536100072956973230
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,72918e033ec35a4e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-23 01:49:22 PST
Message-ID: <bnews.uwvax.694>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!uwvax!reid
X-Path: utzoo!decvax!harpo!uwvax!reid
From: uwvax!reid
Date: Tue Nov 23 04:49:18 1982
Subject: still there?
X-Google-Info: Converted from the original B-News header
Posted: Mon Nov 22 16:13:48 1982
Received: Tue Nov 23 04:49:18 1982

I haven't heard from this newsgroup for long enough to make me wonder if I am still getting it. Anybody get this message?

Glenn Reid
...seismo!uwvax!reid

From 2525287884045379708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a472eab02ebc546d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-24 02:23:13 PST
Message-ID: <bnews.ihlpb.129>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!ihnp4!ihlpb!pnovak
X-Path: utzoo!decvax!harpo!ihnp4!ihlpb!pnovak
From: ihlpb!pnovak
Date: Wed Nov 24 05:23:10 1982
Subject: Atari 400 Keyboard Replacement
X-Google-Info: Converted from the original B-News header
Posted: Tue Nov 23 09:09:36 1982
Received: Wed Nov 24 05:23:10 1982

I was getting so sick of the membrane keyboard on my 400
that I decided to do something about it. I recently
wired up a $35 keyboard in parallel which work great.
Anyone wanting more info should respond by mail or

US Mail. Please don't expect an immediate response.

   Paul Novak
   Bell Labs - Indian Hill
   Room 6K-334
   Naperville-Wheaton Road
   Naperville, Illinois   60566

   ....!ihps3!ihlpb!pnovak

From 1170173356077562684
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7e5b6260b654f8a1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-24 06:47:20 PST
Message-ID: <bnews.floyd.877>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!gjw
X-Path: utzoo!decvax!harpo!floyd!gjw
From: floyd!gjw
Date: Wed Nov 24 09:47:13 1982
Subject: Bare RAM boards found
X-Google-Info: Converted from the original B-News header
Posted: Tue Nov 23 11:05:26 1982
Received: Wed Nov 24 09:47:13 1982

     Recently, I inquired on the net.micro.atari about the availability of bare memory boards for the 400/800. The October-November issue of ANTIC contained an ad in the back from an outfit called Tiny Tek Inc. They advertised bare 16K,32K,and 48K boards for the computers for $12.50,$30, and $50.00 respectively. I quickly placed a phone order and had the board in my hands 3 days later (I didn't know the U.S. mail could move so fast). It came with resonably good instructions and schematic. The board it self is of excellent quality. Glass epoxy, gold plated edge connector, plated through holes and wave solder pretinned. For anyone who is interested the outfit is:

                  TINY TEK INC.
                  P.O. BOX 820249
                  DALLAS, TEXAS 75382
                  214-373-8926

Greg Wroclawski
                           Bell Labs, Whippany

From -4095613015565020149
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b6579a842794b52d,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1982-11-28 00:21:27 PST
Message-ID: <bnews.uwvax.684>
Newsgroups: net.micro.atari
Path: utzoo!decvax!duke!harpo!uwvax!reid
X-Path: utzoo!decvax!duke!harpo!uwvax!reid
From: uwvax!reid
Date: Sun Nov 28 03:21:26 1982
Subject: softaware sought
X-Google-Info: Converted from the original B-News header
Posted: Thu Nov 18 20:40:38 1982
Received: Sun Nov 28 03:21:26 1982

Anybody know of some good financial management (homd; checkbook type stuff) for the Atari that is available on cassette (or have a disk drive that that would like to give me)?

Speaking of cassettes, has anybody notice any decay of tapes, and/or have any idea what the projected life of software on tape might be? I have kind of a lot of tapes, and some that I would not like to lose. Any idea?

Glenn Reid

From 5761544099611787152
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b212dd99ecbf3403,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-11-29 11:33:14 PST
Message-ID: <bnews.utcsrgv.735>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Mon Nov 29 14:33:09 1982
Subject: tapes and pens
X-Google-Info: Converted from the original B-News header
Posted: Mon Nov 29 14:18:12 1982
Received: Mon Nov 29 14:33:09 1982

Regarding lifetime of Atari tapes; if they're Basic, obviously you can trivially back them up all you want. For machine language tapes, there is a company (I think Vervan Software?) that sells a program on cassette that copies machine language cassette tapes. The ad was in Oct/Nov Antic.

Has anyone heard anything about the Atari CX70 light pen? Saw it in a recent Byte ad for $64 US. Does any software use it?

From -4194486419690819879
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f26501b5cf6b9299,start

X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,1b619eec2919c450
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1982-11-29 22:47:52 PST
Message-ID: <bnews.houxw.111>
Newsgroups: net.micro,net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!houxm!houxa!houxi!houxy!houxw!jhv
X-Path: utzoo!decvax!harpo!npoiv!npois!houxm!houxa!houxi!houxy!houxw!jhv
From: houxw!jhv
Date: Tue Nov 30 01:47:47 1982
Subject: RE: FORTH query
X-Google-Info: Converted from the original B-News header
Posted: Mon Nov 29 22:03:25 1982
Received: Tue Nov 30 01:47:47 1982

I am a hardware/software hacker. I brought up figFORTH on my S-100
Z-80 based system a couple of years ago, and last month I bought
valFORTH (a figFORTH derivative) for my ATARI 400.

I have found the FORTH system (combination interpreter, compiler,
editor, disk manager, etc.) useful for my style of hacking. I like
the built-in number base conversion; I like the simple access to
I/O ports and absolute memory locations; I like writing I/O drivers
with a combination of high level and low level definitions when I am
debugging hardware, software and driver logic simultaneously; and
I am impressed with the assemblers and interpreters which can be
defined in FORTH in a few screens each.

I find the figFORTH editor awkward, but other FORTH editors are
available which are easier to use. In summary, I find FORTH a useful
tool for some of my hacking, but I also find assembly language, BASIC,
PILOT, C, etc. appropriate for other applications.

     James Van Ornum
     BTL Freehold
     houxw!jhv

From -4439443380926261455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c4c659fc4f1cfce6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-01 00:22:21 PST
Message-ID: <bnews.machaids.184>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!houxm!5941ux!machaids!dlm
X-Path: utzoo!decvax!harpo!npoiv!npois!houxm!5941ux!machaids!dlm
From: machaids!dlm
Date: Wed Dec 1 03:22:20 1982
Subject: Atari light pens
X-Google-Info: Converted from the original B-News header
Posted: Tue Nov 30 11:07:54 1982
Received: Wed Dec 1 03:22:20 1982

The last thing I heard about the ATARI CX70 light pen is that ATARI abandoned its development since they could not get it to work correctly. The hardware still supports a light pen (ANTIC?) and I have seen independent manufactures offer light pens. The atari handles light pens by reading the horizontal and vertical position registers whenever the pin for the trigger button is activated. It is possible to demonstrate this by simply entering a basic program to continuously read these locations (RAM low memory) and press the joystick button everyonce in a while. This function is done entirely in hardware, and the light pen position registers in hardware are copied to RAM during vertical blank, as are the other hardware registers.

From 2133757742100778248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7616e3e29a33f341,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-04 01:25:36 PST
Message-ID: <bnews.harpo.1223>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!jdc
X-Path: utzoo!decvax!harpo!jdc
From: harpo!jdc
Date: Sat Dec 4 04:25:30 1982
Subject: chameleon help
X-Google-Info: Converted from the original B-News header
Posted: Fri Dec 3 13:45:35 1982
Received: Sat Dec 4 04:25:30 1982

Does or has anyone out there ever used the APX chameleon emulator...

1: are there any wonderfull bugs.

2: are there any usefull patches.

3: does anyone have a termcap file for it.

4: etc...

ThanX
Joe Carvalho
harpo!jdc

From 6637994179790929421
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f9956afc2d0b41c9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-04 03:53:01 PST
Message-ID: <bnews.cbosg.2711>

Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!cbosgd!cbosg!dir
X-Path: utzoo!decvax!harpo!npoiv!npois!cbosgd!cbosg!dir
From: cbosg!dir
Date: Sat Dec 4 06:53:00 1982
Subject: Atari random function question
References: <bnews.uwvax.698>
X-Google-Info: Converted from the original B-News header
Posted: Fri Dec 3 17:24:37 1982
Received: Sat Dec 4 06:53:00 1982

Let's say I have a program that uses the random number generator (RNG).
I turn on the computer and load a program that uses the RNG.

Question: will I get the same sequence of random numbers every time
I use this program if it is always used *after* a cold-start boot?

I'm somewhat confused about the real nature of the random generator
and the De Re Atari is not much help. Comments anyone?

Dean Radin BTL-CB

From -7367010657962929310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fa78acda2a7990cf,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-05 00:52:59 PST
Message-ID: <bnews.houxw.112>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!houxm!ihnp4!ihps3!houxz!houxi!houxy!houxw!jhv
X-Path: utzoo!decvax!harpo!npoiv!npois!houxm!ihnp4!ihps3!houxz!houxi!houxy!houxw!
jhv
From: houxw!jhv
Date: Sun Dec 5 03:52:54 1982
Subject: RE:Can somebody help (Glenn Reid)
X-Google-Info: Converted from the original B-News header
Posted: Sat Dec 4 07:20:18 1982
Received: Sun Dec 5 03:52:54 1982

Location (702) contains the shift/control lock flag.
     0 == no locks on,
       64 == caps lock on (the normal state in BASIC at least),
      128 == control lock on.

Location (756) selects the upper or lower case character set
for use in screen modes 1 and 2. In normal text mode, location (756)
is the pointer to the display character set memory page, allowing one
to redefine their displayed character fonts by entering a 1024 byte
bit map and storing the starting page of that map into (756)

Hope that helps. (Info was from "Your ATARI Computer", Ion Poole,
Osborne/McGraw-Hill)

Jim Van Ornum, BTL Freehold, houxw!jhv

From 4077517670578429840
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f0a3e963722386a7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-05 07:19:52 PST
Message-ID: <bnews.houxw.115>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!houxm!ihnp4!ihps3!houxz!houxi!houxy!houxw!jhv
X-Path: utzoo!decvax!harpo!npoiv!npois!houxm!ihnp4!ihps3!houxz!houxi!houxy!houxw!
jhv
From: houxw!jhv
Date: Sun Dec 5 10:19:47 1982
Subject: INFO-ATARI
X-Google-Info: Converted from the original B-News header
Posted: Sat Dec 4 21:33:15 1982
Received: Sun Dec 5 10:19:47 1982

Is anybody gatewaying INFO-ATARI from the ARPAnet into net.micro.atari?
I see references to INFO-ATARI occasionally in this newsgroup, but I
don't have access to ARPAnet.

Jim Van Ornum, BTL Freehold/Holmdel, houxw!jhv

From -5687398821909094879
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6b4bbf154a373536,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-05 07:23:48 PST
Message-ID: <bnews.houxw.113>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!houxm!ihnp4!ihps3!houxz!houxi!houxy!houxw!jhv
X-Path: utzoo!decvax!harpo!npoiv!npois!houxm!ihnp4!ihps3!houxz!houxi!houxy!houxw!
jhv
From: houxw!jhv
Date: Sun Dec 5 10:23:42 1982
Subject: ATARI5200/400 Question
X-Google-Info: Converted from the original B-News header
Posted: Sat Dec 4 21:16:05 1982
Received: Sun Dec 5 10:23:42 1982

1) If the 5200 is a modified 400, and
2) Given ATARI has announced an adapter will be forthcoming to
   use the VCS cartridges in the 5200,
3) does it follow that I should be able to hack/buy an adapter
   to use the VCS cartridges in my 400/800?

Has anyone tried this? Succeeded?

Jim Van Ornum, BTL Freehold/Holmdel, houxw!jhv

From -2462776326650616876
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,77f03a0e0cb93b3a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-05 07:25:44 PST
Message-ID: <bnews.houxw.114>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!houxm!ihnp4!ihps3!houxz!houxi!houxy!houxw!jhv
X-Path: utzoo!decvax!harpo!npoiv!npois!houxm!ihnp4!ihps3!houxz!houxi!houxy!houxw!
jhv
From: houxw!jhv
Date: Sun Dec 5 10:25:42 1982
Subject: ATARI terminal emulator
X-Google-Info: Converted from the original B-News header
Posted: Sat Dec 4 21:31:03 1982
Received: Sun Dec 5 10:25:42 1982

On November 9, Ben Cutler posted to this newsgroup a terminal emulator
written by Marshall Abrams (abrams at MITRE) received from the ARPAnet.
The emulator was supposed to be in three files (ATERM. , ATERMPT2. , and
ATERMHLP.TXT), but the news item received here was missing ATERM. , the
main program.

Did anybody receive the ATERM. file in their copy of the news item or
in followup communications? I sure would like to get a copy of it
to try that terminal emulator on my ATARI 400!!

Jim Van Ornum, BTL Freehold/Holmdel, houxw!jhv

From 2212077552771738769
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3fef5d03971e7781,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-05 10:56:13 PST
Message-ID: <bnews.uwvax.703>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!seismo!uwvax!reid
X-Path: utzoo!decvax!harpo!seismo!uwvax!reid
From: uwvax!reid
Date: Sun Dec 5 13:56:07 1982
Subject: 80-column boards
X-Google-Info: Converted from the original B-News header
Posted: Sat Dec 4 20:31:57 1982
Received: Sun Dec 5 13:56:07 1982

Do any of you have any of (at least two that I have heard of) the 80-column
cards for the ATARI 800? I have been using my 800 extensively as a terminal,
and the idea of 80 columns is very appealing to me? I am a little worried

about the appearance of the letters and the screen clarity, though. Does anybody know if they are compatible with, for instance, APX's Chameleon terminal emulator (or other terminal emulators), and if they are acceptably clear?
I have a monitor, so I think it will handle the bandwidth....

Glenn Reid

From 8769122141713759956
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f30c5227d281e1d9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-05 22:51:24 PST
Message-ID: <bnews.yale-com.450>
Newsgroups: net.micro.atari
Path: utzoo!decvax!yale-com!cutler
X-Path: utzoo!decvax!yale-com!cutler
From: yale-com!cutler
Date: Mon Dec 6 01:51:21 1982
Subject: ATERM Terminal Emulator (what went wrong)
X-Google-Info: Converted from the original B-News header
Posted: Sun Dec 5 05:22:20 1982
Received: Mon Dec 6 01:51:21 1982

Because ATERM arrived at my location in remailed form, I didn't realize that it was missing something. I have been trying to get the missing file directly from Marshall Abrams, but due to trouble with Apranet have not yet succeeded. Hopefully, I'll have it soon.

Just a little longer,

til then,
Ben Cutler
decvax!yale-comix!cutler

P.S. Please wait until I get the file rather than all requesting a copy from Marshall Abrams. -BFC

From 3017557179706687228
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,62b0ec8d47fa9def,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-06 04:15:48 PST
Message-ID: <bnews.uwvax.698>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!seismo!uwvax!reid
X-Path: utzoo!decvax!harpo!seismo!uwvax!reid
From: uwvax!reid
Date: Mon Dec 6 07:15:47 1982

Subject: Can somebody help....
X-Google-Info: Converted from the original B-News header
Posted: Wed Dec 1 19:01:08 1982
Received: Mon Dec 6 07:15:47 1982

I have a couple of questions that I can't seem to track down answers to...

1) Is there any way, from BASIC, to force the upper/lower case switch before accepting input from the keyboard? I am writing a program where I want the input to be in lower case sometimes, and upper case others (as bad an idea as that might sound...), and I'd like to remove the responsbility from the user. There is a memory location which deals with this (756), but I can't seem to get results, for one reason or another. Anybody have any ideas?

2) I can't remember what the other thing was....sorry.

Thanks.
Glenn Reid

From 3447176926492710998
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ce8944eef01ce3bc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-15 02:03:42 PST
Message-ID: <bnews.floyd.957>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!gjw
X-Path: utzoo!decvax!harpo!floyd!gjw
From: floyd!gjw
Date: Wed Dec 15 05:03:41 1982
Subject: Atari 1200
X-Google-Info: Converted from the original B-News header
Posted: Tue Dec 14 10:03:53 1982
Received: Wed Dec 15 05:03:41 1982

Todays issue (12/14/82) of the New York Times contains a picture and a not very technical article about the new Atari 1200XL computer. It's on the fourth page of the business section. From the atari club I belong to I've found the following sketchy details:

64K of on board RAM (I don't know how much of it is accessible)

Built in RS-232

Built in Microsoft Basic

Compatible with existing 400/800 software

No expansion slots

Suggested retail price of $900-$1000

The lack of expansion slots seems to be the biggest drawback of the new machine. The two nicest expansion features one could get for the 800 is the 80 column card and the RAMDISK. I've seen the 800 with 16K discounted to $499 in the New York City area at that price I think its the best value in personal computers.

From -2824754069291207026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,64da8ba800d68434,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-21 04:49:13 PST
Message-ID: <bnews.yale-com.570>
Newsgroups: net.micro.atari
Path: utzoo!decvax!yale-com!cutler
X-Path: utzoo!decvax!yale-com!cutler
From: yale-com!cutler
Date: Tue Dec 21 07:49:09 1982
Subject: ATERM
X-Google-Info: Converted from the original B-News header
Posted: Mon Dec 20 14:25:12 1982
Received: Tue Dec 21 07:49:09 1982

What follows is, I hope, the complete ATERM file set.

Ben Cutler
decvax!yale-comix!cutler

>From Hovy Wed Dec 1 22:33:19 1982
Date: 1-Dec-82 10:12PM-EST (Wed)
From: Eduard Hovy <Hovy at YALE-RES>
Subject: [Abrams: aterm]
To: Cutler

*** Forwarded Message Follows ****
Mail-from: CHAOSNET site YALE-CS rcvd on Wed Dec 1, 1982 10:08:07PM
Mail-from: CHAOSNET site YALE rcvd on Wed Dec 1 1982 10:02:24PM
Mail-from: ARPANET site MITRE rcvd on Wed Dec 1 19:45:52
Date: 1 Dec 1982 22:00:05 EST (Wednesday)
From: Marshall Abrams <abrams at MITRE>
Subject: aterm
To: hovy at 2/9
Cc: abrams at MITRE

1 GRAPHICS 2+16:DIM D$(1):LSCH=764:CON=53279

```
2 POSITION 1,3:? #6;"Download / Upload":POSITION 5,5:? #6;"V 2.818"
3 REM Original routines arreared in ANALOG Magazine. Debugged and extended by Bob
House & Marshall Abrams
4 REM 2906 Covington Road, Silver Spring, MD  20910
5 REM To use: RUN this program; it will call the other programs as needed
6 FOR I=1 TO 200:NEXT I:GRAPHICS 0
7 SETCOLOR 2,12,0:SETCOLOR 4,12,0
8 ? "DOWNLOAD: press START to start &":? "  stop saving characters to memory"
9 ? :? "Press OPTION to select various":? "  other modes":?
10 FOR I=1648 TO 1742:READ A:POKE I,A:NEXT I:REM RS232 & KEYBOARD HANDLER
20 DATA 162,32,169,7,157,66,3,169,0,157,72,3,157,73,3
30 DATA 32,86,228,133,208,201,31,16,6,169,32,133,208,104,96
40 DATA 168,162,0,169,11,157,66,3,169,0,157,72,3,157,73
50 DATA 3,152,32,86,228,104,96,0,162,16,169,7,157,66,3
60 DATA 169,0,157,72,3,157,73,3,32,86,228,133,208,168,162
70 DATA 32,169,11,157,66,3,169,0,157,72,3,157,73,3,152
80 DATA 32,86,228,104,96
84 FOR I=1539 TO 1571:READ A:POKE I,A:NEXT I:REM BUFFER & FILE TRANSFER
86 DATA 104,104,104,10,10,10,10,170
87 DATA 104,157,69,3,104,157,68,3,104
88 DATA 157,73,3,104,157,72,3,169,11
89 DATA 157,66,3,32,86,228,96
110 GOSUB 330:D$=" ":POKE 580,0
120 D$=" ":MODE=0
125 GOSUB 330:GOSUB 500
130 ? "}","SELECT TRANSLATION":? :? "Light ASCII translation (default)":? "Heavy
ASCII translation"
135 ? "No translation"
140 INPUT IN$:IF LEN(IN$)=0 THEN 160
145 IF IN$(1,1)="L" THEN 160
150 IF IN$(1,1)="H" THEN MODE=MODE+16:GOTO 160
155 IF IN$(1,1)="N" THEN MODE=MODE+32:GOTO 160
158 GOTO 125
160 ? "}","OUTPUT PARITY":? :? "None (default)":? "Odd":? "Even":? "Set to
1":? :INPUT IN$
163 IF LEN(IN$)=0 THEN 190
165 IF IN$(1,1)="N" THEN GOTO 190
170 IF IN$(1,1)="O" THEN MODE=MODE+1:GOTO 190
175 IF IN$(1,1)="E" THEN MODE=MODE+2:GOTO 190
180 IF IN$(1,1)="S" THEN MODE=MODE+3:GOTO 190
185 GOTO 160
190 ? "}","APPEND LINE FEED":? :? "Append line feed after return":? "No line feed
after return (default)":?
195 INPUT IN$:IF LEN(IN$)=0 THEN 300
200 IF IN$(1,1)="A" THEN MODE=MODE+64:GOTO 300
210 IF IN$(1,1)="N" THEN GOTO 300
220 GOTO 190
300 POKE 209,MODE:? :? "Loading main terminal program"
320 CLR :RUN "D:ATERMPT2"
330 POKE LSCH,255:RETURN
500 POKE 82,1:DIM IN$(200)
504 ? "Instructions (Y/N)":INPUT IN$:IF IN$<>"Y" THEN RETURN
508 TRAP 540:OPEN #3,4,0,"D:ATERMHLP.TXT":? "}"
```

```
510 POKE 195,1:TRAP 520:INPUT #3,IN$:? IN$:IF LEN(IN$)<5 THEN 510
515 IF IN$(1,5)<>"*****" THEN 510
520 A=PEEK(195):? ,"Press RETURN";:INPUT IN$:? "}":IF A=1 THEN 510
530 IF A<>136 THEN ? "ERROR ";A;" READING INSTRUCTION FILE"
535 TRAP 40000:CLOSE #3:RETURN
540 CLOSE #3:? CHR$(253);"Couldn't open instruction file"
550 FOR I=1 TO 500:NEXT I:GOTO 535
```

*** End of Forwarded Message ****

>From decvax!ucbvax!Tyson Fri Oct 22 00:12:48 1982
Date: 14 Oct 1982 0346-PDT
From: Mabry Tyson <ucbvax!Tyson@SRI-AI>
Subject: Re: Atari termcap.
Message-Id: <8209220227.9444@UCBVAX.BERKELEY.ARPA>
Received: by UCBVAX.BERKELEY.ARPA (3.207 [9/26/82])
     id A09444; 21-Oct-82 19:27:45-PDT (Thu)
To: decvax!yale-com!cutler@UCB-C70
In-Reply-To: Your message of 12-Oct-82 2259-PDT

I don't know how your message got out onto the Arpanet, but we have
a INFO-ATARI mailing list. Send mail to INFO-ATARI-REQUEST@MIT-MC
to see if you can be added on.

For crt emulation, I'd suggest APX's LIZARD (or CHAMELEON) written by
Jack Palevich (aka INFO-ATARI-REQUEST). It emulates VT52 and a couple
of other terminals I believe.

I'm going to send a set of messages that just came out today on INFO-ATARI.
They contain the code for a BASIC terminal program for the Atari. I haven't
tried it but I thought you might want it.   It will be in the message
just after this one.

>From decvax!ucbvax!Tyson Fri Oct 22 12:11:58 1982
Date: 14 Oct 1982 0346-PDT
From: Mabry Tyson <ucbvax!Tyson@SRI-AI>
Subject: Re: Atari termcap.
Message-Id: <8209220918.19778@UCBVAX.BERKELEY.ARPA>
Received: by UCBVAX.BERKELEY.ARPA (3.207 [9/26/82])
     id A19778; 22-Oct-82 02:18:53-PDT (Fri)
To: decvax!yale-com!cutler@UCB-C70
In-Reply-To: Your message of 12-Oct-82 2259-PDT

13-Oct-82 20:31:14-PDT,614;000000000001
Mail-from: ARPAnet host MIT-MC rcvd at 13-Oct-82 2031-PDT
Date: 13 Oct 1982 22:07:20 EDT (Wednesday)
From: Marshall Abrams <abrams at MITRE>
Subject: ATERM file info
To: info-atari at mit-mc
Cc: abrams at MITRE

I will send the three files which make
up ATERM (my terminal emulator) in seperate
messages. The file names, which are
coded in are: ATERM. (the main program),
ATERMPT2. (the second part of ATERM),
and ATERMHLP.TXT (a help file). The first
two are BASIC programs.

If anyone has a major problem in downloading
or makes substantial improvements, let
me know.

--Marshall Abrams

13-Oct-82 20:16:40-PDT,6034;000000000001
Mail-from: ARPAnet host MIT-MC rcvd at 13-Oct-82 2016-PDT
Date: 13 Oct 1982 22:12:30 EDT (Wednesday)
From: Marshall Abrams <abrams at MITRE>
Subject: ATERMPT2. program file
To: info-atari at mit-mc
Cc: abrams at MITRE

```
10 DIM SW(26):FOR I=1 TO 26:READ X:SW(I)=X:NEXT I
15 DATA
1500,0,0,1410,25,1340,30,1100,0,0,0,0,1180,0,0,1300,0,0,110,1330,500,0,1320,0,0,0
20 DIM A$(17),D$(15),T$(133),R$(15):D$="D :":S=ADR(D$)
+200:C=764:O=53279:Z=0:F=FRE(Z)-125
25 L=S:WF=Z:NB=Z
30 SETCOLOR 2,8,2:SETCOLOR 4,8,2:? "}"
35 POKE 82,Z:? ," Terminal Mode":GOSUB 1000:L=S:WF=Z:NB=Z
40 GOSUB 290:TRAP O
50 STATUS #2,V:IF PEEK(747) THEN X=USR(1648):POKE L,PEEK(208):L=L+WF:GOTO 50
55 IF PEEK(C)=156 THEN GOSUB 400
60 IF PEEK(C)<>255 THEN X=USR(1701)
65 CON=PEEK(O)
70 IF L-1>F+S THEN 100
80 IF CON=6 THEN GOSUB 300
85 IF CON=3 THEN GOTO 1200
90 GOTO 50
100 GOSUB 350
110 ? :? "ENTER DOWNLOAD FILENAME  ";
120 TRAP 38:INPUT A$:TRAP O:IF LEN(A$)=Z THEN 40
130 IF LEN(A$)<3 THEN A$(LEN(A$)+1)="   "
140 IF A$(1,1)="D" AND (A$(2,2)=":" OR A$(3,3)=":") THEN D$=A$:GOTO 160
150 D$="D1:":D$(4)=A$
160 TRAP 180:CLOSE #1:CLOSE #2:OPEN #3,8,Z,D$
165 SETCOLOR 2,8,2:SETCOLOR 4,8,2
170 X=USR(1539,3,S,L-S+1):CLOSE #3:? :? ,"   I/O COMPLETE":? ,"File Preserved":FOR
I=1 TO 222:NEXT I
173 IF D$="E:" THEN ? :? "Press RETURN";:INPUT A$
175 GOTO 1200
```

```
180 GOSUB 700:? "TRY AGAIN":POKE C,255:A=Z:GOSUB 1000:GOTO 50
290 POKE C,255:RETURN
300 IF WF THEN WF=Z:? "STOP ";:GOTO 320
310 WF=1:NB=NB+WF:? "BLOCK # ";NB;" BYTES FREE=";F+S-1-L:? "START ";
320 ? "FILLING BUFFER"
350 IF PEEK(O)<>7 THEN 350
360 RETURN
400 CLOSE #2:OPEN #2,13,Z,"R:"
410 XIO 34,#2,2,Z,"R:"
420 FOR I=1 TO 200:NEXT I
430 XIO 34,#2,3,Z,"R:"
435 XIO 40,#2,Z,Z,"R:"
440 RETURN
500 TRAP 690:? "ENTER UPLOAD FILENAME";:INPUT A$:IF LEN(A$)=Z THEN 1200
510 IF LEN(A$)<3 THEN A$(LEN(A$)+1)="   "
520 IF A$(1,1)="D" AND (A$(2,2)=":" OR A$(3,3)=":") THEN D$=A$:GOTO 540
530 D$="D1:":D$(LEN(D$)+1)=A$
540 TRAP 690:CLOSE #2:CLOSE #3:OPEN #3,4,Z,D$:NOTE #3,SEC,BYTE:CLOSE #3:GOSUB 1000
545 OPEN #4,8,0,"S:":SETCOLOR 2,8,2:SETCOLOR 4,8,2:? "}"
550 IF PEEK(O)<>7 THEN 1200
560 CLOSE #2:OPEN #3,4,Z,D$:POINT #3,SEC,BYTE:INPUT #3;T$:NOTE #3,SEC,BYTE:GOSUB
1000:? #2;T$
565 I=Z:IF ECHO<=Z THEN ? T$:POKE 77,0
575 IF DF=Z THEN 585
580 FOR I=0 TO 10*DF:NEXT I
585 STATUS #2,A:IF A<>1 THEN GOSUB 720:GOTO 1200
590 IF FLOW=Z THEN 550
600 A=PEEK(747)+256*PEEK(748):IF A>Z THEN 630
610 IF FLOW>=Z THEN 550
615 IF PEEK(O)<>7 THEN 1200
620 I=I+1:IF I<222 THEN 585
625 ? "No prompt received. Sending next line":? "Press OPTION to abort.":GOTO 550
630 FOR I=1 TO A:GET #2,X
635 IF ECHO>=Z THEN PUT #4,X:POKE 77,0
640 IF FLOW=-1 AND X=FLON THEN POP :GOTO 550
650 IF FLOW>Z AND X=FLOW THEN POP :GOTO 670
660 NEXT I:IF FLOW>=Z THEN 550
665 IF FLOW=-1 THEN 600
667 ? "INTERNAL ERROR 667":STOP
670 GET #2,X:IF X<>FLON THEN 670
680 GOTO 550
690 GOSUB 700:GOTO 1200
700 TRAP O:A=PEEK(195):IF A=136 THEN ? ,"Operation complete":POP :GOTO 30
720 POSITION 2,PEEK(84):? "    ERROR ";A;" ";
740 IF A=144 THEN ? "Device done error":GOTO 900
750 IF A=164 THEN ? "Disk links scrambled":GOTO 900
760 IF A=170 THEN ? "Incorrect file name":GOTO 900
770 IF A=130 THEN GRAPHICS Z:? :? "850 INTERFACE NOT BOOTED":? "REBOOT AND TRY
AGAIN":END
780 IF A=138 THEN ? "DEVICE TIMEOUT, TURN ON DEVICE":GOTO 900
790 IF A=162 THEN ? "DISK FULL":GOTO 900
800 IF A=165 THEN ? "INVALID FILENAME, ":GOTO 900
810 IF A=167 THEN ? "LOCKED FILE, ":GOTO 900
```

```
820 IF A=169 THEN ? "DIRECTORY FULL":GOTO 900
890 ? " AT LINE ";PEEK(186)+256*PEEK(187)
900 FOR I=1 TO 222:NEXT I:RETURN
1000 CLOSE #1:CLOSE #2:CLOSE #3
1010 OPEN #1,4,Z,"K:":OPEN #2,13,Z,"R:":XIO 38,#2,PEEK(209),Z,"R:":XIO
40,#2,Z,Z,"R:":RETURN
1100 CLOSE #5:TRAP 1160:OPEN #5,4,0,"D:ATERMHLP.TXT":? "}"
1110 POKE 195,1:TRAP 1130:INPUT #5,T$:? T$:IF LEN(T$)<5 THEN 1110
1120 IF T$(1,5)<>"*****" THEN 1110
1130 A=PEEK(195):? ,"Press RETURN ";:INPUT T$:? "}":IF A=1 THEN 1110
1140 IF A<>136 THEN ? "ERROR ";A;" READING INSTRUCTION FILE"
1150 TRAP OFF:CLOSE #5:GOTO 1200
1160 ? "ERROR: Can't find TERMINAL.HLP":FOR I=1 TO 155:NEXT I:GOTO 1150
1180 RUN "D:ATERM."
1200 CLOSE #1:CLOSE #2:CLOSE #3:CLOSE #4:CLOSE #5:SETCOLOR 2,8,2:SETCOLOR 4,8,2:?
"}","Options"
1211 ? "A  Print disk directory"
1214 ? "D  Dump download buffer to":? "    D:DUMPBUFF.SAV"
1215 ? "E  Empty downloaded buffer"
1216 ? "F  Fix upload parameters"
1217 ? "G  Go to terminal mode"
1218 ? "H@@@@Dbddf@~@D@@@^@Dbddl@~@D@@@@@@Dbddr@ "S  Store dowloaded file to disk"
1230 ? "T  Type downloaded file on screen"
1231 ? "U  Upload file"
1233 ? "W  Write downloaded buffer to casette"
1260 CLOSE #1:OPEN #1,4,Z,"K:":TRAP 1200
1270 ? ,"Option?";:GET #1,I:?
1280 GOTO SW(I-64)
1300 D$="P:":GOTO 160
1320 D$="C:":GOTO 160
1330 D$="E:":GOTO 160
1340 ? "Echo","-1  Output":? ," 0  Both":? ," 1  Prompt/echo":INPUT ECHO
1342 ? "Send line only when prompted (Y/N)";:INPUT A$:IF LEN(A$)=0 THEN 1342
1344 IF A$(1,1)="N" THEN 1360
1346 IF A$(1,1)<>"Y" THEN 1342
1348 FLOW=-1:DF=Z
1350 ? :? "Decimal value of prompt character":? "(ATASCII CR=155, X-ON=17)";:INPUT
A$
1352 IF LEN(A$)=0 THEN 1350
1354 FLON=VAL(A$):GOTO 1200
1355 DF=VAL(A$)
1360 ? :? "End of line delay factor (UNIX=22)";:INPUT A$:IF LEN(A$)=0 THEN
DF=0:GOTO 1360
1362 DF=VAL(A$)
1365 ? :? "Decimal value of character sent to":? "stop Atari (X-OFF=19)";:INPUT A$
1367 IF LEN(A$)=0 THEN FLOW=0:GOTO 1370
1368 FLOW=VAL(A$)
1370 ? :? "Decimal value of character sent to":? "restart Atari(X-ON=17)";:INPUT
A$
1375 IF LEN(A$)=0 THEN FLON=0:GOTO 1200
1380 FLON=VAL(A$)
1390 GOTO 1200
1410 D$="D:DUMPBUFF.SAV":L=F+S-1:GOTO 160
```

```
1500 TRAP 1500:? "Drive number ";:INPUT X:CLOSE #1:CLOSE #2:CLOSE #3
1510 D$="D :*.*":D$(2,2)=STR$(X):OPEN #1,6,0,D$
1520 TRAP 1530:INPUT #1,A$:? A$:GOTO 1520
1530 IF A$(10,11)<>"SE" THEN ? " free sectors."
1540 ? "Press RETURN";:INPUT A$:GOTO 1200
```

13-Oct-82 20:49:23-PDT,3471;000000000001
Mail-from: ARPAnet host MIT-MC rcvd at 13-Oct-82 2049-PDT
Date: 13 Oct 1982 22:13:22 EDT (Wednesday)
From: Marshall Abrams <abrams at MITRE>
Subject: ATERMHLP.TXT help text file
To: info-atari at mit-mc
Cc: abrams at MITRE

```
>>>>       ATERM HELP FILE       <<<<

>>    Special ASCII characters     <<
  break  CTRL+ESC
  del    TAB    or CTRL+INSERT
  fs     CTRL+- or SHIFT+DELETE
  gs     CTRL+= or SHIFT+INSERT
  rs     CTRL++ or CTRL+TAB
  us     CTRL+* or SHIFT+TAB
************************************
>> File transfer & other features  <<

Press START to capture downloaded file.
(More explanation below.)
Press OPTION to activate all other
options. A menu will be displayed.
************************************
>>         Getting Started         <<

After the instructions you will be
given several choices. In each case,
you may select the default by pressing
RETURN. This is recommended unless you
have a good reason for another option.
The first set concerns translation:
    Light ASCII translation (default)
    Heavy ASCIi translation
    No translation
The next set concerns output parity:
    None (default)
    Odd
    Even
    Set to 1
The last question concerns line feed:
    Append line feed after return
    No line feed (default)
After setting these options, the main
```

program will be run.
****
>>   DOWNLOAD FEATURES   <<

Press StART to toggle the memory
buffer switch, e.g. to begin saving
material to buffer and to stop saving.
You may start and stop saving to buf-
fer as many times as you wish. Each
time you toggle the switch ON the
number of characters of free buffer
are displayed (over 25000 for 40-48K
RAL). If xou run out of buffer the
program will automatically send an
XOF to the hst computer and prompt
you for a disk file name to save the
memory buffer.

****
>>   OPTIONS   <<
A Print disk directory
D Dump download buffer to
   D:DUMPBUFF.SAV
E Empty downloaded buffer
F Fix upload parameters
G Go to terminal mode
H Print Help file
M Reset modem/translation options
P Print hardcopy of downloaded file
S Store dowloaded file to disk
T Type downloaded file on screen
U Upload file
W Write downloaded buffer to casette

From 3391517816097951666
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2cb31c126c59d8b3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-21 23:46:44 PST
Message-ID: <bnews.ihuxi.269>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!ihnp4!ihuxi!rcj1
X-Path: utzoo!decvax!harpo!ihnp4!ihuxi!rcj1
From: ihuxi!rcj1
Date: Wed Dec 22 02:46:41 1982
Subject: Software wanted(needed)
X-Google-Info: Converted from the original B-News header
Posted: Tue Dec 21 10:59:24 1982
Received: Wed Dec 22 02:46:41 1982

     Anyone willing to give a pauper some software(games)
for the Atari 400?? Can't afford $25-$35 for the available

stuff on the market. No disc, just cassette.
Thanks:

Ray Jender
Indian Hill
2B311f X4551
ihuxi!rcj1

From 8635599007313964620
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5fa4a8364d700345,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-22 05:20:56 PST
Message-ID: <bnews.ihlpb.180>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!ihnp4!ihlpb!bryan
X-Path: utzoo!decvax!harpo!ihnp4!ihlpb!bryan
From: ihlpb!bryan
Date: Wed Dec 22 08:20:53 1982
Subject: 80c terminal emulator ?
X-Google-Info: Converted from the original B-News header
Posted: Tue Dec 21 14:24:28 1982
Received: Wed Dec 22 08:20:53 1982

Has anybody seen a terminal program for the
atari that allows for 80 character displays ?

What I am looking for is something that allows
me to look at first 40 characters of a line, then when
I move my cursor to the 41st position, the next character
is scrolled in from the right of the screen.

What would be real neat, is use my joystick to move the
screen around ,like Eastern Front does, to look at text.

From -3134182747571481389
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5fa4a8364d700345
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-26 23:23:31 PST
Message-ID: <bnews.csu-cs.1942>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!seismo!hao!csu-cs!casterli
X-Path: utzoo!decvax!harpo!seismo!hao!csu-cs!casterli
From: csu-cs!casterli
Date: Mon Dec 27 02:23:27 1982
Subject: Re: 80c terminal emulator ?
References: <bnews.ihlpb.180>
X-Google-Info: Converted from the original B-News header
Posted: Fri Dec 24 19:27:52 1982

Received: Mon Dec 27 02:23:27 1982

The Atari Program Exchange puts out a package called Chameleon. This program allows either a 40 or 80 column line, and if 80 columns is selected, uses horizontal fine scrolling under control of the START key. The program retails for about $22.50!, and is well worth looking into. If you can't get it from your local Atari dealer, you can mail order it directly from APX. I don't have their address or phone number, but you might try calling the toll-free information operator (800 555-1212), as they have a toll-free number.

Leroy Casterline
Fort Collins, Colorado

From 3045190054808048631
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c7c10ca0d8b8859a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-27 22:40:56 PST
Message-ID: <bnews.mhuxt.1189>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!eagle!mhuxt!cwc
X-Path: utzoo!decvax!harpo!eagle!mhuxt!cwc
From: mhuxt!cwc
Date: Tue Dec 28 01:40:55 1982
Subject: Atari Program Exchange
X-Google-Info: Converted from the original B-News header
Posted: Mon Dec 27 15:10:15 1982
Received: Tue Dec 28 01:40:55 1982

Having just read some mention of APX, I would caution anyone considering purchases from them to be cautious. I don't know about floppy disk versions, but I tried to purchase the cassette version of "Black Jack Tutor", got a tape which didn't work, was subsequently told they couldn't get it to work, agreed to accept another program which didn't load properly, and am still waiting for a third replacement. My original purchase was supposed to be for my son's birthday last April 6. Caveat Emptor!

From -2729796325995264294
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c7c10ca0d8b8859a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-27 23:53:14 PST
Message-ID: <bnews.cbosg.2730>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!cbosgd!cbosg!dir
X-Path: utzoo!decvax!harpo!npoiv!npois!cbosgd!cbosg!dir
From: cbosg!dir
Date: Tue Dec 28 02:53:12 1982
Subject: Epson printer utilities?
References: <bnews.mhuxt.1189>

X-Google-Info: Converted from the original B-News header
Posted: Mon Dec 27 20:47:05 1982
Received: Tue Dec 28 02:53:12 1982

Anyone know of a good utility to print screen images in graphics
mode 8? I've used an APX program that prepares astrology charts
in graphics 8, but there is no way to produce a print.
Can anyone help or offer advice on the general problem of getting
nice screen prints for the Epson MX80 with graphtrax plus?
Thanks.
Dean Radin BTL-CB

From -375709313548518558
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c7c10ca0d8b8859a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-29 22:13:53 PST
Message-ID: <bnews.csu-cs.1951>
Newsgroups: net.micro.atari
Path: utzoo!decvax!duke!harpo!seismo!hao!csu-cs!casterli
X-Path: utzoo!decvax!duke!harpo!seismo!hao!csu-cs!casterli
From: csu-cs!casterli
Date: Thu Dec 30 01:13:52 1982
Subject: Re: Atari Program Exchange
References: <bnews.mhuxt.1189>
X-Google-Info: Converted from the original B-News header
Posted: Tue Dec 28 19:26:44 1982
Received: Thu Dec 30 01:13:52 1982

I have, over the past two years, had much experience with APX programs, mainly
diskette versions, and have had only one such program which would not load
properly. The program was promptly replaced by APX, and the replacement
program ran flawlessly. There are many *excellent* buys in the APX catalog.
I would, however, recommend buying the programs from a local dealer, if possible.
This is especially true of cassette programs, which are much less likely to
load. The local dealer should be able to replace, from stock, any program
which fails to load, thus avoiding the *long* APX replacement cycle...

Leroy Casterline
Fort Collins, Co.

From -2723182004553375994
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c01439e59a2bb288,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 123760,c01439e59a2bb288,start
X-Google-Attributes: gid123760,public
X-Google-ArrivalTime: 1982-12-29 22:55:46 PST
Message-ID: <bnews.ihps2.105>
Newsgroups: net.games.video,net.micro.atari

Path: utzoo!decvax!harpo!ihnp4!ihps2!lps
X-Path: utzoo!decvax!harpo!ihnp4!ihps2!lps
From: ihps2!lps
Date: Thu Dec 30 01:55:45 1982
Subject: Atari 2600 IC question
X-Google-Info: Converted from the original B-News header
Posted: Wed Dec 29 09:22:08 1982
Received: Thu Dec 30 01:55:45 1982

In an old Atari 2600 there are 4 ICs. Does anyone know
what the 16 pin IC is?

Thanks
Larry Stoa
ihps2!lps

From 3482919767580915487
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8b52b2de5f93e29f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-31 02:08:55 PST
Message-ID: <bnews.cwruecmp.368>
Newsgroups: net.micro.atari
Path: utzoo!decvax!cwruecmp!pjd
X-Path: utzoo!decvax!cwruecmp!pjd
From: cwruecmp!pjd
Date: Fri Dec 31 05:08:49 1982
Subject: APX
X-Google-Info: Converted from the original B-News header
Posted: Thu Dec 30 13:00:51 1982
Received: Fri Dec 31 05:08:49 1982

I have ordered two programs on cassette from APX: Chameleon and
Avalanche. Neither cassette has given me any problems. APX did
mistakenly send Chameleon on disk (!) the first time around, but
corrected the problem as fast as the postal disservice allows.

Avalanche, by the way, creates an interesting short circuit from
my brain to my hand. Before ordering a program from APX I would
suggest trying it out at your local computer store to find out
what kind of brain waves it generates!

pj drongowski
decvax!cwruecmp!pjd

From -5334793623048187630
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f6efc555d72188f2,start
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1982-12-31 02:14:52 PST
Message-ID: <bnews.cwruecmp.369>
Newsgroups: net.micro.atari
Path: utzoo!decvax!cwruecmp!pjd
X-Path: utzoo!decvax!cwruecmp!pjd
From: cwruecmp!pjd
Date: Fri Dec 31 05:14:46 1982
Subject: A modest request ...
X-Google-Info: Converted from the original B-News header
Posted: Thu Dec 30 13:17:02 1982
Received: Fri Dec 31 05:14:46 1982

For my edification, I'd like to collect and summarize comments
on the following Atari "add-on" products for the 400:

-> Replacement keyboards for the standard PNJ (Peanut butter 'N
Jelly) membrane keyboard.

-> 32K and 48K RAM boards.

Please address quality, documentation and installation. I will
broadcast a condensed version of your replies.

Thanks,

pj (Peanut butter and Jelly) drongowski
decvax!cwruecmp!pjd

From 2948092323287762068
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,39db9e86f0e33379,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-27 07:56:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!microsoft!uw-beaver!cornell!vax135!floyd!harpo!eagle!
mhuxt!mhuxj!aluxz!mhuxi!mhuxa!houxm!hogpc!houxn!rb
From: rb@houxn.UUCP
Newsgroups: net.micro.atari
Subject: TERMCAP wanted for ATARI 800
Message-ID: <380@houxn.UUCP>
Date: Wed, 27-Jul-83 10:56:51 EDT
Article-I.D.: houxn.380
Posted: Wed Jul 27 10:56:51 1983
Date-Received: Thu, 28-Jul-83 21:54:21 EDT
Lines: 9

Does anyone out there have a TERMCAP for the ATARI 800 using
standard 40 column display???

Also, are there any emulator programs out there for the ATARI to make it look
like a cursor addressable terminal like HP2621????

Rob Botwin
.... houxn!rb
ABI/BTL (201) 949-2039

From 7559162204444501463
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d171ec4dc5176be6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-27 09:49:38 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site ssc-vax.UUCP
Path: utzoo!linus!decvax!microsoft!uw-beaver!ssc-vax!ditzel
From: ditzel@ssc-vax.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: TERMCAP for Atari 800
Message-ID: <351@ssc-vax.UUCP>
Date: Wed, 27-Jul-83 12:49:38 EDT
Article-I.D.: ssc-vax.351
Posted: Wed Jul 27 12:49:38 1983
Date-Received: Thu, 28-Jul-83 21:27:47 EDT
Organization: Boeing Aerospace, Seattle
Lines: 4

Anyone out there having a termcap for the Atari 800, please drop me
a copy.
appreciate,
cd

From 2682013935374837649
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,96058e8a207f9ad8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-27 22:24:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!harpo!gummo!whuxlb!pyuxll!eisx!npoiv!npois!hogpc!houxm!
ihnp4!zehntel!zinfandel!pete
From: pete@zinfandel.UUCP
Newsgroups: net.micro.atari
Subject: Note test - (nf)
Message-ID: <1143@zehntel.UUCP>
Date: Thu, 28-Jul-83 01:24:33 EDT
Article-I.D.: zehntel.1143
Posted: Thu Jul 28 01:24:33 1983
Date-Received: Sun, 31-Jul-83 20:27:35 EDT
Lines: 7

#N:zinfandel:14800006:000:52
zinfandel!pete Jul 27 08:04:00 1983

note test

 First time user trying out his wings.

From 6662139519788150984
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,96058e8a207f9ad8
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-27 22:24:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxt!mhuxi!mhuxa!houxm!ihnp4!zehntel!
zinfandel!pete
From: pete@zinfandel.UUCP
Newsgroups: net.micro.atari
Subject: Re: Note test - (nf)
Message-ID: <1144@zehntel.UUCP>
Date: Thu, 28-Jul-83 01:24:40 EDT
Article-I.D.: zehntel.1144
Posted: Thu Jul 28 01:24:40 1983
Date-Received: Sun, 31-Jul-83 20:31:42 EDT
Lines: 15

#R:zinfandel:14800006:zinfandel:14800007:000:380
zinfandel!pete   Jul 27 08:13:00 1983

Rana Disk Drives

 I have a Rana Drive on order from a mail order warehouse in Arizona.
 It has been since April that I have placed my order. I would really like
 to know when these drives are going to materialize. If anyone has
 received a drive please respond and say that you do and how you like it.

 Peter Desaulniers
 Zehntel, Inc
 Walnut Creek, Ca. 94598
 zinfandel!pete

From -4577705647062145266
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,43ce063113b1a0ef,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-27 22:24:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxt!mhuxi!mhuxa!houxm!ihnp4!zehntel!
zinfandel!pete
From: pete@zinfandel.UUCP
Newsgroups: net.micro.atari
Subject: Rana Disk Drives ??? - (nf)
Message-ID: <1145@zehntel.UUCP>
Date: Thu, 28-Jul-83 01:24:44 EDT

Article-I.D.: zehntel.1145
Posted: Thu Jul 28 01:24:44 1983
Date-Received: Sun, 31-Jul-83 20:35:02 EDT
Lines: 15

#N:zinfandel:14800008:000:570
zinfandel!pete   Jul 27 08:24:00 1983

Rana Disk Drives

Rana has promised a new disk drive for Atari users. I looked at the pricing and capabilities (as per advertising) and decided to buy one. Now for the problem: I order a drive from a mail order warehouse in Arizona back in April and have been waiting patiently since. When are these drives going to materialize? If any one has any information on these drives (ie availability, quality, performance, etc.) please respond. I liked to know when and where you received your drive and how you like it.

Peter Desaulniers
Zehntel, Inc.
zinfindel!pete

From -2538347142854119791
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,80c2042e5b5dac36,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-28 07:26:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/26/83; site ihuxi.UUCP
Path: utzoo!linus!security!genrad!decvax!harpo!gummo!whuxlb!pyuxll!eisx!npoiv!
npois!hogpc!houxm!ihnp4!ihuxi!rtb
From: rtb@ihuxi.UUCP
Newsgroups: net.micro.atari
Subject: re: termcap wanted for Atari
Message-ID: <506@ihuxi.UUCP>
Date: Thu, 28-Jul-83 10:26:31 EDT
Article-I.D.: ihuxi.506
Posted: Thu Jul 28 10:26:31 1983
Date-Received: Fri, 29-Jul-83 02:27:57 EDT
Organization: BTL Naperville, Il.
Lines: 9

  I think you would really like the Chameleon terminal emulator from the Atari Program Exchange. It works with the 40 column display but scrolls for 80 coulmns. It can emulate the vt52,adm3 and the glass TTY. It supports full cursor addresing and I have used it on UN*X for using the vi editor and playing rogue.

R.T. Bradstrum

From -1286493866232219736
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f8175b2042da9666,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-29 12:32:18 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!vax135!ariel!houti!hogpc!houxn!rb
From: rb@houxn.UUCP
Newsgroups: net.micro.atari
Subject: Re: RANA drives
Message-ID: <386@houxn.UUCP>
Date: Fri, 29-Jul-83 15:32:18 EDT
Article-I.D.: houxn.386
Posted: Fri Jul 29 15:32:18 1983
Date-Received: Mon, 1-Aug-83 11:39:41 EDT
Lines: 15

NEVER buy a piece of equipment you haven't seen yet!

The initial shipments of RANAs had major bugs and were returned.

The replacements will be available on the first of ....
(fill in your own most likely date.... your guess is as good as RANA's...
they've lied so many times before)

Reminds us of another habitual liar......Austin Franklin, who stood
up the Murray Hill Bell Labs Atari club FOUR MONTHS IN A ROW!!!

Rob Botwin
ABI/BTL ....houxn!rb

From 403860288733981386
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8a1bf27ed40ede00,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-03 08:33:13 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxt!mhuxi!mhuxa!houxm!hogpc!houxn!rb
From: rb@houxn.UUCP
Newsgroups: net.micro.atari
Subject: For: Tim Carlin @ C-M U
Message-ID: <389@houxn.UUCP>
Date: Wed, 3-Aug-83 11:33:13 EDT
Article-I.D.: houxn.389
Posted: Wed Aug 3 11:33:13 1983
Date-Received: Thu, 4-Aug-83 01:25:57 EDT
Lines: 7

Sorry for posting, but didn't get your mail address....

Don't know of any Commodore clubs in the area, but I'm sure there are....
Murray Hill Bell Labs Atari Club meets each second Sat. of the month
in the Auditorium....perhaps going there would provide additional leads..
Meetings are open to the public.

     Rob Botwin

From 5750531162034347209
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9b45240137bcdd42,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-03 09:17:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site teklabs.UUCP
Path: utzoo!linus!decvax!tektronix!tekchips!teklabs!done
From: done@teklabs.UUCP
Newsgroups: net.micro.atari
Subject: Cancellation of 1400/1450XL series
Message-ID: <2295@teklabs.UUCP>
Date: Wed, 3-Aug-83 12:17:10 EDT
Article-I.D.: teklabs.2295
Posted: Wed Aug 3 12:17:10 1983
Date-Received: Thu, 4-Aug-83 07:50:01 EDT
Organization: Tektronix, Beaverton OR
Lines: 23

I heard an ugly rumor last night at our local Portland Atari Club meeting.
It seems that the new Atari 1400XL and 1450XLD computers have been cancelled,
even though a million dollars worth of advertising has already been sunk
into them. For those who are unfamiliar, these models had built-in 300 baud
modems and voice synthesizer chips, and the 1450XLD had a built-in slimline
disk drive -- all for around $800.

Apparently these models were cancelled because of IBM's announcement of the
"Peanut", a version of their PC for around $1000 (this model was formally
announced recently in the Wall Street Journal).

Does anyone have any more information about this (i.e. confirm/deny)? I had
gotten interested in this 1400 series because they were supposed to produce
a card cage to go with it in order to encourage other vendors to provide
a bunch of expansion boards (like an IBM emulation board, for example).
If this cancellation rumor is true, after all the tooling and advertising
has been done, I can only conclude that Atari has their head up their
you-know-what. Comments?

Don Ellis | USENET: {aat,cbosg,decvax,harpo,ihnss,orstcs,pur-ee,ssc-vax
Tektronix | ucbvax,unc,zehntel,ogcvax,reed} !teklabs!done
Oregon, USA | CSNet: done@tek
             | ARPAnet: done.tek@rand-relay

From 4699218892393899085

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3a8c78a6291d20e2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-04 06:38:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxd.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!vax135!ariel!houti!hogpc!houxm!houxd!johnm
From: johnm@houxd.UUCP
Newsgroups: net.micro.atari
Subject: Atari 800 termcap wanted
Message-ID: <153@houxd.UUCP>
Date: Thu, 4-Aug-83 09:38:05 EDT
Article-I.D.: houxd.153
Posted: Thu Aug 4 09:38:05 1983
Date-Received: Mon, 8-Aug-83 03:42:34 EDT
Organization: Bell Labs, Holmdel NJ
Lines: 10

I am wondering if there is a termcap and/or terminal emulator
for the Atari 800 which would allow the use of vi or other
programs based on the curses package. Please reply by mail.
I will post a summary if someone requests it.

     Thanks in advance,
     John Montgomery
     BTL Holmdel
     ihnp4!houxd!johnm or
     harpo!houxd!johnm

From 218948036599396135
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ef88856bca084ab8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-05 07:55:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!cca!rtc
From: rtc@cca.UUCP (Richard Carling)
Newsgroups: net.micro.atari
Subject: Atari 1400 and 1450
Message-ID: <5350@cca.UUCP>
Date: Fri, 5-Aug-83 10:55:03 EDT
Article-I.D.: cca.5350
Posted: Fri Aug 5 10:55:03 1983
Date-Received: Sat, 6-Aug-83 03:39:05 EDT
Lines: 10

     I hate to think this is true but there is a chance Atari
dropped the 1400 & 1450 in order to get their Apple-II/IBM-PC/Atari
compatable computer out faster. With the massive enthusiasm over the
Peanut they may feel nobody would notice the 1400 & 1450. But if they
offer a 3-way compatible system for less then the Peanut then they

may have something to compete with. Now, since Atari can't seem to
manufacture 2 products at the sametime it's only natural that they
would have to stop production on the 1400 series. Gee, and I was going
to buy Atari stock, maybe it isn't to late to buy 'Puts' after all.

From -3650704983212572471
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8baa830d3e71d78a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-05 12:08:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/26/83; site ihuxi.UUCP
Path: utzoo!linus!decvax!harpo!floyd!vax135!ariel!hou5f!hou5e!hou5d!hogpc!houxm!
hocda!spanky!burl!sb1!ll1!otuxa!we13!ihnp4!ihuxi!rtb
From: rtb@ihuxi.UUCP
Newsgroups: net.micro.atari
Subject: Atari rumor not true
Message-ID: <517@ihuxi.UUCP>
Date: Fri, 5-Aug-83 15:08:36 EDT
Article-I.D.: ihuxi.517
Posted: Fri Aug 5 15:08:36 1983
Date-Received: Mon, 8-Aug-83 16:33:36 EDT
Organization: BTL Naperville, Il.
Lines: 9

  After reading the article about Atari dropping the 1400,1450xl
I called Atari Headquarters in Sunnyvale Cal. . They said that
they had no knowledge of any plans to drop the 1400 or 1450 and
were looking forward to the release of these 2 machines. I asked
when the new computers were coming out and it looks like the 600xl
and 800xl are coming out in October but it will be a while longer
before the 1400xl and 1450xld are available.

From 4596060014116160844
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c8c475f75840d219,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-07 12:14:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site linus.UUCP
Path: utzoo!linus!rcs
From: rcs@linus.UUCP (Richard C. Smith)
Newsgroups: net.micro.atari
Subject: Wanted: Atari 800 termcap
Message-ID: <252@linus.UUCP>
Date: Sun, 7-Aug-83 15:14:33 EDT
Article-I.D.: linus.252
Posted: Sun Aug 7 15:14:33 1983
Date-Received: Sun, 7-Aug-83 22:46:04 EDT

Organization: MITRE Corp., Bedford MA
Lines: 11

Does anyone out there have a termcap that will work for an atari 800
with 40 col display?

Thanks in advance......

Rick Smith
linus!rcs

From 8043938744749834045
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3a8c78a6291d20e2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-09 08:57:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site psuvax.UUCP
Path: utzoo!linus!philabs!seismo!presby!burdvax!psuvax!jdi
From: jdi@psuvax.UUCP
Newsgroups: net.micro.atari
Subject: Re: Atari 800 termcap wanted
Message-ID: <190@psuvax.UUCP>
Date: Tue, 9-Aug-83 11:57:48 EDT
Article-I.D.: psuvax.190
Posted: Tue Aug 9 11:57:48 1983
Date-Received: Fri, 12-Aug-83 11:04:19 EDT
References: <153@houxd.UUCP>
Organization: Penn. State Univ.
Lines: 48

Perhaps this belongs it net.flame, but...
No, thank you, I will NOT respond by mail. In the past month I've seen
(it seems like) 20 or 30 people asking for termcap entries for atari
computers, most like the following:

"Uh, does anybody out there have a termcap entry for a 40
column atari 800???"

How can anybody answer this??? After all, he could be running 10 different
terminal programs, with 20 different modems!

Now, lest you all think this message merely a flame, pertinent information
follows, please read it!

A little history first. I've been working on UN*X for about 5 years and
when 3 years ago I decided to get a terminal for home, I figured -- Why not
get a computer instead? Then you can run a terminal and Star Raiders at the
same time! So, with $729 in hand (sigh, only $400 today...) I went down to
the handy-dandy post office, and picked up my computer. But for a long time,

I looked for terminal programs without any luck. I mean, we all know how incredible Atari's terminal program is. (I ripped the chips out of that cartridge to make it into another game for someone)

Ah, but then I received my first APX (Atari-Program-Exchange) catalog. In it was a little add for a terminal program called "Chameleon". (which, I believe, HAS been mentioned before, but the requests for termcaps never seem to stop) And so, with considerably less than $700 in hand, I bought it.

In summary, Chameleon is a superb product. It features an 80 column screen (with 40 displayable columns, you scroll across with Start and shift-Start), and multiple pages preserved in memory, which can be scrolled in the vertical direction. But the most important feature of Chameleon is (da-da-da-daaaa) Terminal Emulation. With it, your atari can be either a Adm-3a (which isn't so hot) or a Vt-52 (which is hotter).

And so, no more termcap entries. Just "set term=vt52" and you're all set.

Sorry this message had to be so long, but I want to get some life back into this apparently sagging newsgroup

John Irwin
{burdvax, allegra}!psuvax!jdi

PS: Just out of curiosity, what happens to all those poor people who bought the 1200, now that the 14XX's are coming out?
PPS: Don't send mail in response to this article, post it!

From 5953218912286773714
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8c15732784f53b01,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-09 09:57:52 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site aluxe.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxt!mhuxi!aluxz!aluxe!kimble
From: kimble@aluxe.UUCP
Newsgroups: net.micro.atari
Subject: NEW LOW COSTS
Message-ID: <8@aluxe.UUCP>
Date: Tue, 9-Aug-83 12:57:52 EDT
Article-I.D.: aluxe.8
Posted: Tue Aug 9 12:57:52 1983
Date-Received: Tue, 9-Aug-83 19:18:25 EDT
Organization: Bell Labs, Murray Hill
Lines: 9

I've seen two new low costs for the Atari 400 and 800 this weekend.
The 800 was 148.88 (248.88-100rebate from Atari). And the 400
was $38.88 (88.88-50 rebate) which I bought. These prices are
posted at Computer and Games, Reading, Pennsylvania.

Cal Kimble
Reading Pa.
eros!kimble

From -8559579355034306708
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f1e7361c79d1f152,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-10 06:10:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site aluxe.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxt!mhuxi!aluxz!aluxe!david1
From: david1@aluxe.UUCP
Newsgroups: net.micro.atari
Subject: Atari peripherals
Message-ID: <10@aluxe.UUCP>
Date: Wed, 10-Aug-83 09:10:16 EDT
Article-I.D.: aluxe.10
Posted: Wed Aug 10 09:10:16 1983
Date-Received: Wed, 10-Aug-83 17:11:02 EDT
Organization: Bell Labs, Murray Hill
Lines: 7

I read that Atari will continue to make the interface module until demand dries up. Their new line of computers will have it built in. There are printers and modems on the market I presume that don't need the interface. How do these compare to the Atari peripherals? What is the general impression of the quality of the Atari peripherals?

aluxe!david1

From 2514811372927332307
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,cf6143f4df828a97,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-11 10:29:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site vaxine.UUCP
Path: utzoo!linus!vaxine!reg
From: reg@vaxine.UUCP (Rick Genter)
Newsgroups: net.micro.atari
Subject: Result of compiler/hard disk survey
Message-ID: <285@vaxine.UUCP>
Date: Thu, 11-Aug-83 13:29:50 EDT
Article-I.D.: vaxine.285
Posted: Thu Aug 11 13:29:50 1983
Date-Received: Thu, 11-Aug-83 19:32:42 EDT
Organization: Automatix Inc., Billerica, MA

Lines: 32

Well, it has been several weeks since I posted my request regarding hard disks, C compilers and better DOSs for the 800, and I've received a whopping 3 replies. Here is the summary:

HARD DISKS:
It seems that Corvus may have a hard disk which connects to the 800, however, speed was unknown. If it goes through the standard Atari cable external to the 800 (not via an interface board inside the box), then it will be disgustingly slow (that external cable is a 19.2KBaud serial link, fine for a printer/modem, but not for disk).

C COMPILERS:
OSS (Optimized System Software) apparently seems to have a pretty good C compiler. It was also rumored that Aztec C has come out with a version for the Atari which is Version 7 compatable. APX (The Atari Program Exchange) has their Deep Blue C, but it is a tiny-C implementation.

OPERATING SYSTEMS:
OSS (see C compilers above) has their OS/A+ which is similar to the Atari DOS but with a command processor as opposed to the annoying menu presented by the Atari DUP. OSS apparently wrote the original Atari Basic and DOS.

If anyone who didn't reply to my original request has information, or did but somehow it didn't get to me, please feel free to post your information or mail to me (reg@vaxine.UUCP).

To those who did reply, thank you for your time.

Rick Genter
reg@vaxine.UUCP

From -1079677870356318849
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c2964aa498038620,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-12 09:02:56 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site hou2b.UUCP
Path: utzoo!linus!decvax!harpo!gummo!whuxlb!pyuxll!eisx!npoiv!npois!hogpc!houxm!
hou2b!5134jtc
From: 5134jtc@hou2b.UUCP
Newsgroups: net.micro.atari
Subject: ATARI 800--files on cassette
Message-ID: <77@hou2b.UUCP>
Date: Fri, 12-Aug-83 12:02:56 EDT
Article-I.D.: hou2b.77
Posted: Fri Aug 12 12:02:56 1983
Date-Received: Fri, 12-Aug-83 23:29:45 EDT

Organization: Bell Labs, Holmdel NJ
Lines: 18

Need ^HELP^...I use my 800 with cassette and an mx80 printer as a text processor of sorts. I can write letters and do a little editing with a fairly short program -- 50 instructions, more or less (not counting remarks). The program listing goes on and off the cassette reliably, but when I try to save a copy of the text, I get a failure. The failure is usually toward the end of the readback process, either 138- or 143- type failures.
.....Using the Poole book as a guide, and trying to code as the mailing list example is done, has not worked 100 per cent. I ^HAVE^ been able to store a short string on cassette and retrieve it, but when i try the same code on a string that's a page long, I find the error message waiting for me instead of the text I want. Whatsa matter?
.......It would help a lot if I knew how to make the 800 accept this stuff even if there is one or two errors in the I/O process, but it seems determined to give me perfection...or NOTHING! How can I shut off the checking routines? Or at least make them branch back to accept the blocks ..that it ^CAN^ read? John Cocker....mail to:..hou2b!5134jtc...
phone 201-949-2595 THANX

From 2515962453138399434
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b10fb1522cde3a7a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-15 09:14:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site ssc-vax.UUCP
Path: utzoo!linus!decvax!harpo!floyd!vax135!cornell!uw-beaver!ssc-vax!ditzel
From: ditzel@ssc-vax.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: lisp,c,etc.
Message-ID: <414@ssc-vax.UUCP>
Date: Mon, 15-Aug-83 12:14:47 EDT
Article-I.D.: ssc-vax.414
Posted: Mon Aug 15 12:14:47 1983
Date-Received: Tue, 16-Aug-83 04:32:04 EDT
Organization: Boeing Aerospace, Seattle
Lines: 29

I would be interested in knowing the opinions of people that are using the following languages or products for the atari:

- Datasoft Interlisp
- C/65 from OSS
- Deep Blue C Compiler from APX
- Datasoft Basic compiler

Opinions, gripes, handy tips, etc would be welcome and would eventually be posted.

Also:
  * Is there an implimentation of Prolog for the Atari?
  * Does Datasoft Interlisp need a 128k RAM card to do anything worthwhile?
  * Or are the 128K RAM cards compatible with Datasoft Interlisp? (I've heard
      rumors to the effect that not everything works with these bank
      switchers. Any info would be helpful.)
  * Are the 128K RAM cards compatible with an 80 column BIT3 card?

So all you people out there with some of this stuff should have some
opinion on whether it works(!) or doesn't or whether it has limitations or
whether its the best thing you've ever seen, etc. I recently got the
Chameleon Terminal Emulator from APX and can testify to a similar
liking for it that J.Irwin (psuvax) has for it(but I'll save this story
for some other time).

cld
Seattle WA

From -1460031041759194226
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,521e4a522f76276e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-18 14:06:34 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxd.UUCP
Path: utzoo!linus!decvax!harpo!gummo!whuxlb!pyuxll!eisx!npoiv!npois!hogpc!houxm!
houxd!johnm
From: johnm@houxd.UUCP
Newsgroups: net.micro.atari
Subject: Atari 850 programming query
Message-ID: <156@houxd.UUCP>
Date: Thu, 18-Aug-83 17:06:34 EDT
Article-I.D.: houxd.156
Posted: Thu Aug 18 17:06:34 1983
Date-Received: Fri, 19-Aug-83 04:39:47 EDT
Organization: Bell Labs, Holmdel NJ
Lines: 8

I would like to write a modem program in assembler (so I can put it
in a PROM) and I am having difficulty translating the BASIC code
in the 850 Operator's Manual into assembly. Does anyone have a good
reference? A scrap or two of code? Any help appreciated.

     Thanks in advance,
     John Montgomery
     houxd!johnm

From 4659215368819190244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,521e4a522f76276e
X-Google-Attributes: gid1517c1,public

X-Google-ArrivalTime: 1983-08-22 13:18:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxt!mhuxi!mhuxa!houxm!hogpc!houxn!rb
From: rb@houxn.UUCP
Newsgroups: net.micro.atari
Subject: Re: Atari 850 programming query
Message-ID: <396@houxn.UUCP>
Date: Mon, 22-Aug-83 16:18:33 EDT
Article-I.D.: houxn.396
Posted: Mon Aug 22 16:18:33 1983
Date-Received: Tue, 23-Aug-83 09:04:39 EDT
Lines: 11

Atari has a new 850 manual called "850 Technical User Notes" available
for the proce of a phone call to there toll freee #. (In any of there lit-
erature). Tell them you purchased it recently (they don't ask for receipt
or anything over the phone) and be prepared to give them your 850 serial
number. Delivery via last class mail took about 6 weeks for mine.

Included are schematics, and some excellent programming examples.

     Rob Botwin
     ....houxn!rb
     ATTIS (201) 949-2039

From -3915284939368389403
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,71a47c252a38e5f6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-23 20:04:17 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!lshum
From: lshum@utzoo.UUCP (Ken Newman)
Newsgroups: net.micro.atari
Subject: CLOAD problems
Message-ID: <3170@utzoo.UUCP>
Date: Tue, 23-Aug-83 23:04:17 EDT
Article-I.D.:   utzoo.3170
Posted: Tue Aug 23 23:04:17 1983
Date-Received: Tue, 23-Aug-83 23:04:17 EDT
Organization: U of Toronto Zoology
Lines: 17

I have a tape problem on my Atari (surprise surprise!) that I thought might
have been encountered by somebody. I have a fairly long Basic program CSAVE'd
on a cassette (around 100 units by 410 counter) and foolishly only made that
single copy. Yep, you guessed it, it won't CLOAD, seems to be a bad spot on
the tape - it always fails with a checksum error (143) at the same place,
around 75 on 410 counter. Now, is there any way I can load the (good) first
3/4 of the tape from Basic? I've managed to do a low-level copy of the first
part onto another tape, and it CLOADs, but dies when trying to go back into

Basic (seems to wipe out program or pointers to it). I know that CLOAD format has all kinds of grundgy tables and things in addition to the tokenized program, and these would reflect the full program, so they will probably screw up Basic when it finds a premature EOF. Am I beat?

Preferably mail responses to decvax!utzoo!utcsrgv!newman, we don't get net.micro.atari. ADVthanksANCE.

Ken Newman

From 8413233685356394557
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,78eccece964637dc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-25 07:21:36 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxh.UUCP
Path: utzoo!linus!decvax!harpo!gummo!whuxlb!pyuxll!eisx!npoiv!npois!hogpc!houxm!houxh!pvl
From: pvl@houxh.UUCP
Newsgroups: net.micro.atari
Subject: BASIC Programmer Set for 0
Message-ID: <222@houxh.UUCP>
Date: Thu, 25-Aug-83 10:21:36 EDT
Article-I.D.: houxh.222
Posted: Thu Aug 25 10:21:36 1983
Date-Received: Thu, 25-Aug-83 21:24:08 EDT
Organization: Bell Labs, Holmdel NJ
Lines: 5

In case anybody wants a BASIC cartridge for their ATARI 400/800, Sam Goody's in New Jersey has the Programmer's Set (cartridge and documentation) on sale for $40 until Sept. 5. How does that compare to the prices that others have found?
Pete LaMaster NJ (201)949-0040

From 9033245367427603404
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,129d061d9b16d61f,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,129d061d9b16d61f,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1983-08-25 09:49:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!harpo!gummo!whuxlb!pyuxll!eisx!npoiv!npois!hogpc!houxn!rb
From: rb@houxn.UUCP (R.BOTWIN)
Newsgroups: net.micro,net.micro.atari
Subject: Re:Centronix interface
Message-ID: <400@houxn.UUCP>
Date: Thu, 25-Aug-83 12:49:47 EDT

Article-I.D.: houxn.400
Posted: Thu Aug 25 12:49:47 1983
Date-Received: Thu, 25-Aug-83 21:58:20 EDT
Lines: 34

In case others are interested, I'm posting the centronix parallel interface
pin descriptions:
(note these are as used with Atari 800 via 850 interface unit ---
which uses DB-15 connector...Also for EPSON printers use Amphenol 57-30360
------36 pin connector).

Desc	850/Comp pin #	Epson pin #
-STROBE	1	1
Data bits 1-8	2-8,15	20-27
-Ack	N/A	10
BUSY	13	11
PAPER EMPTY	N/A	12
SELECT	N/A	13
-AUTO LINE FEED	N/A	14
Logic Gnd	11	16
Chassis Gnd	N/A	17
-INIT	N/A	31
-ERROR (Also called -FAULT)	12	32
Logic Pull up (+5v)		
***DO NOT CONNECT THIS!	10	35
VOLTAGE IS FOR SWITCHING NOT FOR CONNECTION		

This should allow others who use this standard to also hook
up similar equipment (I hope).

Source is 850 Interface manual and Epson printer manual.

Rob Botwin
...houxn!rb
ATTIS (201) 949-2039

From -1466097236969937539
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,77a647a23409f2c0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-25 18:22:03 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site orion.UUCP
Path: utzoo!linus!decvax!harpo!gummo!whuxlb!pyuxll!eisx!npoiv!npois!hogpc!houca!
orion!reha
From: reha@orion.UUCP
Newsgroups: net.micro.atari
Subject: atari port usage

Message-ID: <286@orion.UUCP>
Date: Thu, 25-Aug-83 21:22:03 EDT
Article-I.D.: orion.286
Posted: Thu Aug 25 21:22:03 1983
Date-Received: Sat, 27-Aug-83 16:55:18 EDT
Organization: ABI - ED&D, Holmdel, NJ
Lines: 4

Has anybody tried to use a regular terminal on one of the RS-232 ports that
come in the 850 com unit? Is there a special trick to it?

vax135!orion!reha

From -1557861333640160286
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,77a647a23409f2c0
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-25 22:23:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxu.UUCP
Path: utzoo!linus!decvax!harpo!gummo!whuxlb!pyuxll!eisx!npoiv!npois!hogpc!houxm!
houxu!jhv
From: jhv@houxu.UUCP
Newsgroups: net.micro.atari
Subject: Re: atari port usage
Message-ID: <191@houxu.UUCP>
Date: Fri, 26-Aug-83 01:23:30 EDT
Article-I.D.: houxu.191
Posted: Fri Aug 26 01:23:30 1983
Date-Received: Fri, 26-Aug-83 13:07:31 EDT
References: <286@orion.UUCP>
Organization: Bell Labs, Holmdel NJ
Lines: 7

I have connected a standard terminal to the ATARI 850 - it was straight
forward, connect the data receive and transmit and ground to the right
pins on the terminal and go. Some terminals may need a "data set ready"
signal to unlock them.

Jim Van Ornum

From -6570797936261744269
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2a1f151814a01ff7,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-31 08:32:41 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site cwruecmp.UUCP
Path: utzoo!linus!decvax!cwruecmp!pjd
From: pjd@cwruecmp.UUCP (Dr. Funk)
Newsgroups: net.micro.atari

Subject: CoCo mouse cable.
Message-ID: <647@cwruecmp.UUCP>
Date: Wed, 31-Aug-83 11:32:41 EDT
Article-I.D.: cwruecmp.647
Posted: Wed Aug 31 11:32:41 1983
Date-Received: Thu, 1-Sep-83 03:58:26 EDT
Organization: CWRU Computer Engr. Cleveland, Ohio
Lines: 9

Has anyone whipped up a cable from the CoCo mouse to the
Atari controller ports? Judging from the resolution discussions
in net.micro, looks like CoCo users should have gone with
Atari.

paul drongowski
decvax!cwruecmp!pjd

From 8617655480503527169
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e856a2144e5ae153,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-31 08:45:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!kcarroll
From: kcarroll@utzoo.UUCP (Kieran A. Carroll)
Newsgroups: net.micro.atari
Subject: New Modem for the Atari 800?
Message-ID: <3188@utzoo.UUCP>
Date: Wed, 31-Aug-83 11:45:37 EDT
Article-I.D.:   utzoo.3188
Posted: Wed Aug 31 11:45:37 1983
Date-Received: Wed, 31-Aug-83 11:45:37 EDT
Organization: U of Toronto Zoology
Lines: 23

   I beleive that I asked this question some time ago, but received no response.
I'll try again, in case anybody has learned anything since then...
   For the last several months, a computer dealer in Toronto has been claiming
that Atari will soon be coming out with a new modem. It is supposed to connect
directly to both the telephone lines, and the peripheral port of an 800
(thus eliminating the need for the 850, which I still don't want to buy
at their price). It is also supposed to be switchable 300/1200 baud,
with autodial, and possibly auto-answer. The price that I was quoted was
"around $400 CDN", which would be a fantastically low price for
the described goods.
   The description the dealer gave me is backed up by pictures in two
different brochures of Atari's, displaying hardware soon to be available.
(the cover of the modem was different in each brochure) However, the claim
that the 850 won't be required wasn't mentioned in the brochures. Furthermore,

a third brochure was put out a while ago (about 2 months ago, between the other two) saying that the modem would only have 300 baud. What's going on!?!
   If anybody out in the net has any more reliable news of atari's new modem, would they please post it? I'm told that it should be available in "about a month", although that's exactly what they told me three months ago.
If I find out anything more definite, I'll let you know.
   Thanks!
-Kieran A. Carroll
...decvax!utzoo!kcarroll

From -1238756814791272244
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ca8c4aac8b5371ff,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-08-31 10:04:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxd.UUCP
Path: utzoo!linus!security!genrad!decvax!harpo!gummo!whuxlb!pyuxll!eisx!npoiv!
npois!hogpc!houxm!houxd!johnm
From: johnm@houxd.UUCP
Newsgroups: net.micro.atari
Subject: Atari ROM board query
Message-ID: <164@houxd.UUCP>
Date: Wed, 31-Aug-83 13:04:25 EDT
Article-I.D.: houxd.164
Posted: Wed Aug 31 13:04:25 1983
Date-Received: Thu, 1-Sep-83 06:33:11 EDT
Organization: Bell Labs, Holmdel NJ
Lines: 9

     Does anyone know if it is possible to purchase
a 16K ROM cartridge for use with the Atari 400/800? I
would like to put 16K of PROM in the single cartridge
slot available in the 400.

     Thanks in advance
     John Montgomery
     houxd!johnm

From -8785445544330052641
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,69f6309b13ccdf73,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-09-01 07:58:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site aluxe.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxt!mhuxi!aluxz!aluxe!david1
From: david1@aluxe.UUCP
Newsgroups: net.micro.atari
Subject: atari modem

Message-ID: <46@aluxe.UUCP>
Date: Thu, 1-Sep-83 10:58:15 EDT
Article-I.D.: aluxe.46
Posted: Thu Sep 1 10:58:15 1983
Date-Received: Fri, 2-Sep-83 21:22:18 EDT
Organization: Bell Labs, Allentown, PA
Lines: 6

I saw an Atari product brochure just the other day when I was also searching for a modem. There is a new model, the 1010 I think, that is direct connect, 300/1200 baud rate and is supposed to be available this fall.

aluxe!david1

From -7650376522526156216
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,feca925e26354f56,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-09-01 09:54:02 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site teklabs.UUCP
Path: utzoo!linus!decvax!microsoft!uw-beaver!tektronix!tekchips!teklabs!done
From: done@teklabs.UUCP
Newsgroups: net.micro.atari
Subject: continuation of aborted message
Message-ID: <2402@teklabs.UUCP>
Date: Thu, 1-Sep-83 12:54:02 EDT
Article-I.D.: teklabs.2402
Posted: Thu Sep 1 12:54:02 1983
Date-Received: Fri, 2-Sep-83 14:40:28 EDT
Organization: Tektronix, Beaverton OR
Lines: 20

Sorry about that....I tried to temporarily suspend my article about the Atari modems and the damn program posted it. Damn program.

Anyway, the 835 direct connect modem was originally listed as 300/1200 baud, but more recently was listed simply as 300 baud. I think Atari got cold feet about the 1200 baud option.

There's now even some question as to whether the 835 is going to be introduced at all, since some of the new XL computers are supposed to have built-in modems. If anybody has additional information about this, please post.

I am currently using a Microbits modem which connects directly to the joystick port on the Atari, and now works ok after some aggravating problems with telephone compatibility (which I posted about a while back). It is, of course, 300 baud, but it cost $200 which is a reasonable price I guess.

Don Ellis
Tektronix

From 3115869528652247927
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,69f6309b13ccdf73
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-09-02 13:17:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mgweed.UUCP
Path: utzoo!linus!philabs!seismo!harpo!eagle!mhuxt!mhuxi!mhuxa!houxm!ihnp4!we13!
mgweed!kek
From: kek@mgweed.UUCP
Newsgroups: net.micro.atari
Subject: Re: atari modem
Message-ID: <3149@mgweed.UUCP>
Date: Fri, 2-Sep-83 16:17:40 EDT
Article-I.D.: mgweed.3149
Posted: Fri Sep 2 16:17:40 1983
Date-Received: Sat, 3-Sep-83 13:49:03 EDT
References: <46@aluxe.UUCP>
Organization: Western Electric - Montgomery Illinois
Lines: 25

According to all the sales literature I have seen (and first hand look at new products at Consumer Electronics Show in June), the new Atari 1030 direct connect modem does not need any interface unit. It plugs directly into your telephone jack and your serial jack on the Atari computers. In fact, it is nearly the same (except for looks) as the present 835 direct connect modem. The big difference is that the 1030 has built-in modemlink telecommunications software. It is also compatible with their Telelink I and II. Although it was designed to be compatible with the 600XL and 800XL, I am certain it will also work with the 400 and 800 computers. The 1400XL and 1450XLD have built-in modems, so they aren't needed there. I don't know what the price will be, but I know the 835 isn't cheap because it is sold in a package (Communicator II) with the telelink II cartridge.

Hope this helps...

Kit Kimes
Western Electric Co.
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

P.S. Both the 835 and the 1030 Modems are strictly 300 baud units.

From 1081338697101788088
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,129d061d9b16d61f
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,129d061d9b16d61f
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1983-09-03 06:19:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site sdcsvax.UUCP
Path: utzoo!linus!philabs!sdcsvax!brian
From: brian@sdcsvax.UUCP (Brian Kantor)
Newsgroups: net.micro,net.micro.atari
Subject: Re:Centronix interface
Message-ID: <3736@sdcsvax.UUCP>
Date: Sat, 3-Sep-83 09:19:11 EDT
Article-I.D.: sdcsvax.3736
Posted: Sat Sep 3 09:19:11 1983
Date-Received: Sun, 4-Sep-83 01:03:31 EDT
References: <400@houxn.UUCP>
Organization: U.C. San Diego, CS Dept
Lines: 66

The "Centronics Standard Interface" refers to the connector and signals
sent to the printer and expected from the printer; in the case of the
connector it specifies only the PRINTER end of the cable, and not the
computer end of the printer cable.

The printer cable is expected to be 12 pair cable, each pair twisted,
and can be shielded overall to reduce interference with radio/tv.

The connector on the printer end is an Amphenol #57-40360 36pin male
connector with hood.

The signals and pinouts are as follows:

Signal pin	Ground pin	Signal name	Remarks
1	19	Data Strobe/	paired with ground
2	20	data bit 0	ditto
3	21	data bit 1	ditto
4	22	data bit 2	ditto
5	23	data bit 3	ditto
6	24	data bit 4	ditto
7	25	data bit 5	ditto
8	26	data bit 6	ditto
9	27	data bit 7	ditto
10	28	Acknowledge/	ditto
11	29	Busy	ditto
12		Paper Out	paired with 13
13		Printer On Line	paired with 12
	17	Chassis Ground (cable shield)	

How it works:
   (All signals are TTL levels; high refers to ttl high output voltage, 2.4 volts minimum; low is TTL low, less than .8 volt. Printer represents one standard TTL load maximum.)

   The data is placed on the parallel data lines pins 2 thru 9, then at least 500 nS later, the STROBE/ line (normally high) is taken low for at least .5 uS, and for no longer than 500 uS. 500nS later the data may change if desired.

Within 2 uS the BUSY line will go high if the operation requested causes the printer to become busy. After the printer completes whatever operation was requested (printing, paper movement, etc) the BUSY line will return to its low state.

A low pulse on the ACKNOWEDGE/ (normally high) line will then occur. At this point the sequence can be started over again to send the next character or command.

If the printer runs out of paper, or is taken off-line, the BUSY line will go high, and the appropriate line (PAPER OUT or ON LINE) will indicate the status. Most computer systems check these after the BUSY line has been continuously high for 1 second or more, and print a message telling the operator to correct the printer fault.

Taken from centronics document "Technical Manual for Model 101A Printer" Appendix B, July 1975.

(A note: in many cases, the driving microcomputer is slow enough that it is only necessary to check the BUSY line, and the ACK/ signal may be ignored.)
--
   Brian Kantor, UCSD. {philabs,ucbvax} !sdcsvax!brian
                         sdcsvax!brian@nosc

From 3253708730187819363
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,893f2433dc328df4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-09-19 22:39:28 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!harpo!zeppo!wheps!sew
From: sew@wheps.UUCP (WISNEWSKI)
Newsgroups: net.micro.atari
Subject: TI 745 as an ATARI printer
Message-ID: <232@wheps.UUCP>
Date: Tue, 20-Sep-83 01:39:28 EDT
Article-I.D.: wheps.232
Posted: Tue Sep 20 01:39:28 1983
Date-Received: Tue, 20-Sep-83 15:27:10 EDT
Lines: 10

If anyone with an ATARI 400 or 800 computer has used a TI Silent
700 type paper printing terminal (300 baud) as a printer via the
ATARI 850 interface module, I would appreciate receiving cabling
and computer program details by mail. I do not have a disc drive
but do have the cassette tape and both the AMODEM program and the
CHAMELEON CRT emulator programs. My TI is the Model 745.

Stan Wisnewski
whuxh!sew
BTL-WH 3B-301

From 7224216822931838511
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,95b819276625e305,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,95b819276625e305,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1983-09-20 21:15:24 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site aplvax.UUCP
Path: utzoo!linus!philabs!seismo!rlgvax!cvl!umcp-cs!aplvax!mjg
From: mjg@aplvax.UUCP
Newsgroups: net.micro.atari,net.micro
Subject: Wanted: Atari cassette advice
Message-ID: <334@aplvax.UUCP>
Date: Wed, 21-Sep-83 00:15:24 EDT
Article-I.D.: aplvax.334
Posted: Wed Sep 21 00:15:24 1983
Date-Received: Thu, 22-Sep-83 00:22:07 EDT
Organization: JHU/Applied Physics Lab, Laurel, MD
Lines: 18

I have just acquired an Atari 400, and have nothing else.

I am soliciting advice about whether I should (pick one):
1) Buy an Atari 410 cassette recorder now, or
2) Buy an Atari 1010 recorder.

The attractive feature about the 410 is that I can buy it and an
(essential) Basic cartridge for $109, as a Programmer Kit.

My real question concerns the relative advantages and disadvantages
of the two recorders and your estimate of the monetary value
of those differences.

Thanks,
Mars Gralia
Johns Hopkins
(301)953-7100

From 4954631040566857061
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a9ed69552d6bec01,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 123760,a9ed69552d6bec01,start
X-Google-Attributes: gid123760,public
X-Google-ArrivalTime: 1983-09-21 08:08:33 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 ggr 9/12/83; site pyuxbb.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!clyde!ihnp4!houxm!mhuxi!eagle!allegra!alice!
rabbit!pyuxbb!ggr
From: ggr@pyuxbb.UUCP
Newsgroups: net.games.video,net.micro.atari
Subject: Re: Miner 2049er tip
Message-ID: <154@pyuxbb.UUCP>
Date: Wed, 21-Sep-83 11:08:33 EDT
Article-I.D.: pyuxbb.154
Posted: Wed Sep 21 11:08:33 1983
Date-Received: Thu, 22-Sep-83 05:44:04 EDT
References: <3464@mgweed.UUCP>
Organization: AT&T Bell Laboratories, Piscataway
Lines: 4

The magic 10-digit number happens to be the phone number for
"Big 5 Software" (they wrote the game). (I called it.)

              === Guy Riddle == AT&T Bell Laboratories, Piscataway ===

From -2680303051395591435
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d9aaa55e21eeb5d8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-09-27 12:22:31 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mgweed.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!vax135!ariel!hou5f!hou5g!hou5h!eagle!mhuxi!
houxm!ihnp4!we13!mgweed!kek
From: kek@mgweed.UUCP
Newsgroups: net.micro.atari
Subject: News of new Atari's?
Message-ID: <3754@mgweed.UUCP>
Date: Tue, 27-Sep-83 15:22:31 EDT
Article-I.D.: mgweed.3754
Posted: Tue Sep 27 15:22:31 1983
Date-Received: Thu, 29-Sep-83 03:10:44 EDT
Organization: Western Electric - Montgomery Illinois
Lines: 14

Now that Alan Alda is starting to advertise the new Atari line, does

this mean that the new computers are available? Has anyone heard
if the 600XL is shipping yet? How about the other new computers?
I am particularily interested in knowing if there is any word on when
the 1450XLD will be available. How about DOS III?

Thanks,

Kit Kimes
Western Electric Co.
Montgomery Works
Aurora, Il. 60507
..!ihnp4!we13!mgweed!kek

From 7833819945032185914
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8240bf93defdfa98,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-09-30 08:07:48 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ssc-vax.UUCP
Path: utzoo!linus!decvax!microsoft!uw-beaver!ssc-vax!ditzel
From: ditzel@ssc-vax.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: 80 column boards
Message-ID: <546@ssc-vax.UUCP>
Date: Fri, 30-Sep-83 11:07:48 EDT
Article-I.D.: ssc-vax.546
Posted: Fri Sep 30 11:07:48 1983
Date-Received: Sun, 2-Oct-83 02:23:31 EDT
Organization: Boeing Aerospace, Seattle
Lines: 20

Does anyone possess and have knowledge about the :

BIT 3 80 column board

or the

Franklin 80 column board?
I'm looking at buying one of these but don't know which one.
I am trying to find out if these boards are compatible with some of the
existing sw :

APX Pascal,
APX Deep Blue C,
any of the OSS C, Assembler products,
any editors,
or word processors.

(Also it would be nice to know why you bought one over the other)

Any help would be appreciated,
c.ditzel

From 4563691607235277863
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,efec41d7504f2429,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-01 19:04:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!harpo!zeppo!wheps!sew
From: sew@wheps.UUCP (WISNEWSKI)
Newsgroups: net.micro.atari
Subject: TI 745 as an ATARI 400 keyboard
Message-ID: <234@wheps.UUCP>
Date: Sat, 1-Oct-83 22:04:54 EDT
Article-I.D.: wheps.234
Posted: Sat Oct 1 22:04:54 1983
Date-Received: Sun, 2-Oct-83 15:47:42 EDT
Lines: 6

Seems to me that with an ATARI 400 and an 850 interface, one could
use the keyboard of a TI silent 700 type terminal as a substitute
for the 400's membrane keyboard. I would appreciate receiving
cabling and program details by mail if anyone has already done this.
          Stan Wisnewski   whuxh!sew
          Bell Labs, 3B-301, Whippany, N. J. 07932

From -704956430500143916
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fff44ade315f2242,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-03 06:15:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site vice.UUCP
Path: utzoo!linus!decvax!harpo!ulysses!mhuxl!ihnp4!alberta!ubc-vision!uw-beaver!
tektronix!tekcad!vice!gregm
From: gregm@vice.UUCP (Greg Muth)
Newsgroups: net.micro.atari
Subject: backing up EPROM's and DISKs
Message-ID: <1255@vice.UUCP>
Date: Mon, 3-Oct-83 08:15:08 EST
Article-I.D.: vice.1255
Posted: Mon Oct 3 08:15:08 1983
Date-Received: Wed, 15-Feb-84 04:06:19 EST
Organization: Tektronix, Beaverton OR
Lines: 10

     I would like to get any information relating to storing backup
     copies of programs either on disk or eprom.
     Post news or send mail to me.

                         Greg Muth

..!vice!gregm

From -6471592394697855173
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1b41c18a9e8d444e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-03 11:31:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site vice.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!harpo!ihnp4!alberta!ubc-vision!uw-beaver!
tektronix!tekcad!vice!gregm
From: gregm@vice.UUCP (Greg Muth)
Newsgroups: net.micro.atari
Subject: pathname
Message-ID: <1256@vice.UUCP>
Date: Mon, 3-Oct-83 13:31:11 EST
Article-I.D.: vice.1256
Posted: Mon Oct 3 13:31:11 1983
Date-Received: Sun, 12-Feb-84 09:28:57 EST
Organization: Tektronix, Beaverton OR
Lines: 8

i forgot to include my pathname in the article i posted concerning
saving things on eproms and disks...
please reply to "..!tektronix!vice!gregm"

thanx,
greg muth

From -1593616268172462808
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,60a46060ed0f1135,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-03 12:10:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxi!houxm!hogpc!houxn!rb
From: rb@houxn.UUCP
Newsgroups: net.micro.atari
Subject: Re:PERCOM's and OS/A+
Message-ID: <417@houxn.UUCP>
Date: Mon, 3-Oct-83 15:10:51 EDT
Article-I.D.: houxn.417
Posted: Mon Oct 3 15:10:51 1983
Date-Received: Tue, 4-Oct-83 01:09:56 EDT
Lines: 41

Interesting info regarding the use of PERCOM double
sided drives and OS/A +...

When using the PERCOM double sided/double density drives

with OS/A+ I noticed some discrepancies in the formatting.
Upon getting nowhere with PERCOM (Flame dept.....They have NO
interest in supplying technical info to users), I solicited
help from OSS.

End result---a bug in the PERCOM firmware was explained! It turns
out that when using PERCOMs in double sided mode
the last sector is always lost! In addition, they format the last
three sectors (Mirroring the first three) in single density format
when using double density. Hence in double sided mode, you lose either
1 or 4 sectors depending on density.

OS/A+ V4.1 corrected for the PERCOM bug by masking off the last 4 sectors
in the VTOC after formatting. Only when confronted by this info from OSS
did the techies at PERCOM 'fess up!.

They admitted to a replacement ROM to fix their bug being available for a
nominal charge (I still don't see why I have to pay to fix THEIR bug?!)

OSS also stated that release 4.2 of OS/A+ will soon be available for a $10.00
update fee...which I sent and am waiting for..In addition to correcting
minor bugs, an enhancement to use 810's which I requested of Bill Wilkinson
last year is being incorporated.

I have only kind words to say for OSS and all their products....not so
nice things to say for PERCOM! For a company to only admit to a bug
in their hardware under duress, and try to sluff it off on the
software, especially when they KNOW it's their fault is unconscionable!
They wasted more of MY time than was necessary.

Rob Botwin
.....houxn!rb
ATT/IS Labs (201) 949-2039
HO-(44)- 1D407

From 5308069987713746939
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a15cbe5e561a1143,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-04 23:24:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site tektronix.UUCP
Path: utzoo!linus!decvax!tektronix!gregorym
From: gregorym@tektronix.UUCP (Gregory Muth)
Newsgroups: net.micro.atari
Subject: archiving precious
Message-ID: <1416@tektronix.UUCP>
Date: Wed, 5-Oct-83 02:24:09 EDT
Article-I.D.: tektroni.1416

Posted: Wed Oct 5 02:24:09 1983
Date-Received: Fri, 30-Sep-83 02:25:38 EDT
Organization: Tektronix, Beaverton OR
Lines: 9

An indidvidual i my area, who owns an 800 with an 810, would like any information relating to archiving programs and data either on disk or EPROM's. Please send mail to me.

thanx,
Greg Muth

From 3750824678227378140
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e3bb1db6255267e5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-07 13:01:25 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site uwvax.ARPA
Path: utzoo!linus!decvax!harpo!floyd!cmcl2!philabs!seismo!uwvax!reid
From: reid@uwvax.ARPA (Glenn Reid)
Newsgroups: net.micro.atari
Subject: Microline 92 printers--group buy?
Message-ID: <1103@uwvax.ARPA>
Date: Fri, 7-Oct-83 16:01:25 EDT
Article-I.D.: uwvax.1103
Posted: Fri Oct 7 16:01:25 1983
Date-Received: Sun, 9-Oct-83 18:55:40 EDT
Organization: U of Wisconsin CS Dept
Lines: 39

This came over the arpanet. If there is any interest from any of you out there, let me know, and I will forward the information, unless you can make contact yourself (i.e. you have arpanet connections).

Glenn Reid (..seismo!uwvax!reid)

From: Norder.WBST@PARC-MAXC.ARPA
Subject: Okidata Printer "Buy"

Are you interested in a group purchase of Okidata Microline92 printers?

A local vendor is willing to consider offering a special purchase price, even lower than his normal price of $ 465 + tax for the parallel (centronics) version. (The $ 465 price is already the lowest that I have ever seen in the mags or in "Computer Shoper"!) My guess is that the group price will be around $ 440 -
 $ 450.

The Okidata 92 was one of the top 2 dot matrix printers in this month's "Consumer Reports". It is a bi-directional, logic-seeking, multi-font printer which operates at 160 cps, 80 cps (for enhanced mode) and 40 cps (for multi-pass, correspondence quality mode). At 40 cps, print quality is amazingly good, "near-letter quality". Max paper size is 8.5-9", but it can print in compressed mode at 136 characters/8.5 inches. Friction feed and 9.5"-wide pin feed are standard, with tractor feed (3-9.5" range) optional at only ~ $ 50 list. It is equipped wth a parallel (Centronics-type) interface. (Serial versions are available, but at + ~ $ 50 list, but I want to limit this buy to parallel printers only.) Atari owners can drive centronics from joystick ports 3 & 4 using a handler sold by Elcomp for about $ 20. Commodore fans will require some kind of interface as well. Other computers, I am not sure.

If you are SERIOUSLY interested, please message back.

Regards---Paul

From 4521171567180101251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e3bb1db6255267e5
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-10 20:52:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site uwvax.ARPA
Path: utzoo!linus!philabs!seismo!uwvax!reid
From: reid@uwvax.ARPA (Glenn Reid)
Newsgroups: net.micro.atari
Subject: Re: Microline 92 printers--group buy?
Message-ID: <1106@uwvax.ARPA>
Date: Mon, 10-Oct-83 23:52:57 EDT
Article-I.D.: uwvax.1106
Posted: Mon Oct 10 23:52:57 1983
Date-Received: Thu, 13-Oct-83 06:09:14 EDT
References: <1103@uwvax.ARPA>
Organization: U of Wisconsin CS Dept
Lines: 6

Well, I guess this deal is off unless you live in Rochester, NY. They don't want to deal with mail orders....

Sorry. Glenn

From 4169493774327803707
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,43d4e86a5ab44615,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,43d4e86a5ab44615,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1983-10-14 07:48:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP

Path: utzoo!linus!security!genrad!decvax!duke!unc!bmh
From: bmh@unc.UUCP (Brad Hemminger)
Newsgroups: net.micro,net.micro.atari
Subject: info on remote control joystick.
Message-ID: <6007@unc.UUCP>
Date: Fri, 14-Oct-83 10:48:44 EDT
Article-I.D.: unc.6007
Posted: Fri Oct 14 10:48:44 1983
Date-Received: Sat, 22-Oct-83 08:06:34 EDT
Lines: 11

I'm looking for information on the new Atari joystick described in the fall 83 Atari Connection magazine (pg 42). Specifically I would like to find out what frequency the transmitter using, and also what is the format of the data sent between the joystick transmitter and the receiver (which plugs into your controller port).

Thanks for any info,

Brad Hemminger
University of North Carolina, Chapel Hill
duke!unc!bmh

From -2166689298314206195
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,10949030e351620f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-17 14:38:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1exp 10/6/83; site ihuxt.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!harpo!eagle!mhuxi!houxm!ihnp4!ihuxt!smeier
From: smeier@ihuxt.UUCP
Newsgroups: net.micro.atari
Subject: atari 400 keyboards
Message-ID: <247@ihuxt.UUCP>
Date: Mon, 17-Oct-83 17:38:59 EDT
Article-I.D.: ihuxt.247
Posted: Mon Oct 17 17:38:59 1983
Date-Received: Tue, 18-Oct-83 21:23:17 EDT
Organization: AT&T Bell Labs, Naperville, Il
Lines: 5

Does anyone have any experience/information about any
of the third party keyboards for the Atari 400?
Any comments/recomendations would be appreciated.

Steve Meier (ihnp4!ihuxt!smeier)

From 4521928588363850438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,84350b403582624c,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-18 00:20:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!tektronix!ogcvax!omsvax!icalqa!hplabs!hao!seismo!uwvax!
reid
From: reid@uwvax.UUCP
Newsgroups: net.micro.atari
Subject: Disks&cassette at same time?
Message-ID: <1115@uwvax.UUCP>
Date: Tue, 18-Oct-83 03:20:43 EDT
Article-I.D.: uwvax.1115
Posted: Tue Oct 18 03:20:43 1983
Date-Received: Sun, 23-Oct-83 13:52:22 EDT
Lines: 12

I expect to get a disk drive in the next month some time, and I don't know if it is worth my time to develop programs on cassette in the meantime. Can someone tell me if you can load something from cassette then write it to disk with the Atari? (Specifically with the ACTION cartridge) I can't find any mention of this anywhere, and it seems as though you can't do it, although you certainly should be able to....

Thanks, everybody.

Glenn Reid (reid@uwisc.ARPA)

From -6756661118407275113
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,84350b403582624c
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-18 00:20:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site uwvax.ARPA
Path: utzoo!linus!philabs!seismo!uwvax!reid
From: reid@uwvax.ARPA (Glenn Reid)
Newsgroups: net.micro.atari
Subject: Disks&cassette at same time?
Message-ID: <1115@uwvax.ARPA>
Date: Tue, 18-Oct-83 03:20:43 EDT
Article-I.D.: uwvax.1115
Posted: Tue Oct 18 03:20:43 1983
Date-Received: Wed, 19-Oct-83 20:46:27 EDT
Organization: U of Wisconsin CS Dept
Lines: 14

I expect to get a disk drive in the next month some time, and I don't know if it is worth my time to develop programs on cassette in the meantime. Can someone tell me if you can load something from cassette then write it to disk

with the Atari? (Specifically with the ACTION cartridge) I can't find any mention of this anywhere, and it seems as though you can't do it, although you certainly should be able to....

Thanks, everybody.

Glenn Reid (reid@uwisc.ARPA)

From -120872887312321940
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dcc0b3b33980e64e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-10-18 09:11:23 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 6/24/83; site ssc-vax.UUCP
Path: utzoo!linus!decvax!harpo!floyd!vax135!cornell!uw-beaver!ssc-vax!ditzel
From: ditzel@ssc-vax.UUCP (Charles L Ditzel)
Newsgroups: net.micro.atari
Subject: Austin Franklin
Message-ID: <571@ssc-vax.UUCP>
Date: Tue, 18-Oct-83 12:11:23 EDT
Article-I.D.: ssc-vax.571
Posted: Tue Oct 18 12:11:23 1983
Date-Received: Thu, 20-Oct-83 07:22:13 EDT
Organization: Boeing Aerospace, Seattle
Lines: 4

Anyone out there know the address of the Austin Franklin Company that
makes 80 column boards for the Atari800? Please send.
                                thanks in advance,
                                 charles ditzel

From 8191737667061004139
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,818b1094b4e70f35,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-03-26 06:38:56 PST
Message-ID: <bnews.mhuxh.64>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!eagle!mhuxt!mhuxa!mhuxh!eflow
X-Path: utzoo!decvax!harpo!eagle!mhuxt!mhuxa!mhuxh!eflow
From: mhuxh!eflow
Date: Sat Mar 26 09:38:47 1983
Subject: ATARI WRITER
X-Google-Info: Converted from the original B-News header
Posted: Fri Mar 25 12:53:13 1983
Received: Sat Mar 26 09:38:47 1983

I would appreciate information on the ATARI WRITER word processor program
. Is it possible to use this processor with printers such as the Prowriter
or NEC ? ? ?. IF so, how ?

From -7265017157159747026
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,734c0cdbbea10dee,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-03-29 07:54:06 PST
Message-ID: <bnews.utzoo.2890>
Newsgroups: net.micro.atari
Path: utzoo!kcarroll
X-Path: utzoo!kcarroll
From: utzoo!kcarroll
Date: Tue Mar 29 10:54:04 1983
Subject: Voice Synthesizer Query
X-Google-Info: Converted from the original B-News header
Posted: Tue Mar 29 10:54:04 1983
Received: Tue Mar 29 10:54:04 1983

I have just sent away to a company called "Don't Ask Software", for a voice-synthesis program called S.A.M., or "Software Automatic Mouth". According to the company's brochure, the program has a lot of nice features, including direct phoneme control, and pitch and stress control of the voe. What I'd like to know from y'all is, has anybody out there had any experience, good, bad or indifferent, with this program (or with the company, for that matter)? Please mail replies directly to me; I'll summarize anything interesting for the net etc. etc.

Thanks!

Kieran A. Carroll

(...decvax!utzoo!kcarroll)

From 8604671225794137724
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a27e8c4fa79ccaa5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-03-30 01:05:40 PST
Message-ID: <bnews.burl.78>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!vax135!ariel!houti!lime!we13!we53!kcwin!burl!scc
X-Path: utzoo!decvax!harpo!floyd!vax135!ariel!houti!lime!we13!we53!kcwin!burl!scc
From: burl!scc
Date: Wed Mar 30 04:05:37 1983
Subject: data file help
X-Google-Info: Converted from the original B-News header
Posted: Tue Mar 29 13:50:46 1983
Received: Wed Mar 30 04:05:37 1983

I am trying to write a program for my Father who has an atari 400 I am trying to store a data file on cassette. In the manual it says that the command to open a file is:

OPEN #num,x1,x2,"C:"

it also says that to find out what number to use for x2 you should
see the appropriate manual. We can not find this. Can someone tell
me what goes in x2 for a cassette recorder???

Sally Catena
floyd!burl!scc

From 7025728594643694589
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9b64008085913388,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-03-30 22:39:03 PST
Message-ID: <bnews.ihuxf.262>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!eagle!mhtsa!alice!npoiv!npois!houxm!houxz!ihnp4!ihuxf!
bryan
X-Path: utzoo!decvax!harpo!eagle!mhtsa!alice!npoiv!npois!houxm!houxz!ihnp4!ihuxf!
bryan
From: ihuxf!bryan
Date: Thu Mar 31 01:39:01 1983
Subject: Re: Open for C:
X-Google-Info: Converted from the original B-News header
Posted: Wed Mar 30 11:03:22 1983
Received: Thu Mar 31 01:39:01 1983

OPEN #chan, taskexpr, auxexpr, dev
Auxexpr for "C:" can be either 0 or 128.
For normal inter-record gaps use 0
For short inter-record gaps use 128

A must for all Atari owners is the book
Your Atari Computer by Ion Poole
the publisher is Aosborne/McGraw-Hill

ihuxf!bryan
Bryan DeLaney
BTL Naperville, IL

From 1548846243781076448
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,37fba35efa31fcf4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-04-02 03:25:09 PST
Message-ID: <bnews.mhuxh.66>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!eagle!mhuxt!mhuxa!mhuxh!kimble
X-Path: utzoo!decvax!harpo!eagle!mhuxt!mhuxa!mhuxh!kimble
From: mhuxh!kimble

Date: Sat Apr 2 06:25:07 1983
Subject: ATARI STOPS SUPPLYING 850 INTERFACE AS SINGLE SALE ITEM
X-Google-Info: Converted from the original B-News header
Posted: Fri Apr 1 15:10:17 1983
Received: Sat Apr 2 06:25:07 1983

After having called suppliers all over the United States,
I just bought the 850 interface at a local Sears store
by the skin of my teeth (200 bucks + tax!).

According to the buyer from Stereo Discounters,
Baltimore, Md., Atari will no longer supply the 850
interface as a single sale item. You must now buy the
Atari Communicator Kit (850,modem,telelink II).
Computer Mail Order West will only supply 850's with
an order for a printer or modem (Atari of course).

By the way, I already had a nonAtari modem, and would
still like to buy a nonAtari printer!

As far as I'm concerned, Atari has just taken another
step backwards.

...mhuxh!kimble
Cal Kimble
Bell Labs
Reading, Pa.

From -6499952004659169308
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,be9a40a21a1a8e32,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-04-11 06:02:12 PST
Message-ID: <bnews.utzoo.2908>
Newsgroups: net.micro.atari
Path: utzoo!kcarroll
X-Path: utzoo!kcarroll
From: utzoo!kcarroll
Date: Mon Apr 11 09:02:10 1983
Subject: Voice Synthesizer Responses
X-Google-Info: Converted from the original B-News header
Posted: Mon Apr 11 09:02:10 1983
Received: Mon Apr 11 09:02:10 1983

A while ago, I asked people in this newsgroup with experience with a

piece of software called the "Software Automatic Mouth", from Don't Ask Software (in Sunnyvale, I think) to give me their evaluation of it. I received about half-a-dozen responses; the concensus is that the program produces very high-quality speech (better than a votrax, according to two of the respondents), but that it has one large drawback. That is, in order to keep the DMA for the screen refreshes from interrupting the voice during speech, the display is turned off during speech. This eliminates a number of potential applications for the voice, such as game sound-effects, and speaking words as they appear on the screen. Too bad, but that's the way the computer is built...

I'm quite pleased to receive all this reassuring mail, especially since I'd already sent away for the program, before sending my query to the net! Thanks for your responses, people.

Kieran A. Carroll
...decvax!utzoo!kcarroll

From 6302178805774906030
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,454141c06db8c19,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-04-12 18:11:12 PST
Message-ID: <bnews.ihuxf.323>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!vax135!ariel!houti!hogpc!houxm!ihnp4!ihuxf!bryan
X-Path: utzoo!decvax!harpo!floyd!vax135!ariel!houti!hogpc!houxm!ihnp4!ihuxf!bryan
From: ihuxf!bryan
Date: Tue Apr 12 21:11:10 1983
Subject: Zaxxon on disk?
X-Google-Info: Converted from the original B-News header
Posted: Mon Apr 11 09:56:53 1983
Received: Tue Apr 12 21:11:10 1983

Zaxxon is finaly out, but on tape only. Has anybody seen the disk version? Also, I would be willing to buy the tape if could put it on disk. Has anybody out there done this yet?

ihuxf!bryan
Bryan DeLaney
BTL Naperville, IL

P.S. This Program is a Multi-boot type.

From -503099414538798756
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,db4d27f2eae253f4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-04-15 05:31:33 PST
Message-ID: <bnews.floyd.1437>

Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!gjw
X-Path: utzoo!decvax!harpo!floyd!gjw
From: floyd!gjw
Date: Fri Apr 15 08:31:32 1983
Subject: Zaxxon Review
X-Google-Info: Converted from the original B-News header
Posted: Wed Apr 13 14:33:53 1983
Received: Fri Apr 15 08:31:32 1983

Several days ago I received Zaxxon for the Atari computers. On the whole it is done extremely well especially considering that it only needs 16K of memory to run. There are a few substantial differences between the arcade and the computer versions. The ship you are controlling does not change size with altitude as you fly it through the fortress. When it is out in space there is no control over altitude at all. The lack of altitude control in space was probably done to make the game more playable since one cannot judge the altitude of the enemy planes due to the lack of size change. There are a couple of other quirks;although the instructions claim XXX number of points for hitting a missle ther are no missle launchers on the playfield. Also the instructions claim that hitting the escape key will pause the game which does not work.

After conferring with the company that sold me the game they told me that the disk version of the game will have missle launchers and pause capability. In addition it will be able to store highest scores. These are the only differences they are aware of at the moment. The disk version should be available in about 6 weeks.

On a scale of one through 10 I'd give Zaxxon an 8. The best game I've seen for the computers is Protector II. It is an extremely playable and challenging game and is far superior to the original Protector. Yes, I have played Choplifter and Protector II in my opinion is better.

Greg Wroclawski,
Bell Labs, Whippany

From -3826093111642879257
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d178e911d781a38d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-04-15 14:30:29 PST
Message-ID: <bnews.utcsrgv.1287>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Fri Apr 15 17:30:25 1983
Subject: Atari 400 48K board survey
X-Google-Info: Converted from the original B-News header
Posted: Fri Apr 15 16:56:56 1983
Received: Fri Apr 15 17:30:25 1983

I would like to collect information on 48K memory boards for the Atari 400. If you have first-hand experience with one (e.g. own one and have used it enough to know how well it works) please mail me your comments on how well the board works, quality of parts, manufacturer, and price and if there is sufficient response, I will post a summary. If you obtained a bare board and built it yourself, your comments would also be of interest. I fit in the latter category - I got a 48K/52K bare board from Tiny Tek in Texas, built it carefully using mil-spec components, and it didn't work properly at all. It is now somewhere between here and Texas. Apparently the 400 is very sensitive to the brand of 64K dram you use, with their board anyway. I've seen boards in local stores from a Canadian company, Inhome Software, that seem to work fine. Thnx in advnx.

Ken Newman
Univ. of Toronto
decvax!utzoo!utcsrgv!newman

From -8256376415045024674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,19c49fadaba17e15,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-04-17 01:09:17 PST
Message-ID: <bnews.ihuxf.329>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!eagle!mhtsa!alice!npoiv!npois!hou5f!ariel!houti!lime!
houxe!hogpc!houxm!ihnp4!ihuxf!bryan
X-Path: utzoo!decvax!harpo!eagle!mhtsa!alice!npoiv!npois!hou5f!ariel!houti!lime!
houxe!hogpc!houxm!ihnp4!ihuxf!bryan
From: ihuxf!bryan
Date: Sun Apr 17 04:09:15 1983
Subject: improving the ATARI 410
X-Google-Info: Converted from the original B-News header
Posted: Fri Apr 15 09:18:12 1983
Received: Sun Apr 17 04:09:15 1983

Antic has an article on how to improve the performance
of the Atari 410 program recorder. But there are some
mistakes in the article. It should be as follows:

R113--------5.6K 1/4W 1%
R111--------7.5K 1/4W 1%
R112---------56K 1/4W 1%
R109---------68K 1/4W 1%
R114--------240K 1/2W 1%
R101--------330K 1/4W 1%
R110--------330K 1/4W 1%

This is actually all that has to be done. I think
Atari has had 3 different companies make the 410, so
while the values are the same the RXXX number may be

different. Also, some people say that they found
some of the resistors to be off by as much as 20%,
its a wonder any tapes work at all.

ihuxf!bryan
Bryan DeLaney
BTL Naperville, IL

From 160233380434497331
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,689a870cbb198ef,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-04-17 06:05:23 PST
Message-ID: <bnews.utcsrgv.1293>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Sun Apr 17 09:05:19 1983
Subject: Re: Zaxxon on disk?
X-Google-Info: Converted from the original B-News header
Posted: Sat Apr 16 23:58:25 1983
Received: Sun Apr 17 09:05:19 1983

I bought the cassette Zaxxon for the Atari - I also did not
see a disk version, and when I asked about it, the salesman
told me that the reason the disk wasn't available was that
the disk version was going to be a larger, more complex one
and wasn't ready yet. The cassette version is very good, but
does seem simpler in some respects than the Colecovision
game. Anyone know more? With regard to copying cassette boot
tapes to either tape or disk, there was a great program to
do that published in the Feb/Mar Antic, called "CBOOTMGR".
They said it was only good for copying single-stage boot
tapes, but I have found it works fine on multi-stage boots;
it just then becomes a multi-stage process. I have rewritten
the cassette read portion of this program entirely in machine
code and use it to read in and disassemble any boot tape
with the Editor/Assembler cartridge.

Ken Newman
Univ. of Toronto
decvax!utzoo!utcsrgv!newman

From 8368277517706182016
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9bffb618651dc5e3,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-04-22 05:53:22 PST

Message-ID: <bnews.houxk.9>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!eagle!mhuxt!mhuxa!houxm!houxk!jhv
X-Path: utzoo!decvax!harpo!eagle!mhuxt!mhuxa!houxm!houxk!jhv
From: houxk!jhv
Date: Fri Apr 22 08:53:21 1983
Subject: ATARI SIO Commands
X-Google-Info: Converted from the original B-News header
Posted: Wed Apr 20 22:02:56 1983
Received: Fri Apr 22 08:53:21 1983

I was just reading through Revision A of the ATARI Technical Reference Notes
and noticed they mentioned, but did not explain, the following serial bus
command codes:
     $20 - download
     $51 - read spin
Does anyone know what these command codes do and how to use them?

Thanks in advance.

     James Van Ornum
     BTL Holmdel, NJ

From -6587479868726397101
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9291aaad246404da,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-04-24 06:30:51 PST
Message-ID: <bnews.ihuxi.345>
Newsgroups: net.micro.atari
Path: utzoo!decvax!microsof!uw-beaver!cornell!vax135!ariel!lime!houxg!hogpc!houxm!
ihnp4!ihuxi!rtb
X-Path: utzoo!decvax!microsof!uw-beaver!cornell!vax135!ariel!lime!houxg!hogpc!
houxm!ihnp4!ihuxi!rtb
From: ihuxi!rtb
Date: Sun Apr 24 06:30:51 1983
Subject: Info about PERCOM AT-88 disk drives
X-Google-Info: Converted from the original B-News header
Posted: Thu Apr 21 15:59:53 1983
Received: Sun Apr 24 06:30:51 1983

  Good news for ATARI owners with PERCOM AT-88 disk
drives. If your disk drive is still in warranty you
can call PERCOM and they will send you a free Data-
Separator board. The phone number I called then at
was 214-340-7081 and I asked to talk to Customer
Service. They sent the board out about a week later
C.O.D. for shipping charges only (about $3.00).
  Also I found the "pot" used to control the disk
speed. It is a blue trimpot on the very small board
behind the drive mechanism. Some people reccomend that

you turn the drive speed down to about 291-292.

From 84833878783385248
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,4659ff907e2a6832,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-04-28 02:59:18 PST
Message-ID: <bnews.unc.5077>
Newsgroups: net.micro.atari
Path: utzoo!decvax!duke!unc!bmh
X-Path: utzoo!decvax!duke!unc!bmh
From: unc!bmh
Date: Thu Apr 28 02:59:18 1983
Subject: hooking up a terminal to an Atari 400.
X-Google-Info: Converted from the original B-News header
Posted: Wed Apr 27 00:20:43 1983
Received: Thu Apr 28 02:59:18 1983

I know very little about the Atari home computers but have the chance
to get one cheap. I would like to know whether the serial port that
it has can be easily configured so that one can hook up a terminal to
it. Also with the serial line is it easy to download stuff; what about
a modem connection to the serial line? I have seen a advertisement where
they hang a disk drive, printer and something else off a black box
(their serial interface I assume) which is connected to the serial line.
Would this interface be required if I only want to hook up one item,
say the terminal?
                    thanks, Brad Hemminger
                         (...!duke!unc!bmh)

From 3032893644182251792
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d8fd35a5b817870a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-04-29 09:47:10 PST
Message-ID: <bnews.ihuxf.365>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!whuxlb!eisx!npoiv!houxm!ihnp4!ihuxf!bryan
X-Path: utzoo!decvax!harpo!floyd!whuxlb!eisx!npoiv!houxm!ihnp4!ihuxf!bryan
From: ihuxf!bryan
Date: Sat Apr 30 02:57:00 1983
Subject: New low price for 400
X-Google-Info: Converted from the original B-News header
Posted: Fri Apr 29 12:47:10 1983
Received: Sat Apr 30 02:57:00 1983

I

Just saw the 400 for 127.95 - 50.00 rebate = about 78.95 at Toys-r-us

ihuxf!bryan
BTL Naperville IL

p.s. And I thought 275 was a good price a few months ago.

From 7168239593129011739
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,553ed0d2b1276757,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-05-13 04:22:02 PST
Message-ID: <bnews.trw-unix.172>
Newsgroups: net.micro.atari
Path: utzoo!decvax!genrad!linus!philabs!sdcsvax!sdccsu3!sdcrdcf!trw-unix!rabin
X-Path: utzoo!decvax!genrad!linus!philabs!sdcsvax!sdccsu3!sdcrdcf!trw-unix!rabin
From: trw-unix!rabin
Date: Fri May 13 04:22:02 1983
Subject: Re: Valforth
References: <bnews.cbosg.2871>
X-Google-Info: Converted from the original B-News header
Posted: Tue May 10 14:36:25 1983
Received: Fri May 13 04:22:02 1983

contact 'fig-forth' in mountain view, california. ask them about the
'forth dimensions'. The publications will provide you with more examples
then you'll ever need or want. Joining the 'fig' (forth interest group)
costs 15 bucks a year.

From 6253142360005188468
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ada89e74649430b5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-05-18 19:47:09 PST
Message-ID: <bnews.cbosg.2878>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!eagle!mhtsa!alice!npoiv!npois!cbosgd!cbosg!dir
X-Path: utzoo!decvax!harpo!eagle!mhtsa!alice!npoiv!npois!cbosgd!cbosg!dir
From: cbosg!dir
Date: Wed May 18 19:47:09 1983
Subject: ATARI disk and monitor questions
X-Google-Info: Converted from the original B-News header
Posted: Wed May 11 22:53:04 1983
Received: Wed May 18 19:47:09 1983

Disk drive questions:

1. Can I get a Percom disk drive and daisy chain it as a second
   drive as though it was just another 810 drive?
2. Can I get a double side/double density Percom and do the same?
3. Why do Percoms require "master" drives?

Monitor question:

4. Are there any programs that make it easy to speak to/from
   an ATARI via a regular CRT, like an HP or VTxxx?

     D. Radin - BTL Columbus

From 1547685366804900321
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,44ae679cf9079328,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-05-19 06:08:03 PST
Message-ID: <bnews.bmcg.358>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!cmcl2!philabs!sdcsvax!sdccsu3!sdcrdcf!bmcg!rasp
X-Path: utzoo!decvax!harpo!floyd!cmcl2!philabs!sdcsvax!sdccsu3!sdcrdcf!bmcg!rasp
From: bmcg!rasp
Date: Thu May 19 06:08:03 1983
Subject: Re: Valforth
References: <bnews.cbosg.2871>
X-Google-Info: Converted from the original B-News header
Posted: Tue May 10 19:00:57 1983
Received: Thu May 19 06:08:03 1983

I'm sorry that the first version of this article got smashed.
Here is what it should say:

If you are reading Leo Brodie's book, Starting FORTH, and ValFORTH, then you are faced with a mild but basic incompatibility problem. Anybody out there using figFORTH or its derivatives should take heed, also.

In Brodie's book he creates variables by saying:

                VARIABLE <variable name>

I believe that it automatically provides an initial value of zero. In figFORTH, however, the variable takes its initial value from the stack. Thus the declaration would be:

          <initial value> VARIABLE <variable name>

A much nastier incompatibility between Brodie FORTH and figFORTH is their treatments of the tick (') function. Brodie's tick produces the code field address (CFA) directly; therefore, it is possible to EXECUTE a 'ed name:

```
' VLIST EXECUTE
```

is exactly equivalent to typing VLIST. In figFORTH, however, the tick function returns the PFA from which it is possible to calculate the CFA by either subtracting 2 or saying CFA. In figFORTH the sentence should read:

```
' VLIST CFA EXECUTE
```

or:

```
' VLIST 2 - EXECUTE
```

Failure to include the CFA or 2 - will result in a crash.

I don't know of any other major inconsistencies between the two versions. That latter one is mean enough in that it prevents you from sitting down at your computer and typing in examples from the book.

For those of you that are into FORTH, here is a warning:

> EVERY VERSION OF FORTH FOR THE ATARI THAT I HAVE CHECKED SO FAR HAS A BUG IN IT THAT WILL CAUSE ABOUT .4% OF ALL DEFINITIONS TO CRASH.

The explanation is involved, so I won't go into it on the net unless there is considerable interest. If you care, please write to me.

I hope you find these comments of interest.

Ron Perloff Burroughs ASG
16464 Via Esprillo San Diego,
CA 92128 619-451-4519

---!bmcg!rasp

9

9

From -7768067933063310192
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,44ae679cf9079328
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-05-19 06:15:47 PST
Message-ID: <bnews.bmcg.357>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!cmcl2!philabs!sdcsvax!sdccsu3!sdcrdcf!bmcg!rasp
X-Path: utzoo!decvax!harpo!floyd!cmcl2!philabs!sdcsvax!sdccsu3!sdcrdcf!bmcg!rasp
From: bmcg!rasp
Date: Thu May 19 06:15:47 1983
Subject: re: Valforth
References: <bnews.cbosg.2871>
X-Google-Info: Converted from the original B-News header
Posted: Tue May 10 18:49:10 1983
Received: Thu May 19 06:15:47 1983

ValFORTH, then you are faced with a mild but basic incompatibility problem. Anybody out there using figFORTH or its derivatives should take heed, also.

In Brodie's book he creates variables by saying:

```
VARIABLE <variable name>
```

I believe that it automatically provides an initial value of zero. In figFORTH, however, the variable takes its initial value from the stack. Thus the declaration would be:

```
<initial value> VARIABLE <variable name>
```

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please write to me.

I hope you find these comments of interest.

Ron Perloff Burroughs ASG
16464 Via Esprillo San Diego,
CA 92128 619-451-4519

---!bmcg!rasp

9

9

From -2436297331741911462
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fc406bcf72d0808d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-05-30 10:07:40 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!kcarroll
From: kcarroll@utzoo.UUCP (Kieran A. Carroll)
Newsgroups: net.micro.atari
Subject: New Atari Modem Query
Message-ID: <2996@utzoo.UUCP>
Date: Mon, 30-May-83 13:07:40 EDT
Article-I.D.:   utzoo.2996
Posted: Mon May 30 13:07:40 1983
Date-Received: Mon, 30-May-83 13:07:40 EDT
Organization: U of Toronto Zoology
Lines: 10

Query: Has anyone out there heard anything about the new atari direct-connect
modem? The information I have says that it is switchable 300/1200 baud,
and intimates that it may have auto-dial ability. The price that I was quoted
was $400 canadian. Has anybody bought one of these? Are there any reviews
on its performance? Does anybody know if it steals much processor time
while operating? Note: this modem shouldn't require the 850 interface,
as far as I can tell.
-Kieran A. Carroll
...decvax!utzoo!kcarroll

From -4686157776275499405
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,163006b66565ac9c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-01 09:41:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mhuxh.UUCP
Path: utzoo!decvax!wivax!linus!allegra!eagle!harpo!floyd!vax135!ariel!houti!hogpc!
houxm!mhuxa!mhuxi!mhuxt!mhuxh!kimble
From: kimble@mhuxh.UUCP
Newsgroups: net.micro.atari
Subject: the new atari computers
Message-ID: <204@mhuxh.UUCP>
Date: Wed, 1-Jun-83 12:41:11 EDT
Article-I.D.: mhuxh.204

Posted: Wed Jun 1 12:41:11 1983
Date-Received: Sat, 4-Jun-83 06:35:38 EDT
Organization: Bell Labs, Murray Hill
Lines: 3

Tuesday, May 31, 1983
THE WALL STREET JOURNAL - the four new Atari computers will be
the 600XL, the 800XL, the 1400XL and the 1450XL.

From 706286709019207334
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e93fa2eb706a2895,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-02 09:39:07 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!decvax!wivax!linus!allegra!eagle!harpo!floyd!vax135!ariel!houti!hogpc!
houxm!hou2b!5134jtc
From: 5134jtc@hou2b.UUCP
Newsgroups: net.micro.atari
Subject: ATARI 800, entering text
Message-ID: <18@hou2b.UUCP>
Date: Thu, 2-Jun-83 12:39:07 EDT
Article-I.D.: hou2b.18
Posted: Thu Jun 2 12:39:07 1983
Date-Received: Wed, 8-Jun-83 01:06:50 EDT
Lines: 16

Given an ATARI 800 with printer, with basic cartridge, and with
cassette (but without disk).....is it possible to enter ordinary
text, to do simple screen editing, and to print the entered text?
I've tried and failed completely. BASIC demands proper format, and
that means (I think) that, other than commands, all else has to be
labeled as DATA or REMARK. Maybe a few other things like that, but
all with some kind of label-per-line. That makes the text
business tedious. I suppose that a smart printer (my MX80?) might
be able to strip off the first few characters of every line, but I
haven't looked into that possibility because the file would be a
pain to create in the first place if i have to type REM at the
beginning of every line. I guess buying a disk would give me what
I want, or would I have to buy the word processor software too? For
simple typing, that seems like overkill.

6.2.83.........John Cocker.......hou2b!5134jtc....201-949-2595

From 6611368916936644897
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a57022e640f8cdb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-02 22:41:09 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!decvax!wivax!linus!allegra!eagle!harpo!seismo!uwvax!reid

From: reid@uwvax.UUCP
Newsgroups: net.micro.atari
Subject: Running a LOAD file from Basic
Message-ID: <899@uwvax.UUCP>
Date: Fri, 3-Jun-83 01:41:09 EDT
Article-I.D.: uwvax.899
Posted: Fri Jun 3 01:41:09 1983
Date-Received: Wed, 8-Jun-83 23:02:49 EDT
Lines: 23

>From abrams@mitre Thu Jun 2 21:32:59 1983
Received: from mitre by SU-SCORE.ARPA with TCP; Thu 2 Jun 83 19:18:59-PDT
Date: 2 Jun 1983 22:07:42 EDT (Thursday)
From: Marshall Abrams <abrams@mitre>
Subject: Running a Load file from BASIC
To: info-atari@su-score
Cc: abrams@mitre

In answer to my question, Jeff Goldberg, the author (I think) of the ABC
compiler, has provided me with a way to load a Load file from BASIC. By a Load
file I mean a file loaded from the DOS menu with the L command.

In either immediate mode or from a program execute the following:
     OPEN #1,4,0,"D:FILE.EXT"
     X=USR(5576)
The IOCB must be number one, because this jumps right into the load code in
DUP. If you have the listing of DUP this is obvious (once you see it).

I've never seen reference to this technique before. Of course, if you're using
the BASIC cartridge you can't load a file which uses the top 8K of memory.

I'd be interested in comments and experiences and will forward them back
to the group.

From -563735155329190369
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2ed3a5b967a6b054,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-02 22:41:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!decvax!wivax!linus!allegra!eagle!harpo!floyd!cmcl2!philabs!seismo!
uwvax!reid
From: reid@uwvax.UUCP
Newsgroups: net.micro.atari
Subject: More on 400/800/1200
Message-ID: <900@uwvax.UUCP>
Date: Fri, 3-Jun-83 01:41:29 EDT
Article-I.D.: uwvax.900
Posted: Fri Jun 3 01:41:29 1983
Date-Received: Thu, 9-Jun-83 01:41:32 EDT
Lines: 48

>From MRC@SU-SCORE.ARPA Thu Jun 2 17:43:31 1983
Date: Thu 2 Jun 83 15:20:03-PDT
From: Mark Crispin <MRC@SU-SCORE.ARPA>
Subject: more on 400/800/1200
To: Info-Atari@SU-SCORE.ARPA
Postal-Address: 725 Mariposa Ave. #103; Mountain View, CA 94041
Phone: (415) 497-1407 (Stanford); (415) 968-1052 (residence)

     It seems that production on 400's and 800's has already ceased. It is now also rumored that production on 1200's will cease shortly; no confirmation is available yet.

     The 1200, despite its short product life, sold quite well. About half of the people who bought it did so thinking that it was a 64K machine (as the box stated) meaning that a user had 16K more RAM in Basic than on an 800. Needless to say those people are quite upset now.

     There is an Atari internal memo describing a possible fix to the video overdrive problem on 1200's (especially when using monitors), but it's been rumored that the "fix" makes the problem worse. Since nobody has schematics for the 1200 yet, nobody is willing to undertake fixing it themselves.

     If you have a 1200 that is still in warranty and want an ECO to fix the video overdrive problem before the warranty runs out, give Atari a call NOW. You ought to be able to arrange for an extension of your warranty or some other arrangement so that you will get that ECO for free even if you're out of warranty.

     I spoke with John Bernal who is one of the individuals at Atari responsible for 1200 customer support. He seemed warm to the idea of offering 1200 customers an upgrade to the 1400 (1450 is out of the question because of the built-in disk drive) at a reasonable price. Atari does seem to be concerned with losing credibility because of the 1200 (as well it should!). A 1200 to 1400 upgrade (whether trade-in or ECO) costing $300 or so ought to be profitable to Atari and do much to smooth over a lot of the bad customer feeling.

     If you have a 1200 and want a reasonably-priced upgrade, write Atari at their Sunnyvale address directed to the attention of John Bernal. He told me he will be meeting with the president of the organization in July and it would help a lot if he could show a set of customer letters asking for a 1200 to 1400 upgrade.

-- Mark --

From 7494805293871436523
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a9d660d341963ed2,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-03 08:17:59 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site harpo.UUCP
Path: utzoo!decvax!wivax!linus!allegra!eagle!harpo!bob
From: bob@harpo.UUCP
Newsgroups: net.micro.atari
Subject: Troubleshooting Advice - (nf)
Message-ID: <1785@harpo.UUCP>
Date: Fri, 3-Jun-83 11:17:59 EDT
Article-I.D.: harpo.1785
Posted: Fri Jun 3 11:17:59 1983
Date-Received: Wed, 8-Jun-83 23:16:20 EDT
Sender: notes@harpo.UUCP
Organization: Bell Labs, Whippany
Lines: 18

#N:harpo:25900001:000:792
harpo!bob   Jun 3 11:10:00 1983

My Atari 800 has developed a problem. It is used with a TV as opposed to
a monitor , and the problem exists when all peripherals are disconnected
and unplugged. Bars of video distortion and noise (horizontal) drift slowly
thru the screen at a steady rate. The bars (only one at a time) occupy
about 1/5 of the screen, and the remainder of the screen looks less sharp
than usual. Inserting and removing a program ROM a few times seems
to clear up the problem, but
the next time the computer is turned on, it is likely to be back. Looks like
an interference problem to me , as I get the same results on another tv.
Is my modulator dying? Bad grounding somewhere? Has anyone else encountered
a similar problem?

R. L. Carroll
Bell Labs
201-386-2609
Whippany, N.J

From -3996655886406824664
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e56df7678a44b99e,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-03 17:46:05 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxu.UUCP
Path: utzoo!decvax!wivax!linus!allegra!eagle!mhuxt!mhuxi!mhuxa!houxm!houxu!jhv
From: jhv@houxu.UUCP
Newsgroups: net.micro.atari
Subject: RE: Running Load File from BASIC
Message-ID: <105@houxu.UUCP>
Date: Fri, 3-Jun-83 20:46:05 EDT
Article-I.D.: houxu.105
Posted: Fri Jun 3 20:46:05 1983
Date-Received: Thu, 9-Jun-83 02:00:05 EDT

Organization: Bell Labs, Holmdel NJ
Lines: 4

Does anyone on the net have a listing for DUP which was mentioned
in the original article??
I found some programs executed fine with this two line BASIC loading program,
and some did not. Anyone else have this sort of success??

From -7267384670616088553
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,af65b4f891e90ae9,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-07 05:10:46 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mhuxh.UUCP
Path: utzoo!linus!cca!decvax!harpo!floyd!vax135!ariel!houti!hogpc!houxm!mhuxa!
mhuxi!mhuxt!mhuxh!david1
From: david1@mhuxh.UUCP
Newsgroups: net.micro.atari
Subject: atari problem
Message-ID: <218@mhuxh.UUCP>
Date: Tue, 7-Jun-83 08:10:46 EDT
Article-I.D.: mhuxh.218
Posted: Tue Jun 7 08:10:46 1983
Date-Received: Wed, 8-Jun-83 03:44:04 EDT
Organization: Bell Labs, Murray Hill
Lines: 11

     My Atari 800 (about 9 months old) has a problem which I
don't recall noticing when I first brought it home. On the left
side of the TV screen there are light vertical bars about 1/4"
wide.   They're there no matter what is or isn't connected to the
computer. I also get slanted lines migrating across the entire
screen.   They seem to respond to my jiggling the power cord or
changing its position, but they don't go away.

                                                  Rick Nelson
                                                  Bell Labs
                                                  Reading, Pa.

From 5517131234059898191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,689f437d71928fe2,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-13 11:48:06 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!sdcsvax!sdcrdcf!bmcg!rasp
From: rasp@bmcg.UUCP
Newsgroups: net.micro.atari
Subject: Re: Troubleshooting Advice - (nf)

Message-ID: <379@bmcg.UUCP>
Date: Mon, 13-Jun-83 14:48:06 EDT
Article-I.D.: bmcg.379
Posted: Mon Jun 13 14:48:06 1983
Date-Received: Tue, 14-Jun-83 16:43:27 EDT
References: harpo.1785
Lines: 21

I have heard of others with the same trouble, a wavy line walking up the screen, so I'll broadcast an answer. The problem seems to be a "retrace snake". This would be caused if the ATARI were superimposing 60Hz onto the video signal. You might note that the frequency exhibited by the "snake" is that of the difference between 60Hz line frequency and the vertical refresh rate which is quite close.

Look for any source of 60Hz. Bad grounding is certainly a candidate; but, the most likely culprit is something gone bad in the ATARI's power supply. If you have access to the appropriate tools, check for either a bad rectifier, a bad filter cap, or a bad regulator. If you're lucky, there is even the possibility that the problem is as simple as the end of the video cable that is plugged in INSIDE the case has partially worked loose and needs only to be reseated.

Please let me know how you make out.

Ron Perloff
Burroughs Corp
16464 Via Esprillo
San Diego, CA 92128
619-451-4519

From 5606727183625562198
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b8798ecf1187030d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-14 06:11:44 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/26/83; site ihuxi.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!vax135!ariel!houti!hogpc!houxm!ihnp4!ihuxi!rtb
From: rtb@ihuxi.UUCP
Newsgroups: net.micro.atari
Subject: Percom AT-88 for Atari for sale
Message-ID: <439@ihuxi.UUCP>
Date: Tue, 14-Jun-83 09:11:44 EDT
Article-I.D.: ihuxi.439
Posted: Tue Jun 14 09:11:44 1983
Date-Received: Wed, 15-Jun-83 17:17:00 EDT
Organization: BTL Naperville, Il.

Lines: 10

Percom disk drive AT-88 for Atari for sale
3 months old
Can add up to 3 dummy drives at very low cost
better quality than Atari 810 disk drive
includes documentation
Absolute perfect condition
must sell
$325.00
Naperville area
IH x5874   Home phone 961-9047

From 6933384588991592591
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,689f437d71928fe2
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-15 05:39:10 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site wateng.UUCP
Path: utzoo!watmath!watdaisy!wateng!padpowell
From: padpowell@wateng.UUCP (PAD Powell[Admin])
Newsgroups: net.micro.atari
Subject: Re: Troubleshooting Advice - (nf)
Message-ID: <89@wateng.UUCP>
Date: Wed, 15-Jun-83 08:39:10 EDT
Article-I.D.: wateng.89
Posted: Wed Jun 15 08:39:10 1983
Date-Received: Thu, 16-Jun-83 07:03:26 EDT
References: <379@bmcg.UUCP>
Organization: U of Waterloo, Ontario
Lines: 3
WARNING: I plead with anybody trying to do this to not to play with

his high voltage supply. If you don't know what you are doing, leave
it alone! The usual penalty for ignorance is death, or at least
a whopping good shock

From -2138494222774163117
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,27775d3ce695e80c,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,27775d3ce695e80c,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1983-06-15 14:43:22 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/26/83; site ihuxf.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!vax135!ariel!houti!hogpc!houxm!hocda!spanky!
burl!we13!ihnp4!ihuxf!bryan
From: bryan@ihuxf.UUCP
Newsgroups: net.micro,net.micro.atari

Subject: Re: Why micros have brain damaged keyboards
Message-ID: <515@ihuxf.UUCP>
Date: Wed, 15-Jun-83 17:43:22 EDT
Article-I.D.: ihuxf.515
Posted: Wed Jun 15 17:43:22 1983
Date-Received: Sat, 18-Jun-83 17:44:15 EDT
Organization: BTL Naperville, Il.
Lines: 31

Advantage of dumb keyboard.

The following may not be completely correct but I will
try to explain how Atari uses a dumb keyboard to give
it a big advantage over other types.

On the Atari the keyboard does not produce the ASCII code,
rather it is just a matrix of switches. The symbols are
generated by the GTIA/ANTIC chips with the use of a character
table located in ROM. This table is indexed into by the value of
the switch added to the contents of the memory location pointed
to by the Character base address register. This means by changing the
value of the character base address register to point to RAM and then
loading in your own Character set you can have any thing you want
generated on the screen or be sent to a host.

In other words a completely redefinable character set to meet any
particular system or use. Also if you don't like the keyboard or
the placement of any key, you can buy the keyboard you like and
wire it in at very low cost ($10 to $30). Or put tape over the original
keyboard.

One of the terminal emulator programs for the atari does a real
good job of emulating an VT-52 or ADM3a, and was written by the
author to work well with UN*X. You can actually play rogue, or
use EMACS or VI.

Bryan K. DeLaney
BTL Naperville IL
ihuxf!bryan

From -1692711086042959331
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b7266dbfb7e20e85,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-17 13:54:57 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site vaxine.UUCP
Path: utzoo!linus!vaxine!reg
From: reg@vaxine.UUCP (Rick Genter)
Newsgroups: net.micro.atari
Subject: Info requested on Atari system software

Message-ID: <229@vaxine.UUCP>
Date: Fri, 17-Jun-83 16:54:57 EDT
Article-I.D.: vaxine.229
Posted: Fri Jun 17 16:54:57 1983
Date-Received: Fri, 17-Jun-83 20:30:00 EDT
Organization: Automatix Inc., Billerica, MA
Lines: 24

I have an Atari 800 with 48K, one Percom double density disk drive, and 2 Atari single density drives. I want to know if anyone out there in net land has heard of any serious system development software for the Atari. Specifically, I am looking for:

- a >good< C compiler (not one of the tiny Cs floating around),
- a better DOS (possibly allowing sub-directories and a hierarchy, though I don't hold out much hope for this),
- a good screen editor. The screen editor that comes with the Atari Macro Assembler isn't too bad, but...

Also, has anyone heard of a hard disk available for the 800? I suspect that there is one lying around somewhere, but haven't heard of it.

Many thanks in advance, and if there is sufficient interest I'll post a summary of what I hear/read.

Rick Genter
Automatix Inc.
Billerica, MA
...!allegra!linus!vaxine!reg

From -6561211831366872397
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9e0053f227818fcc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-20 14:44:43 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site mhuxh.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!vax135!ariel!hou5f!hou5a!hou5d!hogpc!houxm!mhuxa!mhuxm!mhuxv!mhuxr!mhuxh!brad
From: brad@mhuxh.UUCP
Newsgroups: net.micro.atari
Subject: Unlistable Atari BASIC Programs - HELP
Message-ID: <11@mhuxh.UUCP>
Date: Mon, 20-Jun-83 17:44:43 EDT
Article-I.D.: mhuxh.11
Posted: Mon Jun 20 17:44:43 1983
Date-Received: Wed, 22-Jun-83 10:12:35 EDT
Organization: Bell Labs, Murray Hill
Lines: 8

Does anyone know how to list 'unlistable' Atari BASIC programs, like "The Bookkeeper" for example? I would like to make some minor program changes, but when I try to load and list any of the BASIC program files, the machine locks up. Thanks.

Brad Kummer
BTL Atlanta
akgua!rbk or mhuxh!brad

From 4880075639133269185
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6eb04afdc4eb7067,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-22 14:23:32 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!genrad!decvax!harpo!floyd!vax135!ariel!hou5f!orion!houca!hogpc!houxm!ihnp4!ihuxv!youngm
From: youngm@ihuxv.UUCP
Newsgroups: net.micro.atari
Subject: trouble with 800
Message-ID: <480@ihuxv.UUCP>
Date: Wed, 22-Jun-83 17:23:32 EDT
Article-I.D.: ihuxv.480
Posted: Wed Jun 22 17:23:32 1983
Date-Received: Fri, 24-Jun-83 08:20:37 EDT
Lines: 20

My Atari 800 has a strange, and seemingly transient, problem.

Sometimes (nearly always) the TV screen suddenly becomes filled with interference--a screen-wide stripe of fuzzy-looking stuff which makes the display under the stripe hard to read. The condition usually becomes progressively worse, but I can stop it temporarily by opening/closing the cartridge compartment door a few times (booting the system repeatedly).

This is a very disturbing problem, but happily it is the only one that I have had with my system. Does someone out there know what is going on?

-- Mark Young
Bell Telephone Laboratories
Naperville, Il

From 1028282863112539005
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,333040127f82b82d,start

X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-23 07:33:15 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!genrad!decvax!harpo!floyd!vax135!ariel!hou5f!hou5a!hou5d!hogpc!
houxm!ihnp4!ihuxm!prgclb
From: prgclb@ihuxm.UUCP
Newsgroups: net.micro.atari
Subject: Atari 800 problems
Message-ID: <288@ihuxm.UUCP>
Date: Thu, 23-Jun-83 10:33:15 EDT
Article-I.D.: ihuxm.288
Posted: Thu Jun 23 10:33:15 1983
Date-Received: Sat, 25-Jun-83 01:02:53 EDT
Lines: 35

I'm posting this item for a co-worker -- any replies
should go to him at whuxj!abm, not to me.

****

Subject: ATARI 800 TRANSIENTS

I also have an Atari 800, and experience a different
transient problem. Occasionally the TV picture begins to
get fuzzy and break up, but I cure it quickly by changing
the TV channel off Channel 2, then back. This indicates
a problem with the TV, rather than with the Atari, yet it
never happens while I watch TV. I have never had the screen-wide
stripe of fuzz described by Mark Young.

However, I have had a much worse problem with my Atari, and
would like advice if anyone knows what's wrong. Occasionally
for no apparent reason--usually after I have been writing
a program for 4 hours!--the d**m machine suddenly refuses to
respond to the keyboard. The cursor sits there, refusing to
move or make a sound when you hit any key. Thus, I can't save
the program. I can't even list it to see what I've done! I suspect
the problem is related to typing too fast, or hitting a particular
combination of keys. Could it be a bug in the operating system?

This problem is VERY rare. Otherwise, I'm quite satisfied with
the Atari 800, especially its graphics, though I confess it's
not easy for an amateur like me to unravel all the mysteries
of color registers in various graphic modes. I especially like
having the ability to invoke up to four different voices at once.
Does anyone know how to get anything but square waves out of an
Atari? I'd like to use wave forms of my own design...

Andy Myers
HL 3B-222
(whuxj!abm)

From 249990966583420907

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3041f230f282f6c6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-23 11:09:49 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!wivax!decvax!harpo!floyd!vax135!ariel!hou5f!hou5a!hou5d!hogpc!
houxt!houxn!rb
From: rb@houxn.UUCP
Newsgroups: net.micro.atari
Subject: Atari lock-up problem
Message-ID: <356@houxn.UUCP>
Date: Thu, 23-Jun-83 14:09:49 EDT
Article-I.D.: houxn.356
Posted: Thu Jun 23 14:09:49 1983
Date-Received: Sat, 25-Jun-83 17:39:10 EDT
Lines: 17

Andy Myers problem with system lockup is most likely
one of two problems:

1) Accidentally hit CNTL-1. This would cause a temporary end to screen
display until it was toggled again. (Similar to CNTL-S on UNIX).

2) Overheating. This can be prevented by proper ventilation, or
replacing the old 16K RAM cards with a newer 48K card that uses less
power/heat.

Either hitting system-reset, or using a product like OMNIMON as a replacement
operating system should help in the former. In the case of the latter,
I guess the only choice is to keep it cool.

Rob Botwin
BTL/ABI HO-1D-407
(201) 949-2039

From 2342486887318295371
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,11337e0bab6f608c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-24 05:54:51 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!genrad!decvax!harpo!floyd!vax135!ariel!houti!hogpc!houxm!mhuxa!
mhuxm!mhuxv!mhuxr!mhuxh!kimble
From: kimble@mhuxh.UUCP
Newsgroups: net.micro.atari
Subject: ATARI LOCKUP PROBLEMS
Message-ID: <2601@mhuxh.UUCP>
Date: Fri, 24-Jun-83 08:54:51 EDT
Article-I.D.: mhuxh.2601
Posted: Fri Jun 24 08:54:51 1983
Date-Received: Tue, 28-Jun-83 08:41:14 EDT
Lines: 18

Adding to the list of Rob Botwin:

3) There is an operating system bug called
"page six lockup" (I think).

It goes like this: If you make too many
edits during the writting of a program, the
system will lock up.

Solution: Resave your program about every
20-24 edits. Some back issues of Compute or
A.N.A.L.O.G. magazine describe this
infamous but common problem.

Cal Kimble
BTL Reading Pa.
mhuxh!kimble

From 3915300179593707111
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c67eee425fcea2ca,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-06-24 11:45:29 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!seismo!harpo!floyd!vax135!ariel!hou5f!orion!houca!hogpc!
houxm!houxd!johnm
From: johnm@houxd.UUCP
Newsgroups: net.micro.atari
Subject: Atari Terminal Program Query
Message-ID: <144@houxd.UUCP>
Date: Fri, 24-Jun-83 14:45:29 EDT
Article-I.D.: houxd.144
Posted: Fri Jun 24 14:45:29 1983
Date-Received: Sat, 25-Jun-83 20:36:14 EDT
Lines: 9

I am looking for a program that allows up/downloading
from an Atari 800 to UN*X (including binary code, if possible).
Either commercial or public domain software is acceptable.
Any suggestions appreciated.

John Montgomery
ihnp4!houxd!johnm or
harpo!houxd!johnm

From -358012805156018090
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,f67a1418f253c09d,start

X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,f67a1418f253c09d,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1983-07-05 07:18:16 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!vax135!ariel!houti!hogpc!houxn!dossamg
From: dossamg@houxn.UUCP
Newsgroups: net.micro,net.micro.atari
Subject: atari TERMCAP wanted
Message-ID: <366@houxn.UUCP>
Date: Tue, 5-Jul-83 10:18:16 EDT
Article-I.D.: houxn.366
Posted: Tue Jul 5 10:18:16 1983
Date-Received: Thu, 7-Jul-83 04:12:12 EDT
Lines: 11

Does anyone have a termcap for an Atari 800 without an 80 column board.
I just got access to a modem, am going on jury duty in a few weeks,
and would like to be able to log in at home on a crt.

Thanks,
Alan Gopin
201-834-3126
American Bell Rm 1D-407
Crawfords Corner Rd,
Holmdel, N.J. 07733
houxn!dossamg

From 3743785554775059461
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,3d06f281a5ff46,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-06 09:01:58 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/26/83; site ihuxf.UUCP
Path: utzoo!linus!philabs!cmcl2!floyd!whuxlb!pyuxll!eisx!npoiv!npois!hogpc!houxm!
ihnp4!ihuxf!bryan
From: bryan@ihuxf.UUCP
Newsgroups: net.micro.atari
Subject: test
Message-ID: <565@ihuxf.UUCP>
Date: Wed, 6-Jul-83 12:01:58 EDT
Article-I.D.: ihuxf.565
Posted: Wed Jul 6 12:01:58 1983
Date-Received: Thu, 7-Jul-83 21:59:54 EDT
Organization: BTL Naperville, Il.
Lines: 2

This is a test

From -8980355275179065892
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fe903e24fa697048,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-06 10:45:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!cca!rtc
From: rtc@cca.UUCP (Richard Carling)
Newsgroups: net.micro.atari
Subject: digitized photo's for the atari
Message-ID: <5079@cca.UUCP>
Date: Wed, 6-Jul-83 13:45:39 EDT
Article-I.D.: cca.5079
Posted: Wed Jul 6 13:45:39 1983
Date-Received: Thu, 7-Jul-83 14:15:07 EDT
Lines: 41

I am submitting this message since this is a service that most atari owners may be interested in and not be aware of.

There is a company that will digitize photo's for atari owners.

By digitize, I mean they will scan in the photo's so that you can see them on your TV screen.

For $20.00 they digitize two photo's and send them back along with a floppy disk. The floppy disk contains a fairly nice paint program (copyrighted but not copy protected), a basic program to use as an example for loading the pictures, and the digitized pictures. A few example pictures are also included on the disk. The digitized pictures come out in black & white (16 gray scales) (They can digitize color pictures but they come out in b&w).

Additional pictures are digitized for $6.00 each. The pictures are digitized in Graphics 9 so make sure you have a GTIA chip before sending them any money. The results are fairly impressive, digitized faces come out real good.

If you send them "high detail" type pictures (such as text, etc) and a note, you can get it digitized in Graphics 8 but the number of gray scales is very limited in Graphics 8 so black-white pictures are best (company logo's, etc). Also, the paint program only runs in Graphics 9, 10 & 11 so any pictures done in Graphics 8 cannot be manipulated with the paint program.

The disk auto boots and is menu driven so using the software is easy. The paint program is very extensive and includes commands such as line, rectangle, circle (any size), flood (floods an arbitrary closed polygon), color mix (for graphics 10), pick, put, load and save.

There address is:

Computer Techniques
329 North Harvard Street
Allston Mass. 02139

From 1980970621205868329
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d21ce366d2831021,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-10 12:44:11 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site vaxine.UUCP
Path: utzoo!linus!vaxine!reg
From: reg@vaxine.UUCP (Rick Genter)
Newsgroups: net.micro.atari
Subject: Doesn't anyone do anything REAL with the 800?
Message-ID: <244@vaxine.UUCP>
Date: Sun, 10-Jul-83 15:44:11 EDT
Article-I.D.: vaxine.244
Posted: Sun Jul 10 15:44:11 1983
Date-Received: Mon, 11-Jul-83 01:25:21 EDT
Organization: Automatix Inc., Billerica, MA
Lines: 16

y use it for a game machine?

Rick Genter
Automatix Inc.
...!allegra!linus!vaxine!reg

From 1833909270689213499
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9f26b16019f6adca,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-19 13:23:50 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!tektronix!uw-beaver!cornell!vax135!ariel!houti!hogpc!
houxn!rb
From: rb@houxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: "Custer's Revenge"
Message-ID: <372@houxn.UUCP>
Date: Tue, 19-Jul-83 16:23:50 EDT
Article-I.D.: houxn.372
Posted: Tue Jul 19 16:23:50 1983
Date-Received: Wed, 20-Jul-83 21:12:38 EDT
Lines: 11

Just heard a news report on WCBS-AM concerning
"Soft-porn" video games, an example of which...

"Custer's Revenge," was pulled from the market
due to "public outcry."

Has anyone seen it, and if so, how bad/good was it?

Rob Botwin
Bell Labs (201) 949-2039
     HO-1D407
     ....houxn!rb

From 2920988539104489420
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,641d88b5232ad54,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-20 06:29:37 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/26/83; site ihuxf.UUCP
Path: utzoo!linus!decvax!harpo!floyd!whuxlb!pyuxll!eisx!npoiv!npois!hogpc!houxm!
ihnp4!ihuxf!bryan
From: bryan@ihuxf.UUCP
Newsgroups: net.micro.atari
Subject: The new stuff
Message-ID: <590@ihuxf.UUCP>
Date: Wed, 20-Jul-83 09:29:37 EDT
Article-I.D.: ihuxf.590
Posted: Wed Jul 20 09:29:37 1983
Date-Received: Fri, 22-Jul-83 13:53:48 EDT
Organization: BTL Naperville, Il.
Lines: 6

Has anybody seen or used any of the new stuff?

              ihuxf!bryan
              Bryan DeLaney
              BTL Naperville IL

From 2894597123170297595
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,37960b016e9c5158,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,37960b016e9c5158,start
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1983-07-20 15:43:47 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 beta 3/9/83; site vaxine.UUCP
Path: utzoo!linus!vaxine!reg
From: reg@vaxine.UUCP (Rick Genter)
Newsgroups: net.micro,net.micro.atari
Subject: A plea for repeat replies
Message-ID: <260@vaxine.UUCP>

Date: Wed, 20-Jul-83 18:43:47 EDT
Article-I.D.: vaxine.260
Posted: Wed Jul 20 18:43:47 1983
Date-Received: Thu, 21-Jul-83 01:20:29 EDT
Organization: Automatix Inc., Billerica, MA
Lines: 13

Regarding my previous requests for Atari info:

Apparently any mail sent to me over the last few days (weeks?) was munched and swallowed by the linus machine. I have been informed that this problem is now fixed and request that any responses to my information request (hard disk, systems software, etc. for the Atari 800) be re-mailed to me.

Both the people at linus and I appreciate your patience.

Rick Genter
Automatix Inc
...!allegra!linus!vaxine!reg

From 5228288950017922090
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9e269cff90fe8f21,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-22 07:05:54 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10 5/3/83; site houxu.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxt!mhuxi!mhuxa!houxm!houxu!jhv
From: jhv@houxu.UUCP
Newsgroups: net.micro.atari
Subject: ATARI DUP listing
Message-ID: <177@houxu.UUCP>
Date: Fri, 22-Jul-83 10:05:54 EDT
Article-I.D.: houxu.177
Posted: Fri Jul 22 10:05:54 1983
Date-Received: Sat, 23-Jul-83 01:41:01 EDT
Organization: Bell Labs, Holmdel NJ
Lines: 9

While reading "Inside ATARI DOS" I noticed a statement that ATARI has published the listing for DUP, the user interface to the disk OS.
Does anyone have this listing or know how I can obtain a copy.
I really don't want to disassemble it, but I would like to modify parts to my liking.

Always hacking-
Jim Van Ornum
Bell Labs, houxu!jhv

From 2350294631885388973

X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d3d9c55588bc635,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-22 11:00:20 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Posting-Version: version B 2.10.1 7/20/83; site ihu1f.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxt!mhuxi!mhuxa!houxm!ihnp4!ihu1f!dave
From: dave@ihu1f.UUCP
Newsgroups: net.micro.atari
Subject: Pitfall
Message-ID: <146@ihu1f.UUCP>
Date: Fri, 22-Jul-83 14:00:20 EDT
Article-I.D.: ihu1f.146
Posted: Fri Jul 22 14:00:20 1983
Date-Received: Sat, 23-Jul-83 05:24:23 EDT
Organization: BTL Naperville, Il.
Lines: 6

Does anyone have a map for the Activision Pitfall game?
If so please mail me copy.

Dave Miller
IH 2C-336
x3791

From 2203711826411935017
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,76f83da0c61ce37c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-22 11:50:39 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!harpo!eagle!mhuxt!mhuxi!mhuxa!houxm!hogpc!houxn!rb
From: rb@houxn.UUCP
Newsgroups: net.micro.atari
Subject: Re:ATARI DUP Listing
Message-ID: <376@houxn.UUCP>
Date: Fri, 22-Jul-83 14:50:39 EDT
Article-I.D.: houxn.376
Posted: Fri Jul 22 14:50:39 1983
Date-Received: Sat, 23-Jul-83 05:32:49 EDT
Lines: 11

The listing for DUP is available from your friendly neighborhood
computer store for about $7 to $10 (I forget the real "list" price).

It is listed in the APX catalog.

While not quite as interesting as Wilkenson's ramblings in "Inside ATARI DOS,"
it is a handy reference to have.

Rob Botwin
(201) 949-2039

BTL/ABI/HO.....houxn!rb

From 5977474058169416563
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9e269cff90fe8f21
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-23 08:43:30 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!yale-com!cutler
From: cutler@yale-com.UUCP (Ben Cutler)
Newsgroups: net.micro.atari
Subject: Re: ATARI DUP listing
Message-ID: <1790@yale-com.UUCP>
Date: Sat, 23-Jul-83 11:43:30 EDT
Article-I.D.: yale-com.1790
Posted: Sat Jul 23 11:43:30 1983
Date-Received: Sat, 23-Jul-83 18:03:51 EDT
References: houxu.177
Lines: 3

The DUP listing is published with the DOS listings as a set.
I think Atari is calling it the Disk Operating System 2.0 Source Listings.
Call Atari directly, I don't know how available this is through stores.

From 6675006902800554191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ed3dcb667de780d1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-07-27 07:22:08 PST
Relay-Version: version B 2.10 5/3/83; site utzoo.UUCP
Path: utzoo!linus!decvax!harpo!floyd!whuxlb!pyuxll!eisx!npoiv!npois!hogpc!houxn!rb
From: rb@houxn.UUCP (R.BOTWIN)
Newsgroups: net.micro.atari
Subject: Re: ATARI DUP listing
Message-ID: <379@houxn.UUCP>
Date: Wed, 27-Jul-83 10:22:08 EDT
Article-I.D.: houxn.379
Posted: Wed Jul 27 10:22:08 1983
Date-Received: Wed, 27-Jul-83 22:28:04 EDT
Lines: 12

Sorry, I left out the ATARI catalog number when refering to the DUP listing...
here goes....

ATARI # C017894   ATARI 810 DUP listing (2.0S)

Still advertised at under $10 in various magazines.

Rob Botwin

.....houxn!rb
ABI/BTL   (201) 949-2039

From 205231435701623674
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d3656fec5b1eea6,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1982-12-31 03:46:39 PST
Message-ID: <bnews.sdccsu3.218>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!cmcl2!philabs!sdcsvax!sdccsu3!ix222
X-Path: utzoo!decvax!harpo!floyd!cmcl2!philabs!sdcsvax!sdccsu3!ix222
From: sdccsu3!ix222
Date: Fri Dec 31 06:46:35 1982
Subject: SOS on atari info
X-Google-Info: Converted from the original B-News header
Posted: Thu Dec 30 15:18:38 1982
Received: Fri Dec 31 06:46:35 1982

I have some game draw and collision routines for the
apple, which i know pretty well, that i would like to
port to the atari 800, about which i know very little.

Could someone tell me:

    1: does the atari 800 have an RIFA (Reduced
    Interference From Antic) mode that allows one
    to do normal bit-mapped draws by just moving
    bytes around in memory?

    2: what is the best way to use this chip anyhow?

and a related question

    1: does anyone have specs and info on running
    the graphics of the STBR (Soon To Be Released)
    atari machine?

All information incredibly appreciated.

                --steve serocki
                ucbvax;sdcsvax;sdccsu3;ix222

From 2388765381673044653
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1adcc08f491e001d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-01 00:21:43 PST
Message-ID: <bnews.cwruecmp.374>
Newsgroups: net.micro.atari
Path: utzoo!decvax!cwruecmp!cdex

X-Path: utzoo!decvax!cwruecmp!cdex
From: cwruecmp!cdex
Date: Sat Jan 1 03:21:40 1983
Subject: Cassette Interface r
X-Google-Info: Converted from the original B-News header
Posted: Fri Dec 31 15:23:22 1982
Received: Sat Jan 1 03:21:40 1983

I would appreciate any information concerning methods
of connecting a standard cassette recorder to an Atari 400
rather than the Atari recorder.
                                decvax!cwruecmp;cdex

From 37355241305741885
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5833f16376ecb169,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-13 16:34:01 PST
Message-ID: <bnews.utcsrgv.845>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Thu Jan 13 19:34:00 1983
Subject: 400/800 cartridges
X-Google-Info: Converted from the original B-News header
Posted: Thu Jan 13 19:24:16 1983
Received: Thu Jan 13 19:34:00 1983

The cartridges used by the Atari 400/800 contain two 4K-byte PROMS. Does
anyone know if they are 2332's? There are only custom Atari numbers on
the chips. Are they single or triple voltage types?

From -4632151158446663345
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,44a17745a3a4df4c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-15 05:27:32 PST
Message-ID: <bnews.houxg.136>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!vax135!ariel!houti!lime!houxg!whc
X-Path: utzoo!decvax!harpo!floyd!vax135!ariel!houti!lime!houxg!whc
From: houxg!whc
Date: Sat Jan 15 08:27:28 1983
Subject: Cassette-based word processor
X-Google-Info: Converted from the original B-News header
Posted: Fri Jan 14 14:48:22 1983
Received: Sat Jan 15 08:27:28 1983

Has anyone seen/used a reasonable cassette-based word processing program

for the 800? I've seen the ads for the ELCOMP ATEXT-1 but have not seen it.

Thanks
Bill Chriss
houxg!whc

From 8301131538126083672
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b67c14dfd7f18b0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-19 02:12:13 PST
Message-ID: <bnews.mhuxd.23>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!eagle!mhuxt!mhuxi!mhuxj!mhuxv!mhuxd!cwc
X-Path: utzoo!decvax!harpo!eagle!mhuxt!mhuxi!mhuxj!mhuxv!mhuxd!cwc
From: mhuxd!cwc
Date: Wed Jan 19 05:12:10 1983
Subject: 32k board info
X-Google-Info: Converted from the original B-News header
Posted: Mon Jan 17 09:14:51 1983
Received: Wed Jan 19 05:12:10 1983

I am seriously considering the purchase of a 32k ram board for my
kids' Atari 800. I've seen ads for the Axlon "Ram-Kram" and Microtek
boards but know nothing about them. Anyone have any experience with
these (or other) boards? Please reply directly. Thanks.

Chip Christ, BTL, Murray Hill, NJ   ...!mhuxd!cwc

From 1474780462446648048
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,32e2ce32fc4c6ee0,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-19 03:32:29 PST
Message-ID: <bnews.ihlpb.243>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!ihnp4!ihlpb!bryan
X-Path: utzoo!decvax!harpo!ihnp4!ihlpb!bryan
From: ihlpb!bryan
Date: Wed Jan 19 06:32:26 1983
Subject: sketch program
X-Google-Info: Converted from the original B-News header
Posted: Mon Jan 17 12:29:11 1983
Received: Wed Jan 19 06:32:26 1983
Reply-To: bryan@ihlpb.UUCP (Bryan K. DeLaney)

This sketch program uses paddles to sketch on the
screen. The buttons on the paddles control erasing,
filling, and the lifting of the "pen"; when the pen

is up (off the screen), the other button controls the
fill. when the "pen" is down (on the screen), the other
button will erase the screen. To change the color, retype
line 50, substituting any number between 0 and 15 for 1.

ihlpb!bryan

```
  1 REM PLUG PADDLES INTO PORT 2
  5 DIM A(2000),B(2000)
 10 GRAPHICS 7+16
 20 SETCOLOR 4,0,11:COLOR 0
 30 X=INT((PADDLE(2)/228)*159)
 40 Y=INT((PADDLE(3)/228)*95)
 50 INK=1
 60 SETCOLOR 0,INK,4:COLOR 1:PLOTX,Y
 70 DRAWTO X,Y
 80 X=INT((PADDLE(2)/228)*159)
 90 Y=INT((PADDLE(3)/228)*95)
100 IF PTRIG(2)=0 THEN 10
110 IF PTRIG(3)=0 THEN FOR I=0 TO 150:NEXT I:COLOR 1:GOTO 200
120 GOTO 70
200 LOCATE X,Y,K
210 X1=INT((PADDLE(2)/228)*159)
220 Y1=INT((PADDLE(3)/228)*95)
225 IF X1=X and Y1=Y THEN BK=1-BK:COLOR BK:PLOT X1,Y1:GOTO 250
230 COLOR K:PLOT X,Y
250 IF PTRIG(3)=0 THEN FOR I=0 TO 150:NEXT I:COLOR 1:GOTO 120
240 X=X1:Y=Y1:GOTO 200
260 IF PTRIG(2)=0 THEN COLOR K:PLOT X,Y:GOSUB 300:GOTO 200
270 GOTO 210
300 P=1:A(P)=X:B(P)=Y:COLOR 1
310 GOSUB 350:IF P THEN 310
320 RETURN
350 A=A(P):B=B(P):IF A<0 OR A>159 OR B<0 OR B>95 THEN P=P-A:RETURN
355 LOCATE A,B,KK:IF KK=1 THEN P=P-1:RETURN
360 PLOT A,B:A(P)=A:B(P)=B+1:A(P+1)=A-1:B(P+1)=B:A(P+2)=A+1:B(P+2)=B
361 A(P+3)=A:B(P+3)=A:B(P+3)=B-1:P=P+3:RETURN
```


From -2047750435144245775
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7f3f9b8a1f8d25c4,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-19 13:32:09 PST
Message-ID: <bnews.utcsrgv.902>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Wed Jan 19 16:32:05 1983
Subject: Re: re: atari cartridges
X-Google-Info: Converted from the original B-News header
Posted: Wed Jan 19 15:37:57 1983

Received: Wed Jan 19 16:32:05 1983

I think that there is more difference between the 2732 and 2532 than the chip enable business. The 2732 is a +5v only whereas isn't the 2532 a triple voltage (+5, +12/-12?) part? Also I believe the new Defender cartridge is a 16K cartridge. There are 14 lines to the edge connector rather than the standard 13, and the chips say 9364 on them among the other custom Atari numbers, suggesting they're 8K bytes each. There is also a second bypass cap on the board. It's a great cartridge, for those who haven't seen it, but it's extremely difficult to last more than 10 minutes.
Anyway, aside from EPROMs, does anyone know what the ROMs are in the 400/800 cartridges? I'd like to read them.

From 3393950999953464963
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5833f16376ecb169
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-21 01:47:33 PST
Message-ID: <bnews.sask.196>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!utah-cs!sask!long
X-Path: utzoo!decvax!harpo!utah-cs!sask!long
From: sask!long
Date: Fri Jan 21 04:47:27 1983
Subject: Re: 400/800 cartridges
References: <bnews.utcsrgv.845>
X-Google-Info: Converted from the original B-News header
Posted: Wed Jan 19 12:03:28 1983
Received: Fri Jan 21 04:47:27 1983

I have heard that the atari 5200 is just a stripped down 400 with fancy controller/joysticks. I looked at one in the store the other day and it looks like the internals of the cartridges are approx. the same. If I buy a 5200 cartidge, remove it from that big hunk of plastic, will it fit into my Atari 800? Are the pins compatible?

Warren long (sask)

From 5023961703789626707
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ef677acf18f8f33b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-22 02:26:45 PST
Message-ID: <bnews.ihuxi.279>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!eagle!wb2!houxz!ihnp4!ihuxi!rcj1
X-Path: utzoo!decvax!harpo!eagle!wb2!houxz!ihnp4!ihuxi!rcj1
From: ihuxi!rcj1
Date: Sat Jan 22 05:26:44 1983
Subject: Squiggly bracket

X-Google-Info: Converted from the original B-News header
Posted: Fri Jan 21 15:17:58 1983
Received: Sat Jan 22 05:26:44 1983
Reply-To: rcj1@ihuxi.UUCP (raymond c. jender)

While inputing a program out of a magazine (Antic),
I came across the following:

300 ? "}":some other instructions,etc,etc

Question: How do I get the Squiggly bracket?

I am more confused if they really want to print it

do to the location of the print in the program.

However, my hunch is that it stands for some other function.

Am I right or wrong?

P.S. I have a standard 16k 400.

thanks
ihuhi!rcj1

From -8323066102006304526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,8d773994213d5383,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-23 02:37:48 PST
Message-ID: <bnews.ihlpb.254>
Newsgroups: net.micro.atari
Path: utzoo!decvax!duke!harpo!ihnp4!ihlpb!bryan
X-Path: utzoo!decvax!duke!harpo!ihnp4!ihlpb!bryan
From: ihlpb!bryan
Date: Sun Jan 23 05:37:46 1983
Subject: 400/800 ROMS TMS4732
X-Google-Info: Converted from the original B-News header
Posted: Thu Jan 20 14:07:10 1983
Received: Sun Jan 23 05:37:46 1983
Reply-To: bryan@ihlpb.UUCP (Bryan K. DeLaney)

The ROMs used in the atari 400/800 cartridges are two 4732 with
the not ce for both chip selects.

The 2532 is a single 5 volt supply eprom which is plug in compatible
with the 4732. TI is one supplier of these chips the TMS4732,TMS2532.

ihlpb!bryan
Bryan DeLaney
BTL Naperville,IL

From -8448493458916456860
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1747ab620dc9bf2a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-24 09:00:37 PST
Message-ID: <bnews.dciem.154>
Newsgroups: net.micro.atari
Path: utzoo!dciem!tim
X-Path: utzoo!dciem!tim
From: dciem!tim
Date: Mon Jan 24 12:00:35 1983
Subject: C compiler info wanted
X-Google-Info: Converted from the original B-News header
Posted: Mon Jan 24 09:12:11 1983
Received: Mon Jan 24 12:00:35 1983

I am looking for a reasonably complete C compiler for my Atari 800.
I would like to hear from anybody that has bought such a thing and
what they thought of it (what was missing from it? how fast was it?
what assembler was required for it? efficiency of generated code?...)
Please mail your replies to...

...decvax!utzoo!dciem!tim

Tim Pointing

From 4371425488636392091
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,bad501a3b9a46e4a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-26 19:58:36 PST
Message-ID: <bnews.utcsrgv.931>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Wed Jan 26 22:58:29 1983
Subject: Atari dual disk
X-Google-Info: Converted from the original B-News header
Posted: Tue Jan 25 12:11:11 1983
Received: Wed Jan 26 22:58:29 1983

I have seen mention of the Atari 815 dual disk drive, but can't
remember where or specs, price, etc. Percom is also selling
Atari-compatible drives that are double-density (SS or DS).

From -6821113923262117083
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,1747ab620dc9bf2a
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-28 06:43:51 PST
Message-ID: <bnews.watarts.1643>
Newsgroups: net.micro.atari
Path: utzoo!watmath!watarts!bernie
X-Path: utzoo!watmath!watarts!bernie
From: watarts!bernie
Date: Fri Jan 28 09:43:40 1983
Subject: Re: C compiler info wanted
References: <bnews.dciem.154>
X-Google-Info: Converted from the original B-News header
Posted: Tue Jan 25 09:29:34 1983
Received: Fri Jan 28 09:43:40 1983
Reply-To: bernie@watarts (Bernie Roehl)

The problem is that the Atari (like the Pet, Apple and far too many others)
uses the 6502, by far the most primitive of the widely-used microprocessors
in terms of architecture and instruction set. It *cannot* support a native
C compiler, and the code density coming out of even the best cross-compilers
is bound to be poor. There are NO 16-bit registers, the stack is 8 bits wide
and is fixed-size (256 bytes) and at a fixed location (page 1 in memory).
The only effective way of implementing a high-level language is to write an
intermediate-code interpreter (the approach taken by the USCD p-system) or
put in a supplementary processor (such as the Z-80 or (better yet, from a
high-level language implementer's point of view) a 6809). To the best of
my knowledge, none of the above are available for anything except the Apple.
There are alternatives, however; Forth is almost certainly available, if only
because it's so easy to port; Atari Basic is supposed to be reasonable for
really simple applications; 6502 Assembler sucks, but the 6502 is a fast
processor and writing in assembler lets you take advantage of that speed.
My suggestion : buy a second system, like the IBM PC, with a decent processor
and tons of good software. If you're in no rush for quality software, anything
based on the 68000 is going to be more powerful that the IBM PC with its 8088.
However, if you're really patient the 16000's will be out soon, and should be
strong contenders.

--Bernie Roehl
...decvax!utzoo!watmath!watarts!bernie

P.S. There is a Tiny-C *interpreter* for the 6502, but it is extremely slow
and provides a truly tiny subset of a subset of the language. Good for
playing with, useless as a serious software development tool.

From -5260561660856433586
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5d6ce95ee08e536a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-28 17:24:38 PST
Message-ID: <bnews.mhuxh.1231>

Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!eagle!mhuxt!mhuxa!mhuxh!eflow
X-Path: utzoo!decvax!harpo!eagle!mhuxt!mhuxa!mhuxh!eflow
From: mhuxh!eflow
Date: Fri Jan 28 20:24:37 1983
Subject: ATARI CASSETTE TO DISK TRANSFER
X-Google-Info: Converted from the original B-News header
Posted: Wed Jan 26 07:33:56 1983
Received: Fri Jan 28 20:24:37 1983

Subject:ATARI CASSETTE TO DISK TRANSFER
Newsgroups: netnet.micro.atari
   Does anyone know a procedure/program
to transfer "two stage" auto loading assembly language cassette tapes
to disk ?
                                Jim Wolfe
                                mkuxh!eflow

From 8477771477581300344
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fd1fbecc57d02531,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-28 18:40:29 PST
Message-ID: <bnews.utcsrgv.940>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Fri Jan 28 21:40:25 1983
Subject: 6502 compilers
X-Google-Info: Converted from the original B-News header
Posted: Fri Jan 28 21:15:04 1983
Received: Fri Jan 28 21:40:25 1983

The topic of why the 6502 can't support a compiler seems to
have come up again. The standard reasons given (no 16-bit
registers, 8-bit sp) don't seem convincing to me. The 6502
intentionally traded off on-chip registers for addressing
modes. The Z80 has more registers, but the 6502 has many
more addressing modes; the 6809 has both (oversimplified).
The reason the 6502 has no 16-bit registers is that you
are supposed to use the indexed indirect and indirect
indexed modes to use page zero as a large register bank,
essentially giving you 128 16-bit pointer registers. If
you look at the instruction timings, you can access an
absolute memory location through a two-byte zero-page
pointer (register) with a one-byte offset in as few as
5 cycles. Another benefit of few registers is fast state
saving (interrupt handling has little overhead). The
shortcoming of the dumb 8-bit stack pointer would
seem to be naturally implemented in software, with a

bit of a loss in speed. Also a useful capability I believe not provided in the Z80 is the 6502's memory-to-memory instructions; you can incr/decr, shift or rotate absolute locations without using the limited registers.

As proof that the 6502 CAN support a compiler, the company below claims to have a native 6502 C compiler available (I posted this to the net some time ago - I don't know any inside details on the compiler, so don't ask me. Also I am realistic enough to realize that any time-critical operation on 8-bit processors at low clock rates is best done in assembler, so I haven't looked into the product).

Optimized Systems Software, Inc.,
10379 Lansdale Ave.,
Cupertino, CA 95014
(408) 446-3099

C/65 - "The first native mode C compiler ever produced
for Atari and Apple computers."

(This company was the one that developed Atari Basic, Atari Assembler/Editor, the first Atari DOS, and the first Apple DOS).

Ken Newman
Univ. of Toronto

From -7589441658308889191
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,149b589e49161760,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-01-28 18:42:09 PST
Message-ID: <bnews.utcsrgv.941>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Fri Jan 28 21:42:08 1983
Subject: Defender on 400
X-Google-Info: Converted from the original B-News header
Posted: Fri Jan 28 21:25:12 1983
Received: Fri Jan 28 21:42:08 1983

Has anyone experienced some power-up quirks when using the new Defender cartridge in a 400? Mine usually works fine, but occasionally I just get a blank screen when I close the cartridge door. I am wondering if there is some problem in using 16K cartridges (I believe Defender is one) with the 400's power supply. I took in my 400 for service; they found nothing wrong with it. All my other cartridges work perfectly.

From -3966830651226943691
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d6f06439d34b6a17,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-02 13:41:43 PST
Message-ID: <bnews.utzoo.2788>
Newsgroups: net.micro.atari
Path: utzoo!kcarroll
X-Path: utzoo!kcarroll
From: utzoo!kcarroll
Date: Wed Feb 2 16:41:36 1983
Subject: CRASH!
X-Google-Info: Converted from the original B-News header
Posted: Wed Feb 2 16:41:36 1983
Received: Wed Feb 2 16:41:36 1983

   For some time, my 800 has had the characteristic that it would
tend to crash, some time (usually about a couple of hours) after
power-up. The time before crashing has recently been decreasing;
it's rare that I can get the thing to work for an hour straight,
now (thank the gods that I have a disk drive!). I suspect that
the problem is due to a poor connection between one of the innumerable
cartridges and the bus; however, sometimes the crash will come when I'm
not touching the machine, and hence it wouldn't be due to a cartridge
shifting in its socket.
   Question: do many other people have this problem with their machines,
or is it time to bring mine in for service?
Thanks in advance.
-Kieran A. Carroll
...decvax!utzoo!kcarroll

From -5754166592117129566
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,e6140c82e0e97d0f,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-03 00:27:37 PST
Message-ID: <bnews.ihlpb.287>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!houxm!houxa!houxi!houxz!ihnp4!ihlpb!bryan
X-Path: utzoo!decvax!harpo!npoiv!npois!houxm!houxa!houxi!houxz!ihnp4!ihlpb!bryan
From: ihlpb!bryan
Date: Thu Feb 3 03:27:35 1983
Subject: Defender problems
X-Google-Info: Converted from the original B-News header
Posted: Wed Feb 2 08:37:00 1983
Received: Thu Feb 3 03:27:35 1983
Reply-To: bryan@ihlpb.UUCP (Bryan K. DeLaney)

I have had problems with the Defender cartridge also.
After playing for about 30 minutes it usually freezes up.
Also I have noticed that it runs hotter than any other
cartridge. One thing you might try is to remove the cover
on the cartridge, and cram something in the door swith so
that you can leave the door open.

!ihlpb!bryan
Bryan DeLaney,
BTL Naperville

From 687704165514301310
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d6f06439d34b6a17
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-04 04:06:59 PST
Message-ID: <bnews.uwvax.743>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!seismo!uwvax!reid
X-Path: utzoo!decvax!harpo!seismo!uwvax!reid
From: uwvax!reid
Date: Fri Feb 4 07:06:53 1983
Subject: Re: CRASH!
References: <bnews.utzoo.2788>
X-Google-Info: Converted from the original B-News header
Posted: Thu Feb 3 12:35:54 1983
Received: Fri Feb 4 07:06:53 1983

My 800 crashes, too. The same symptoms, usually right after power-up. The
screen will flicker in a very uniform way (within each pixel, the same pattern
is visible when it flickers). Everything locks up, no keyboard handler, no
nothing. I believe it has something to do with corrosion on the contacts
between the Operating System and its corresponding slot, or possible with the
CPU board and its contacts. I have spent a lot of time cleaning the contacts,
but it doesn't seem to make a huge difference. After the unit has been on for
quite a while, I guess when I turn it off, it must oxidize much faster, since
invariably I have a problem when I turn it on again after letting it sit for
a while. I can usually remedy the problem by cleaning off the Operating
System contacts. Is there any way to keep this oxidization from occurring????

Glenn Reid

From -8638612230508976526
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,75f4134ea92463b1,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-07 02:45:10 PST
Message-ID: <bnews.ihuxi.284>

Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!ihnp4!ihuxi!rcj1
X-Path: utzoo!decvax!harpo!ihnp4!ihuxi!rcj1
From: ihuxi!rcj1
Date: Mon Feb 7 05:45:09 1983
Subject: 400 CRASH???
X-Google-Info: Converted from the original B-News header
Posted: Sun Feb 6 06:51:25 1983
Received: Mon Feb 7 05:45:09 1983
Reply-To: rcj1@ihuxi.UUCP (R.C. Jender)

I'm not sure the machine itself is crashing but I'm experiencing

problems whenever I play Stellar Shuttle. (machine coded on cassette).

Seems like I can play for about an hour or so then some sort

of glitch comes along. Usually one of the men turn color, and thats

the sign that all's not well. On the next play, all hell breaks

loose and start and reset are no use.. This is the only

machine code cassette I have, however no problems with any

cartridges.. Could this be a software bug???

The reason I ask because the same problem occurs on two different

machines?????

Ray,
ihuxi!rcj1

From -2685585549246284398
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,fd1fbecc57d02531
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-11 21:40:06 PST
Message-ID: <bnews.watarts.1667>
Newsgroups: net.micro.atari
Path: utzoo!watmath!watarts!bernie
X-Path: utzoo!watmath!watarts!bernie
From: watarts!bernie
Date: Sat Feb 12 00:40:00 1983

Subject: Re: 6502 compilers
References: <bnews.utcsrgv.940>
X-Google-Info: Converted from the original B-News header
Posted: Fri Feb 11 09:30:23 1983
Received: Sat Feb 12 00:40:00 1983
Reply-To: bernie@watarts (Bernie Roehl)

I have not actually seen the C/65 compiler in operation, but have heard from several sources that it's a (small) subset of the language. Your observations about design tradeoffs in the 6502 architecture are valid. However,

1. Doing any kind of 16-bit operations on the 6502 is still extremely inefficient; for example, adding two 16-bit signed integers requires several instructions, whereas a processor like the Z-80 can do 16-bit signed adds with a single 1-byte instruction.
2. The stack on the 6502 is 8 bits wide and a fixed 256 bytes deep. Since you want to keep intermediate results of calculations on the stack, as well as local vars and arguments to functions, you quickly run out of stack space. The solution you suggest (a software stack) is fine, but slow and inefficient compared to a machine with a real stack.
3. The 6502 has been around a *long* time, and is widely used (apple, pet, atari...). Yet in all this time and with all the demand for good software for the chip, no one has implemented any native-code compilers for the 6502. To me, this says something about the capabilities of the chip. Even the 6800 has native-code compilers for it! (Granted, they're not very good, and produce terrible code, but at least they exist!)

The 6502 is a fast, cheap, widely used processor. It is well-suited to simple applications. It is *not* suitable for supporting high-level languages.

--Bernie Roehl
...decvax!utzoo!watmath!watarts!bernie

From -6995098869015760504
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d6f06439d34b6a17
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-12 03:57:09 PST
Message-ID: <bnews.bmcg.209>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!cmcl2!philabs!sdcsvax!sdccsu3!sdcvax!bmcg!rasp
X-Path: utzoo!decvax!harpo!floyd!cmcl2!philabs!sdcsvax!sdccsu3!sdcvax!bmcg!rasp
From: bmcg!rasp
Date: Sat Feb 12 06:57:08 1983
Subject: Re: CRASH!
References: <bnews.utzoo.2788> <bnews.uwvax.743>
X-Google-Info: Converted from the original B-News header

Posted: Wed Feb 9 18:41:35 1983
Received: Sat Feb 12 06:57:08 1983

Here is some accumulated lore about crashes and glitches on the ATARI:

1. When you clean the contacts, clean all of the contacts! This includes CAREFULLY removing the ROMs from their sockets, GENTLY erasing oxidation from the pins, and reseating them.

2. When you use an eraser to clean off the contacts, be VERY gentle. The precious-metal coating is extremely thin; and, when that gets rubbed off you're in for a lot of oxidation problems.

3. As a rule of thumb, with gold-to-gold conections, the problem won't be oxidation... just accumulated dirt. The clean-up period for this should be on the order of months. For gold to silver there is a mild oxidation problem that could require clean-up on a one or two month basis. If it is gold-or-silver to something else, like German silver or solder, the service interval may be days or weeks depending upon ambient temperature and atmospheric contaminants; e.g., if you live near a paper mill or a rubber plant with the resulting corrosive atmosphere you have got a real problem.

4. One other bit of unpleasantness is that some alternate sources for add-in memories had a problem EXECUTING code out of high memory. It turns out that the 6502 makes adjacent accesses to memory when fetching code while it makes less frequent access to memory on data fetches. This means that a memory test that only accesses data in memory won't detect the problem. What is needed is a test that moves a piece of relocatable code through the area under test and executes it. The only problem there is that it won't pick up pattern sensitivities. Oh well! The nice part about it is that the manufacturers own up to the problem when asked, and their warranties are still in effect.

5. Still another little mystery is the misbehavior of the system if you fool around with the joystick at inopportune times; e.g. during disk accesses, etc. I'm not entirely pleased with the explanation; but, it could be an electro-magnetic interference problem. Solutions are to avoid keeping your computer in a room with nylon carpets (static build-up) or any other insulating material. Of course, as far as diddling with the joystick while accessing the disk goes, it's simply a case of: "Doctor, it hurts when I do this." ... " So, don't do this!"

Good luck with your machines.

Ron Perloff
Burroughs
Micro Components Group
PO Box 28810
San Diego, CA 92127
(619) 451-4519

From 8270509700138880431
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,86042f2d41c6b159,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-13 00:02:56 PST
Message-ID: <bnews.uwvax.755>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!seismo!uwvax!reid
X-Path: utzoo!decvax!harpo!seismo!uwvax!reid
From: uwvax!reid
Date: Sun Feb 13 03:02:55 1983
Subject: Leaving it on....
X-Google-Info: Converted from the original B-News header
Posted: Fri Feb 11 22:17:22 1983
Received: Sun Feb 13 03:02:55 1983

>From reid Fri Feb 11 22:16:19 1983
To: Info-Atari@SU-Score
Subject: Leaving it on....

Does anybody know what the dangers are of leaving an Atari 800 with the power on indefinitely/permanently/for long periods of time??? I have a pretty bad problem with oxidation of the contacts on my OS and some memory, and I find that if I simply leave the thing on, it is not a problem. I am a little apprehensive, since I really don't know much about the hardware (other than the fact that the power supply is supposed to be less than terrific) and I wondered if anybody has any experience with this or knows what is likely or unlikely to happen. I have a small muffin fan that I could press into service if it is better for it to run cooler....

Thanks for any info..

Glenn Reid
  reid @ wisconsin

From 8526466630285365049
X-Google-Language: ENGLISH,ASCII-7-bit

X-Google-Thread: 1517c1,454b55f408ae15fb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-16 02:39:02 PST
Message-ID: <bnews.rocheste.599>
Newsgroups: net.micro.atari
Path: utzoo!decvax!ucbvax!CAD:tektronix!zehntel!sytek!menlo70!hao!seismo!rocheste!
parker
X-Path: utzoo!decvax!ucbvax!CAD:tektronix!zehntel!sytek!menlo70!hao!seismo!
rocheste!parker
From: rocheste!parker
Date: Wed Feb 16 05:38:59 1983
Subject: Re: 6502 compilers
X-Google-Info: Converted from the original B-News header
Posted: Wed Feb 2 00:13:39 1983
Received: Wed Feb 16 05:38:59 1983

Wow!! Let me start by saying that there are several misleading statements in your message. First, you can only do a memory fetch in 5 cycles only if you have the base address loaded into two page zero locations and the 8-bit index loaded in the Y register. If you don't have this situation, you need to take many cycles (instructions) to load these registers. It is very hard to write a compiler that makes good use of page zero due to the fact that you have to share it with the OS and after that there isn't much of it left for program variables. Once you start swapping page zero you lose most of its advantages. Also, if you have an array with more than 256 bytes, you can't just use the index register anyway. Enough!!

Now back to the subject of the C compiler sold by OSS. First of all, it is NOT a true compiler in that it does not generate 6502 code in the normal sense. It really generates subroutine calls which emulate something like a P-code. If you look at the BYTE magazine bench mark of Sept. 1981 and the update of Jan. 1983, you will see that there were several 6502 compilers tested, the best coming in at 14 seconds (Actually a little bit less than that if you read the Jan. issue, but its validity is in question since there weren't any controls), all of the compilers under 20 seconds were for Z80. The OSS compiler takes about 300 seconds to execute this bench mark and the Atari PASCAL (compiler) takes about 190 seconds.

Well, now the plug. There is a compiler for the Atari that generates *real* 6502 machine code. It comes on an 8K cartridge and includes an Editor (true full screen) and Monitor as well as the compiler!!!!! It also generates very good 6502 code. It executes the prime number bench mark mentioned above in 13.4, yes I said 13.4, seconds. It also compiles that bench mark in just 2, yes I said 2, seconds off the disk!!! Compare that to the compilation times of the other compilers in the bench mark (all of them take minutes, not seconds and are running off of faster disk drives than the Atari). The compile time is only about 1/4 second if you compile it from the editor buffer!!!

Now that I have you drooling at the mouth (or in total disbelief), let me tell you that you're going to have to wait to get one. It isn't scheduled to come on the market until the end of March (and you won't see any ads for it until about May). If things work out, OSS will be carrying this compiler as

well. It is called AMPL, and if you haven't guessed by now, I'm the author.
If you really can't wait till then, contact me and maybe we can work
something out.

Clinton W. Parker, owner
Action Computer Services
1105 Plymouth Ave. So.
Rochester, NY   14608
(716) 235-6572

rochester!parker

From -2788398689552486251
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,c6cf5586f2f8d55c,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-16 04:22:07 PST
Message-ID: <bnews.pyuxjj.421>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!eagle!mhuxt!mhuxa!mhuxh!mhuxm!pyuxjj!benw
X-Path: utzoo!decvax!harpo!eagle!mhuxt!mhuxa!mhuxh!mhuxm!pyuxjj!benw
From: pyuxjj!benw
Date: Wed Feb 16 07:22:03 1983
Subject: this is a test
X-Google-Info: Converted from the original B-News header
Posted: Mon Feb 14 15:48:20 1983
Received: Wed Feb 16 07:22:03 1983

This is a test to tryout the reactivation of net.micro.atari on pyuxjj

From -5421869873368527835
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,66205176633e72e8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-21 16:19:25 PST
Message-ID: <bnews.ihnss.1449>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!ihnp4!ihnss!knudsen
X-Path: utzoo!decvax!harpo!ihnp4!ihnss!knudsen
From: ihnss!knudsen
Date: Mon Feb 21 19:19:23 1983
Subject: Re: 6502 compilers & leaving it on
X-Google-Info: Converted from the original B-News header
Posted: Wed Feb 16 21:16:42 1983
Received: Mon Feb 21 19:19:23 1983
Reply-To: knudsen@ihnss.UUCP (Mike J Knudsen, ihnss!knudsen)

1) Bernie Roehl sounds like a hot prospect for a 6809. It's a great
processor for 16-bits and high-level and combines the best features of
the 6800 AND 6502. However, most instructions take twice as many cycels
as they should (by 6502 standards).

The 6502 is certainly the FASTEST 8-bitter around (for simple tasks).
What I want to know is: WHY ISN'T THERE A 65000 (or whatever) descendant
of the great 6502 by now? We have 8086, z8000, and the 6800 that was
so well killed-off by the 6502 spawned 6809 and 68000.
A 16/32-bit version of the 6502 would have been great for real-time music
synthesis, at least. Was Commode-Or too busy making PETs to do anything
with their great little chip?

Too bad the hardware designers of MOS Tech's original 6502 didn't go back
to Motorola to do the 6809 properly...   mike k

From 3778777718304847506
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,39aaeadae7f1680,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-21 16:24:05 PST
Message-ID: <bnews.ihnss.1450>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!ihnp4!ihnss!knudsen
X-Path: utzoo!decvax!harpo!ihnp4!ihnss!knudsen
From: ihnss!knudsen
Date: Mon Feb 21 19:24:03 1983
Subject: Re: Leaving It On
X-Google-Info: Converted from the original B-News header
Posted: Wed Feb 16 21:22:23 1983
Received: Mon Feb 21 19:24:03 1983
Reply-To: knudsen@ihnss.UUCP (Mike J Knudsen, ihnss!knudsen)

I can't vouch for Atari, but at least twice I have accidentally left my
Radio Shaft CoCO on for 24 hours, with no ill effects.
Most electrical equipment reaches a "thermal equilibrium" with its
environment after an hour or so, after which nothing gets any hotter,
so if your Atari ran all evening OK it can't hurt. However:
1) Your machine is vulenerable to power line glitches, etc, all the while
it is on. Why expose it if not using it?
2) Solid-state devices don't last FOREVER, maybe only 5 to 10 years of
operating lifetime. Of course, all our toys will be obsolete before they
wear out, but....
mike k

From -797920843656022195
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,113a9206274d81ed,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-21 18:17:44 PST
Message-ID: <bnews.ihuxf.214>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!ihnp4!ihuxf!bryan
X-Path: utzoo!decvax!harpo!ihnp4!ihuxf!bryan
From: ihuxf!bryan

Date: Mon Feb 21 21:17:43 1983
Subject: the 1200xl
X-Google-Info: Converted from the original B-News header
Posted: Thu Feb 17 11:01:35 1983
Received: Mon Feb 21 21:17:43 1983
Reply-To: bryan@ihuxf.UUCP (Bryan K. DeLaney)

There has been a lot of greif about the Atari 1200XL.
There seems to be a lot of confusion as to why Atari
introduced it. There are only minor improvements made
to it (64kram, 14k OS, better color, and sound circuits).
BUT IT DOES NOT HAVE ANY EXPANSION SOCKETS AND HAS ONLY TWO
JOYSTICK PORTS. Why then did atari introduce the 1200XL?

I think the reason it was introduced, was that a lot of computer
stores are dropping the Atari 400/800 computers because they
can not match the prices of K-mart, Sears, Toys-R-us, and the
discount houses. Also there seems to be alot of people out
there who think the atari is good for games but does not have
the power of an apple II or TRS-80. So why not introduce a new
computer with lots of business software and let the computer stores
have a product that is over priced like the apple and sell them
to people who want a "real" computer?

ihuxf!bryan
Bryan DeLaney,
BTL Naperville IL

From -1983906357714062338
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,18abaf4baf9ba500,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-22 13:17:45 PST
Message-ID: <bnews.utcsrgv.1091>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Tue Feb 22 16:17:43 1983
Subject: anybody home?
X-Google-Info: Converted from the original B-News header
Posted: Tue Feb 22 15:46:29 1983
Received: Tue Feb 22 16:17:43 1983

I haven't seen any articles in this group for some time. I'm
not sure if it was administrated out at this end (grrrr) or
whether there just hasn't been any traffic and it killed
itself (??). (net.micro.atari was missing from our "active"
file for a while). I have seen up to article 65. If there
have been subsequent postings, would someone be kind enough

to send me them? Thnx in advnx. And if this group really is
dying, let's revive it!! There's piles of new Atari stuff
to kick around.

From 769972953802839069
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,9e42a9be3ff18139,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-23 09:49:10 PST
Message-ID: <bnews.utcsrgv.1094>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Wed Feb 23 12:48:53 1983
Subject: BIG Atari move
X-Google-Info: Converted from the original B-News header
Posted: Wed Feb 23 12:35:05 1983
Received: Wed Feb 23 12:48:53 1983

Just heard on the news that Atari is closing up all US
operations (or at least the division making video games and
home computers) and moving to "the Orient" (== Japan?)!!! It
seems 600 employees have been laid off, with the rest of its
1700 employees to follow. Wow! This could be cause for BIG
problems, depending on the full story. Does anyone know more?
Is it due to economic issues? What happens to SERVICE? PRICES?
Please someone fill us in.

Ken Newman
Univ. of Toronto

From -6482625684048849095
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6a24d0c10a11db2a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-24 00:43:38 PST
Message-ID: <bnews.ihuxi.294>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!houxm!houxa!houxi!houxz!ihnp4!ihuxi!rcj1
X-Path: utzoo!decvax!harpo!npoiv!npois!houxm!houxa!houxi!houxz!ihnp4!ihuxi!rcj1
From: ihuxi!rcj1
Date: Thu Feb 24 03:43:37 1983
Subject: 400 Keyboard Replacement
X-Google-Info: Converted from the original B-News header
Posted: Thu Feb 24 00:25:40 1983
Received: Thu Feb 24 03:43:37 1983
Reply-To: rcj1@ihuxi.UUCP (RCJ)

Has anyone retrofit the 400 with the standard type keyboard's
being advertised? I am considering doing so but one person
that seen it was not very impressed with it...

Ray,
ihuxi!rcj1

From 3946704314187246436
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,80c87182134f1ef8,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-25 03:01:45 PST
Message-ID: <bnews.ihuxf.224>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!houxm!houxa!houxi!houxz!ihnp4!ihuxf!bryan
X-Path: utzoo!decvax!harpo!npoiv!npois!houxm!houxa!houxi!houxz!ihnp4!ihuxf!bryan
From: ihuxf!bryan
Date: Fri Feb 25 06:01:43 1983
Subject: Price of the 1200
X-Google-Info: Converted from the original B-News header
Posted: Thu Feb 24 15:49:08 1983
Received: Fri Feb 25 06:01:43 1983
Reply-To: bryan@ihuxf.UUCP (Bryan K. DeLaney)

According to Compute magazine, 40% of the production cost of
the new 1200 is the 64k ram chips. If that is true does that
mean it cost Atari about $150 dollars to produce it? The article
mentioned that the production cost (once it start selling) will
be lower than the either the 400 or 800. Does this mean we will
someday see the 1200 selling for about 200 ?

ihuxf!bryan
Bryan DeLaney
BTL Naperville, IL

From -5994856706073497082
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,d74e8905550fb6bf,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-25 04:56:55 PST
Message-ID: <bnews.mprvaxa.157>
Newsgroups: net.micro.atari
Path: utzoo!decvax!microsof!uw-beave!ubc-visi!mprvaxa!rintoul
X-Path: utzoo!decvax!microsof!uw-beave!ubc-visi!mprvaxa!rintoul

From: mprvaxa!rintoul
Date: Fri Feb 25 07:56:54 1983
Subject: atari 410 problems
X-Google-Info: Converted from the original B-News header
Posted: Thu Feb 24 08:57:03 1983
Received: Fri Feb 25 07:56:54 1983

Recently i have been having problems with my 410.after saving a program on the tape,i find that the pinch roller has left a mark on the tape where the tape had stopped.if i try to load the program again and it fails to load first time, another mark if left on the tape where the recorder stopped,causing the loading procedure to fail every time.also rewinding the tape seems to cause marks to appear all over the place.any suggestions.(i can't afford a disc drive at the moment.

thanx

doug rintoul

From 4499670023735651912
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6af21036b4eb3b31,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-26 00:00:57 PST
Message-ID: <bnews.teklabs.1768>
Newsgroups: net.micro.atari
Path: utzoo!decvax!ucbvax!CAD:tektronix!teklabs!done
X-Path: utzoo!decvax!ucbvax!CAD:tektronix!teklabs!done
From: teklabs!done
Date: Sat Feb 26 03:00:56 1983
Subject: Logo for the Atari
X-Google-Info: Converted from the original B-News header
Posted: Thu Feb 24 09:39:16 1983
Received: Sat Feb 26 03:00:56 1983

I read in a recent issue of InfoWorld that Atari has contracted with a Canadian company to produce a Logo cartridge for the Atari 400/800 and the upcoming 1200XL. The article claimed it would be available this summer sometime. I think the company is called Logo Computer Systems or something like that. It's amazing that Atari hasn't provided Logo for their computers until now, unless they thought their Pilot would fill the bill. Anybody have any more information?

Don Ellis -- Tektronix -- teklabs!done

From 2119386032615266057
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ea3d75bdf7a3127b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-26 00:19:06 PST
Message-ID: <bnews.ihuxf.225>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!houxm!houxa!houxi!houxz!ihnp4!ihuxf!gauldin

X-Path: utzoo!decvax!harpo!npoiv!npois!houxm!houxa!houxi!houxz!ihnp4!ihuxf!gauldin
From: ihuxf!gauldin
Date: Sat Feb 26 03:19:03 1983
Subject: Experience with Intec Memory Modules???
X-Google-Info: Converted from the original B-News header
Posted: Fri Feb 25 12:46:56 1983
Received: Sat Feb 26 03:19:03 1983
Reply-To: gauldin@ihuxf.UUCP (Mark Gauldin)

Has anyone out there had experience with Intec addon memory modules
for the Atari 800? I have seen their 32K module advertised for as
little as $67, which sounds pretty good, and I was wondering
whether anyone had had problems with them. Does anyone know of a
better deal?

          Mark Gauldin
          ihuxf!gauldin

From -2795426802166335645
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,a343e75f890578bc,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-26 21:56:08 PST
Message-ID: <bnews.wjh12.171>
Newsgroups: net.micro.atari
Path: utzoo!decvax!genradbo!wjh12!sob
X-Path: utzoo!decvax!genradbo!wjh12!sob
From: wjh12!sob
Date: Sun Feb 27 00:56:06 1983
Subject: GTIA chip
X-Google-Info: Converted from the original B-News header
Posted: Sat Feb 26 13:44:38 1983
Received: Sun Feb 27 00:56:06 1983

does anyone know how to convert the GTIA chip in the atari 800 to
RS170 TV sync signal? (ie interlaced)

also is there an available doc. on the programming of this chip?

          scott bradner
          harvard university
          ...decvax!genradb!wjh12!sob

From -2970696220417510465
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,dce33b942b2f25bb,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-26 23:15:20 PST
Message-ID: <bnews.ihuxf.226>
Newsgroups: net.micro.atari

Path: utzoo!decvax!harpo!floyd!vax135!ariel!hou5f!npoiv!npois!houxm!houxa!houxi!
houxz!ihnp4!ihuxf!bryan
X-Path: utzoo!decvax!harpo!floyd!vax135!ariel!hou5f!npoiv!npois!houxm!houxa!houxi!
houxz!ihnp4!ihuxf!bryan
From: ihuxf!bryan
Date: Sun Feb 27 02:15:18 1983
Subject: 3.5 inch floppy for Atari?
X-Google-Info: Converted from the original B-News header
Posted: Sat Feb 26 12:53:28 1983
Received: Sun Feb 27 02:15:18 1983
Reply-To: bryan@ihuxf.UUCP (Bryan K. DeLaney)

The following was seen in EDN magazine.

Sony and 12 other companies have agreed to a standard 3.5 inch
floppy-disk format. The agreement calls for an 80 track disk with
135 tpi density, storing .5 meg bytes per side. The disk comes
inside a 90 x 94 x34 mm cartridge.

The companies:
ATARI, Shugart Associates, Verbatim, Fuji, TDK, Athana, BASF,Memorex
3M, Wabash, Datatech, Xidex, and Sony.

Does this mean that we will, in the near future, see a new
disk drive for the Atari computers?

ihuxf!bryan
Bryan DeLaney
BTL Naperville, IL

From -8366597469102832476
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,2cd170c28d7b8772,start
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 129c11,2cd170c28d7b8772,start
X-Google-Attributes: gid129c11,public
X-Google-Thread: 1622d3,2cd170c28d7b8772,start
X-Google-Attributes: gid1622d3,public
X-Google-ArrivalTime: 1983-02-27 00:03:56 PST
Message-ID: <bnews.yale-com.980>
Newsgroups: net.micro,net.micro.atari,net.micro.apple
Path: utzoo!decvax!yale-com!cutler
X-Path: utzoo!decvax!yale-com!cutler
From: yale-com!cutler
Date: Sun Feb 27 03:03:55 1983
Subject: Re: No 65000?
X-Google-Info: Converted from the original B-News header
Posted: Sat Feb 26 22:47:16 1983
Received: Sun Feb 27 03:03:55 1983

It isn't immediately clear to me that there "are more Z80 than 6502 systems out there." But if one extends the bounds a little to include the Atari 2600 and 5200 VCS machines, the Z80 market is a magnitute smaller than the 6502 market! The 5200 might even allow for some programmability in the future. And as far as authors of game software are concerned, I think the 6502 market is the place to be.

Ben Cutler
decvax!yale-comix!cutler
Yale University

From -7475036118668445915
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,6a1aba42c9af6d8d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-28 18:17:10 PST
Message-ID: <bnews.utcsrgv.1120>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Mon Feb 28 21:17:09 1983
Subject: tape tip
X-Google-Info: Converted from the original B-News header
Posted: Mon Feb 28 20:57:40 1983
Received: Mon Feb 28 21:17:09 1983

For anyone who cares, I have a tip for those Atari users like me who are using cassette. If you are having real headaches loading prerecorded tapes, i.e. it fails almost right away, it's very likely that it's your head alignment (assuming of course you have tried cleaning and demagnetizing). The adjustment is quite easy; looking at the 410 normally, keys toward you, the record/playback head (the center one) has a spring-loaded screw on its LEFT side. Often you can even see that the head is askew. Being extremely careful not to touch the heads, press play to bring the heads out and tighten the screw a little until the head looks straight. Try loading a tape then readjusting the screw, etc until loading perfectly. Probably the head will not go out of alignment anywhere near as quickly if you keep a finger on the active key when you press stop so the key doesn't snap up so hard (less vibration for mechanism).

From 4617701629467400302
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b6e10ee05fbf2b0a,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-02-28 18:45:59 PST
Message-ID: <bnews.utcsrgv.1121>

Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Mon Feb 28 21:45:58 1983
Subject: Assembler cartridge incompatibility
X-Google-Info: Converted from the original B-News header
Posted: Mon Feb 28 21:17:25 1983
Received: Mon Feb 28 21:45:58 1983

Has anyone else had problems with the assembler routines at the back of the Atari Assembler Editor cartridge's manual? They claim that you can write out an object file from the assembler and then read that into memory with the Basic cartridge using CLOAD! Sorry guys, that doesn't work. I've been able to read in the raw binary from cassette that the assembler cartridge puts out, and not only is it not in the format expected by CLOAD, but it isn't in boot file format either! Only the assembler cartridge can read it back in. I'm hacking a program that can read in the object from Basic. Anyone have any similar experience? I can give the object file format to anyone interested. Of course I'm referring only to cassette-based operation.

From 8210286092065064608
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5ea02c6359e7209b,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-03-01 01:49:06 PST
Message-ID: <bnews.houxg.151>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!floyd!vax135!ariel!orion!lime!houxg!whc
X-Path: utzoo!decvax!harpo!floyd!vax135!ariel!orion!lime!houxg!whc
From: houxg!whc
Date: Tue Mar 1 04:49:03 1983
Subject: Rana 1000 Disk Drive?
X-Google-Info: Converted from the original B-News header
Posted: Mon Feb 28 13:10:51 1983
Received: Tue Mar 1 04:49:03 1983

> Has anyone seen or touched or heard a price on the Atari Disk drive offered by Rana (1000). The ad in BYTE says it cost one-third less than the Atari drive and has single/double density capability. I'll post a summary of the responses to the net.

From -2338347523384830307
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,278f9eb9486f4728,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-03-01 01:59:05 PST

Message-ID: <bnews.cwruecmp.527>
Newsgroups: net.micro.atari
Path: utzoo!decvax!cwruecmp!pjd
X-Path: utzoo!decvax!cwruecmp!pjd
From: cwruecmp!pjd
Date: Tue Mar 1 04:59:04 1983
Subject: Rana 1000.
X-Google-Info: Converted from the original B-News header
Posted: Mon Feb 28 15:18:50 1983
Received: Tue Mar 1 04:59:04 1983

The Rana 1000 will retail for $399. I couldn't get any
details on interfacing -- a critical issue for us 400
users! A brochure will be available in about one month.
Rana has a toll free number: (800) 421-2207.

pj drongowski
decvax!cwruecmp!pjd

From 7538101943044807470
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b0fa9006fb3a97c5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-03-06 09:17:36 PST
Message-ID: <bnews.utcsrgv.1145>
Newsgroups: net.micro.atari
Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Sun Mar 6 12:17:28 1983
Subject: new games?
X-Google-Info: Converted from the original B-News header
Posted: Sun Mar 6 11:49:19 1983
Received: Sun Mar 6 12:17:28 1983

Any comments on the new games for the 400/800, Zaxxon, Qix,
and ET Phone Home (groan)?

From -8020341433863014297
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5d54fe00a85fb14d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-03-08 02:48:02 PST
Message-ID: <bnews.ihuxi.297>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!houxm!houxa!houxi!houxz!ihnp4!ihuxi!rcj1
X-Path: utzoo!decvax!harpo!npoiv!npois!houxm!houxa!houxi!houxz!ihnp4!ihuxi!rcj1
From: ihuxi!rcj1
Date: Tue Mar 8 05:48:01 1983
Subject: Question Regarding Atari Rebates....

X-Google-Info: Converted from the original B-News header
Posted: Mon Mar 7 15:01:22 1983
Received: Tue Mar 8 05:48:01 1983
Reply-To: rcj1@ihuxi.UUCP (RCJ)

Sometime before Xmas, I bought my Atari 400, along with
the Educator kit. Also a couple of cartridges.
I should be getting $40. in rebates but have heard
nothing yet!!! Anyone else expecting rebates, or
anyone received rebates yet?...

Ray,
ihuxi!rcj1

From 8838755487952915639
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,b1ade4851e398fd5,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-03-13 11:21:05 PST
Message-ID: <bnews.unc.4763>
Newsgroups: net.micro.atari
Path: utzoo!decvax!duke!unc!kh
X-Path: utzoo!decvax!duke!unc!kh
From: unc!kh
Date: Sun Mar 13 14:21:04 1983
Subject: Question about Atari Basic
X-Google-Info: Converted from the original B-News header
Posted: Sat Mar 12 18:53:10 1983
Received: Sun Mar 13 14:21:04 1983

Does anybody know what the COM statement is supposed to do?
The manual index says 'See DIM', but the section on DIM gives
no information. Is it at all implemented?

Kenny Hirsch
duke!unc!kh
kh.unc@UDel-Relay
Chapel Hill, N.C.

P.S. I need this for a compiler I'm writing. Please send any information
that you can.

From 6095360533444491438
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,7c3e22b620dd7a8d,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-03-14 15:46:13 PST
Message-ID: <bnews.utcsrgv.1180>
Newsgroups: net.micro.atari

Path: utzoo!utcsrgv!newman
X-Path: utzoo!utcsrgv!newman
From: utcsrgv!newman
Date: Mon Mar 14 18:46:12 1983
Subject: serial port connector
X-Google-Info: Converted from the original B-News header
Posted: Mon Mar 14 17:59:27 1983
Received: Mon Mar 14 18:46:12 1983

Does anybody know where I can get a male Atari serial port connector (i.e.
like the one on the 400/800 itself, not the plug)?

From 4305918070131989836
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5d54fe00a85fb14d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-03-14 22:59:12 PST
Message-ID: <bnews.isrnix.187>
Newsgroups: net.micro.atari
Path: utzoo!decvax!harpo!npoiv!npois!wbux5!wb2!houxz!ihnp4!ixn5c!inuxc!pur-ee!
iuvax!isrnix!kat
X-Path: utzoo!decvax!harpo!npoiv!npois!wbux5!wb2!houxz!ihnp4!ixn5c!inuxc!pur-ee!
iuvax!isrnix!kat
From: isrnix!kat
Date: Tue Mar 15 01:59:10 1983
Subject: Manuals needed
References: <bnews.ihuxi.297>
X-Google-Info: Converted from the original B-News header
Posted: Sun Mar 13 14:27:10 1983
Received: Tue Mar 15 01:59:10 1983

I'm getting an Atari 800 sometime in th next month to write some assembly
language graphics software on. I could use a good book or two on how to
set up display lists, working with the hue and luminance registers, etc.
Could also use some info on where to order copies of the Atari Technical
Reference Manual and De Re Atari, if it's still available.
                                Dr. Cat
                                pur-ee!iuvax!isrnix!kat

From -2318250112062562455
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,5d54fe00a85fb14d
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-03-18 20:35:39 PST
Message-ID: <bnews.watarts.1750>
Newsgroups: net.micro.atari
Path: utzoo!watmath!watarts!bernie
X-Path: utzoo!watmath!watarts!bernie
From: watarts!bernie
Date: Fri Mar 18 23:35:38 1983

Subject: Re: Manuals needed
References: <bnews.isrnix.187>
X-Google-Info: Converted from the original B-News header
Posted: Thu Mar 17 10:10:49 1983
Received: Fri Mar 18 23:35:38 1983
Reply-To: bernie@watarts.uucp (Bernie Roehl)

There was a series of articles in Byte about Atari display lists a while back;
you might try checking thos out.

From -8836332420163308966
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ea60fdd3df83a807,start
X-Google-Attributes: gid1517c1,public
X-Google-ArrivalTime: 1983-03-26 03:27:16 PST
Message-ID: <bnews.houxd.119>
Newsgroups: net.micro.atari
Path: utzoo!decvax!microsof!uw-beave!cornell!vax135!ariel!houti!hogpc!houxz!houxi!
houxa!hound!houxm!houxd!ml
X-Path: utzoo!decvax!microsof!uw-beave!cornell!vax135!ariel!houti!hogpc!houxz!
houxi!houxa!hound!houxm!houxd!ml
From: houxd!ml
Date: Sat Mar 26 06:27:14 1983
Subject: Atari Games Technical Info Requested
X-Google-Info: Converted from the original B-News header
Posted: Thu Mar 24 14:17:27 1983
Received: Sat Mar 26 06:27:14 1983

I am looking for any technical information I can get on ATARI (or
compatible) Video Game Units. Has anyone taken one apart and thoroughly
examined it? Are there schematics, chip identifications, documentation?
Does anyone have any information and/or experience with development
systems used to create new games?

Please send replies by mail to houxd!ml or M. Lampell, HO 3K502, x6051.

From -1175491216304492754
X-Google-Language: ENGLISH,ASCII-7-bit
X-Google-Thread: 1517c1,ea60fdd3df83a807
X-Google-Attributes: gid1517c1,public
X-Google-Thread: 123760,f8c447d8c86d98dc,start
X-Google-Attributes: gid123760,public
X-Google-Thread: 163b79,7929b2f1acf283e5
X-Google-Attributes: gid163b79,public
X-Google-Thread: 129c11,2719976dd55c0066
X-Google-Attributes: gid129c11,public
X-Google-ArrivalTime: 1983-03-26 04:58:52 PST
Message-ID: <bnews.houxd.115>
Newsgroups: net.general,net.micro,net.micro.atari,net.games.video
Path: utzoo!decvax!harpo!eagle!mhtsa!alice!npoiv!npois!houxm!houxd!ml
X-Path: utzoo!decvax!harpo!eagle!mhtsa!alice!npoiv!npois!houxm!houxd!ml

From: houxd!ml
Date: Sat Mar 26 07:58:51 1983
Subject: Atari Games Technical Info Requested
X-Google-Info: Converted from the original B-News header
Posted: Thu Mar 24 12:46:47 1983
Received: Sat Mar 26 07:58:51 1983

I am looking for any technical information I can get on ATARI (or compatible) Video Game Units. Has anyone taken one apart and thoroughly examined it? Are there schematics, chip identifications, documentation? Does anyone have any information and/or experience with development systems used to create new games?

Please send replies by mail to houxd!ml or M. Lampell, HO 3K502, x6051.